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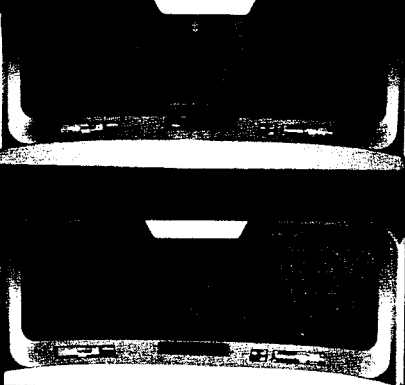
ISSUE #103/MARCH, 2004

**NEW STAR TREK SHOCKER:**

# DWIGHT: IT'S TIME TO TELL!

**Exclusive photos  
and details ...**

**SECRET FINALLY REVEALED!**



**PLUS: More SCOOPS inside ...**

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## "Just A Ramblin' Kinda Guy"--sm

I like to write these ramblings when I'm about half way through putting each issue together. At this point I only a partial idea of what stories will be in it, no idea how long it will be, or what surprises in the way of ads or events will pop up. Well, the cover story "happened" pretty abruptly and it threw what plans I had out the window. Just as I thought I had a handle on it, I got some information about a new book the night before this went to the printer. That HAD to included so you'll find it on the back cover, the only place I had some room! Also, it was reported last issue that Tim Arnold would be "doing" the next issue. Due to a conflict in time with his upcoming Fun Nights, he'll be doing issue #105 in stead. This will give me a sorely needed break. Thanks, Tim. No more room, so let's get on with it! **PGJ/s**

# All Things Pinball Considered

### Miracle Cure

Hi Jim:

As a new subscriber to PGJ, I thoroughly enjoyed #102. I also read with interest the situation involving your wife's illness.

Two years ago, I was diagnosed with a cancerous lymphoma tumor on my spine that paralyzed me from the waist down and I can completely understand what your family must be going through. Yesterday, I just received the news that I appear to be cured and have learned to walk again in the past year.

I was/am a patient at UM medical center in Ann Arbor, Michigan and am hopeful that your wife can get the same positive results. Since I was no longer able to golf and bowl, I turned back to my old love of pinball and you might say that pinball helped me to recover. In fact, I hope to build a substantial stable of 1990s pinballs for my new game room.

Howard Lajiness, Monroe, Michigan

### Seminar Success!

Hi Jim,

Here is a photo of my 10-year-old son, Daniel Peck (of Long Beach, CA), who took first place in the Texas Pinball Festival children's tournament on Saturday 11/8/03. He scored just over 16 million on a TSPP. Sorry the photo is so small - I goofed on my resolution setting.

The irony is that he spent almost the entire three days of the festival playing a MAME cabinet! He stopped just long enough to play in the tournament, and then back to MAME. I thought you might also enjoy a shot of my new license plate, also attached to this e-mail. Thanks!

Oh, I forgot to mention some-

thing. I asked Daniel how he managed such a high score on a game he'd

never even played before (this was the first time he's played TSPP). Well I also took him to Expo 2002, and he attended the "how to play pinball" seminar (in fact, there's a photo of him at that very seminar on page 38 of PinGame Journal issue 100). He told me, "I tried to remember all the tips I learned in the seminar, and tried to use them." I guess it worked!

Randy Peck, Long Beach, California

Jim,

I thought I'd fill you in on the recent pinball news from Northern Colorado. Locals here have been treated for years to Dave Mercer's pinball open houses every



six months or so. Dave graciously opens his doors to everyone to come and enjoy the 20 or so games in his collection, typically for a whole weekend. Rob Weidner and I, frequent guests at Dave's open houses, had been talking with Dave for a few years about how we might put our collections together to have an even bigger open house.

This past January (2004) the details fell into place and we held the First Northern Colorado Roaming Pinball



out a checklist to our guests that was made to look like the checklists that came with trading cards when we were kids. The intention was to have our guests play as many of the games as they could over the course of the weekend.

Some took the challenge pretty seriously -- others just had fun with the golf pencils. The back side of the checklist has a scavenger hunt for the games everyone would see at some point over the

weekend. We had no way to predict how successful the open house would be, but over 75 people signed our guest sheets. The total number of guests was probably closer to 100. Other statistics of interest include: 2 days, 4 stops, 65 different pinball titles, 81 pinball machines altogether (plus a few arcade games and video machines thrown in for good measure).

So things are going well in Colorado. We have an active and enthusiastic collector community, a real pinball arcade, and we're anxiously awaiting our first big pinball show in April, the Rocky Mountain Pinball Show-down ([www.pinballshowdown.com](http://www.pinballshowdown.com)). Stay tuned to see if



**Dave Mercer studies Kevin Carroll's technique on Gottlieb's '62 Paradise at the first stop of the 1st Roaming Pinball Open House.**

Open House. Dave, Rob, and I along with Kevin and Carole Carroll (of Lyons Classic Pinball) hosted the two day event. We started on Saturday at my place. A few hours later the crowd drove over to Rob's house.

A few hours after that everyone moved to Dave's. On Sunday, the Open House spent the afternoon at Dave's again, and then moved to Lyons Classic Pinball ([www.lyonspinball.com](http://www.lyonspinball.com)) for an evening of free pinball courtesy of the Carrolls at their unique arcade.

We handed



**Hosts Dave Mercer, Robert Weidner, Mark Gibson and Kevin Carroll relax at Lyons Classic Pinball at the end of the 1st Northern Colorado Roaming Pinball Open House.**

the noises made about the 2nd Roaming open house come true.

**Mark Gibson, Northern Colorado**

Dear Jim

I really look forward to your great magazine and really appreciate the time you must put into it. It should be interesting to see the next issue from Tim Arnold. I have visited him twice to see his collection.

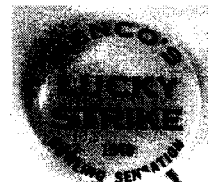
He always makes me laugh on the phone. Oh, and last time I took him round some beer only to find he doesn't drink.

I collect Gottlieb wedge heads from the 60s. Only trouble is here ebay has really put up the prices. A year ago I could get some games for about \$75 (your money) now it's more like \$350-400 and that's for very poor condition games. Something funny: a few weeks ago I had a Royal Guard (I have 2) and when I opened it up, inside there was a 3ft. fluorescent light! Maybe the playfield lights had stopped working and someone thought it was a quick fix. Anyway I hope things go OK for you and look forward to the next magazine.

**Andrew Sims, Wiltshire, England**

Jim

One of my other hobbies other than collecting pinballs and putting on Pinball Expo, is collecting political campaign buttons. Recently, while looking at a button collector's sale items, I spotted this interesting item. It's not for any political campaign I remember! No, it's obviously from a Genco promotional campaign for its bowler Lucky Strike. Thought you'd like to see it.



Also, see you this fall at the Pinball Expo # 20!

**Rob Berk, Warren, Ohio**

—STEVE YOUNG'S—

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and many, many more!

# MYSTERIOUS REVEALING AMAZING!

**E**aster Eggs, Secrets, Hidden Objects and a host of other names and phrases have been used to describe things "put" in pinball games. In older games it usually revolved around artwork in which artists would hide girlfriends names, secret messages, initials and the random revealing body part. Sometimes it was one odd colored bumper post or more recently the depiction of button about to be pressed. But the most discussed and investigated secrets of all are those that appear on the alpha numeric and later dot matrix screens of, usually, Williams or Bally pingames. These items are hidden. Buried deep in the software for the game but there for anyone to see ... if they know how to bring them out. The most secret laden game, as far as we know, is The Machine: The Bride of Pinbot. (see PGJ#46/47 for the full story). However one game, Star Trek: The Next Generation, contains two of the most sought after but illusive secrets of all time. One involves the meaning of the initials DOHO and the other is the infamous "brick game." DOHO pops up in a number of pinballs as well as ST:TNG but the sneaky "brick game" is unique to Star Trek. In the game when a ball is shot, at the right time, into the advance rank hole or neutral zone, a shuttle scene will appear on the dot matrix display (DMD). If the player presses the trigger while that scene is visible, the image changes to one of a back alley with a stretch limo driving by and the graffiti on the brick wall contains the letters DOHO. While people know how to get that scene to show up, the meaning of DOHO has been a mystery.

Even MORE of a mystery is the brick game. People report that it just shows up when ever it feels like it. Sometimes during the attract mode. Sometimes during the play of this mode or that and then it's gone as mysteriously as it came. What they see is a totally random scene of bricks and a small ball of light bouncing off a moving line at the bottom. When the ball hits a brick it makes it disappear. The players report they have

no control over the line or the ball and it sort of plays itself until it's gone. There have been countless hours spent and even more countless posts on the pinball newsgroup, RGP, discussing this phenomenon ... it's been a true pinball legend! All the while, there have been a small group of people, mostly industry insiders, who have known about this and how to control it and they and programmer Dwight Sullivan have been sitting back and enjoying the "ride."

While both of these secrets have stumped pinballers for years, only one has really been in the category of discoverable. DOHO has been associated with Scott Slomiany, affectionately known as Scott Matrix for his work programming the DMD for many of Williams/Bally games. He has also been called the Master of Moo for his penchant for hiding bovine figures in some of the most hidden but hilarious places. But what does DOHO mean? While it has been leaked at one or two pinball shows, those who know have kept quiet. All the information to figure it out is in plain sight, you only have to know where to look. Maddis Brücher finally put it all together so the PGJ is finally free, with Scott's blessing, to reveal the secret.

Coincidentally, about a week before we got this news, Dwight Sullivan finally decided that enough is enough and although no one broke the brick game code, he felt they never would and the time is right to let that one out of the bag, too. So, turn the page, dear readers, if you dare, to read the words of those who know, as they reveal to you the ...

## SHOCKING TRUTH

READ ON IF YOU DARE ►

DOHO. No, it's **NOT** "Documented Occurances of Hidden Objects," however I thought it was about the best guess. But now we know and the PGJ can finally reveal the answer! But I found out the easy way: I asked. (See the embarrassing full explanation of that at the end of this story) One guy figured it out all by himself and he should be the one to explain so we at the PGJ are happy to present ...

# DOHO: Solving A Pinball Mystery

By Matthias "Maddes" Bücher

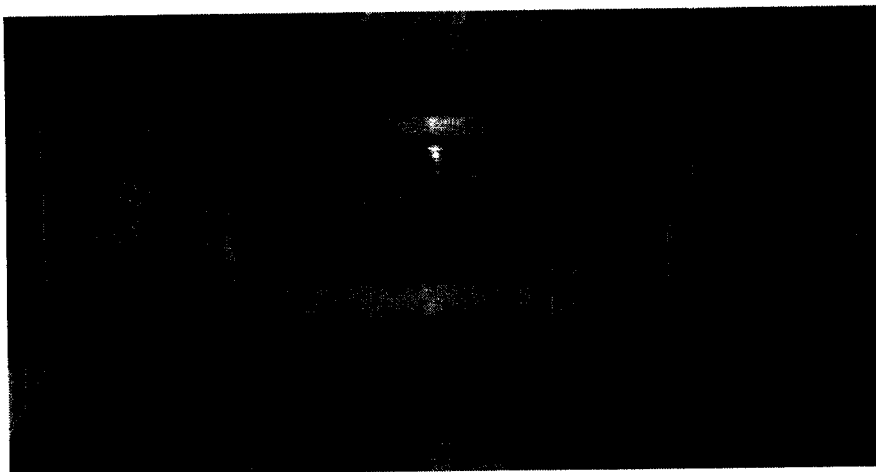
I'm Matthias Bücher from Germany, born 1973 and I go by the nickname Maddes [mad-us]. Like most of you, I loved to play pinball as a teenager, especially the Indiana Jones pinball which was my favorite. In August, 2002 I could finally had enough money and room for an IJ game of my own and a dream from my youth came true.

I used the internet to learn more about maintaining my IJ. During my searches I visited the "Lost Temple of DOHO" with its lost scenes. On the RGP newsgroup I read that DOHO is used as a synonym for easter eggs in Williams pinball machines and that it is an acronym for "Documented Occurrence of Hidden Object" or "Discovery Of Hidden Object." This was all I knew about DOHO until January, 2004.

As I'm a programmer, debugging and changing the IJ game ROM with PinMAME was fun and very interesting. In October, 2003 I decided to mail Brian Eddy, the software coder of IJ, and ask some questions about his experiences in pinball development as a coder. While researching his email address and other information related to him, I found some interviews at the Swedish Pinball Association homepage.<sup>1</sup> I contacted one of the interviewers, Torbjörn Molander, to confirm Brian's email address and ask if he had some more questions for Brian in mind. Torbjörn also maintains a list of DOHOs<sup>2</sup> and this led me to ask Brian what DOHO really means. Brian avoided this question in his reply in January 2004. ("If I told

you I'd have to kill us both!") This aroused my interest in why DOHO was such a big secret.

I searched the RPG first and one post from 1995<sup>3</sup> struck me. It mentioned the sighting of the text "CONGRATSCOTT AND DOHO" on the display of a No Fear pinball. A reply from Steve Ritchie<sup>5</sup> stated that



this is correct and it is indeed Scott \*AND\* DOHO. So DOHO had to be a person with some kind of relationship to someone named Scott. I then revisited the Williams homepage<sup>6</sup> to download the latest No Fear game ROM 2.3. While downloading the ROM, I remembered "The Lost Temple of DOHO" and found the name Scott "Matrix" on its front page. In the No Fear ROM I also found the text "HI DOHO." So DOHO is a person with some kind of relationship to Scott "Matrix."

A newsgroup search for posts by Scott "Matrix" showed that his last name is Slomiany and that he uses DOHO email addresses. But all posts with those DOHO addresses where from 1999 or later; long after his pinball career was over. A websearch for his full name revealed that he uses those DOHO email addresses also in other, mostly programming related,

forums. Another striking hit of that search was the content description of *PinGame Journal* issue #39, April/May 1995,<sup>7</sup> mentioning Scott's wedding. Unfortunately no name of the bride was given and I thought it might also be an April Fool's joke.

But then I realized that everything happened in 1995: the RGP post and No Fear's ROM were from late 1995 and the wedding report was also from 1995, hence No Fear's "CONGRATS" has to refer to Scott's wedding. So DOHO was/is Scott's girlfriend/ wife for sure.

But to find out what the hell DOHO really stands for I decided to investigate further on Scott and his wedding. Again

I did a websearch for his name, but this time I watched for everything family related. I must admit that Scott didn't leave many private trails on the net, but he made a "mistake" by posting into a guestbook of Polynesian Adventures (Hawaii) and naming his wife's first name as "Doris." Got you!

So after two hours of searching, I knew that DOHO \*IS\* Scott "Matrix" Slomiany's wife Doris. I believe that Scott started putting DOHO in easter eggs to pay homage to her. And as he put DOHO in all of his easter eggs, it became a nickname for her at Williams. Hence DOHO could mean "Doris Homage," or be her initials (with maiden name) or even be her real life nickname. For the people outside Williams it became the above mentioned synonym for an easter egg. I mailed my solution to Scott and asked him if he would be so nice to

explain the meaning of HO to me.

In the following days I searched for the PGJ issue #39 on the net, but to no avail. I was told that I could order those old issues and so I did. In the email I mentioned my interest in the article about Scott's wedding and just hours later Jim of PGJ emailed back and asked me why I was so interested in the wedding. I told him everything.

For years Jim has been asking permission from Scott to print the real meaning of DOHO in his journal and as I solved the mystery by myself, Scott finally gave his ok.

Jim asked me to write an article about my search and to keep quiet until the release of the upcoming PGJ issue (the one you are currently reading). I agreed and even removed the HTML comment with my results from my Brian Eddy interview page: a result that you could only see in the HTML source.

*(Editor's note: THE WEDDING. It happened at the 1995 ACME industry show in Reno that Scott and Doris decided to get married. Since I was the only one they knew there who had a big camera, I offered to be photographer. It was a great event and made a nice feature in the PGJ. At some point later I asked Scott, "C'mon, I was photographer at your wedding ... tell me what DOHO means." He replied, "What do you mean ... you KNOW!?" "No I don't!" "Jim, you PRINTED it in your magazine ... check out the wedding story!" I did and there it was, in black and white ... Duh!)*

Some days later PinGame Journal issue #39 arrived and I turned to the wedding story and started to read ... "... Somehow I never expected a wedding. But programmer/game designer Scott "Matrix" Slomiany and Doris Ho decided that the chapel at the Reno Hilton was too much temptation and it was time to make it legal." So Doris' maiden name is "HO" -- mystery solved! **PGJ**

Reference:

<sup>1</sup> Maddes' homepage, <http://www.maddes.net/>

<sup>2</sup> Swedish Pinball Association, <http://www.svenskaflippersallskapet.com/artiklar.php>

<sup>3</sup> Pinball easter egg list, <http://w1.853.telia.com/~u85304218/Cows&Easter.htm>

<sup>4</sup> <http://groups.google.com/groups?selm=4525pb%24t5b%40larry.cc.emory.edu>

<sup>5</sup> <http://groups.google.com/groups?selm=45ft62%24dpc%40newsbf02.news.aol.com>

<sup>6</sup> Williams pinball homepage, <http://www.pinball.wms.com/>

<sup>7</sup> Pingame Journal #039 content, <http://www.pingamejournal.com/backs/makehtml.php?file=issue039.txt>



**THE LIMO.** After you pull the trigger on ST:TNG when the shuttle sequence appears on the DMD and a brick wall with DOHO on it shows up, out of nowhere a big limo drives by. A LIMO? Scott told me I'd have to ask Dwight about that. Ok, Dwight, what's up?

"The limo scene was going to be part of a series of easter eggs. Each one, across a series of games, told a little bit more of a story. First you see a limo drive by. Next you see a sexy leg get out of the limo. Next you see where the limo is parked. Next you see that there still is someone in the limo. And so on. ST:TNG is the only one with a limoee scene."



**MEMBERS OF THE WEDDING:**  
Behind Doris and Scott, (l to r)  
Greg Freres, Louis Koziarz,  
Eugene Jarvis, Bill Grupp,  
Michale Gottlieb, Pat Lawlor,  
Anna Sullivan, Larry DeMar,  
Cary Mednik (hiding), Dwight  
Sullivan, Steve Ritchie, Matt  
Coriale, Darren Walker and  
Steve Kordek.

**BRICK GAME** ►

# HIDDEN BRICK GAME IN ST:TNG

★ BY DWIGHT SULLIVAN

**T**here is a hidden brick-video-game mode for the dot matrix display in the Star Trek The Next Generation pinball machine. It is similar to many of the brick video games that came out in the '80s. At one point, after the start of production of ST:TNG, to avoid any possible legal problems, it was decided that we should keep the mode a secret.

Since we decided to keep the game a secret only a handful of people knew how to get to it. This created a mystery. For a long time the mystery around this mode was the most asked question of enthusiast when I was at pinball events. Even today the topic comes up from time to time. It has been long enough now and finally I have the time to tell about this mode.

## More history than you would ever want!

These are some things that stuck out in my head while thinking of the times surrounding the infamous video mode. Much of it is out of scope for a discussion on hidden video modes. Sorry.

### T2

In 1990, at Williams, game designer Steve Ritchie started designing/drawing a playfield that later became The Getaway: High Speed II. At an early stage of development he shelved what he had designed that far because he got an opportunity to do Terminator 2. To be in line with the release of the movie Steve would have to start right away designing a new game. Steve, some video game designers, and others went to California to meet with James Cameron (the director) and others to learn what they could about the movie. By all accounts they had an amazing time.

The plan was for Williams to do a pinball machine and Midway would do a video game. At that time, Midway was just a department back in the engineering area of 3401 N. California Ave. They were the vididots down stairs and we were the pinheads upstairs. Although those terms were affectionate, they were almost never used or heard by me. Somewhere in here Steve had a falling out with the current programmer on his team, Mark Penacho.

Meanwhile, at this point in my pinball history I was a green programmer with one game freshly tucked into my belt called Riverboat Gambler. I was having the time of my life and **they were paying me! Money!** I finished Riverboat Gambler and went on vacation with my girlfriend.

When I got back from vacation I was told that I was going to be working with Steve on T2 and not to "mess it up." I knew very little of

Steve at the time. Little did I know that I was about to grab the tail of a comet.

Terminator 2 was to be the first game with a dot matrix display. This new innovation did what we hoped it would do: give pinball a shot in the arm in sales. New games with dot matrixes made all old games look old when they sat next to them. In the end, Terminator 2 was the third game to reach production with a dot matrix display.

Gilligan's Island beat us to production, but Checkpoint by Data East was the first pinball machine with a dot-matrix. Although it was not as tall, only 16x128, compared to our "huge" 32x128 pixel display.

The dot-matrix also enable us to do video modes. This was something we could do that was different from recent games so for a while most pins had video modes. Some had more than one.



**The T2 TEAM:** On the production line at Williams. (l to r) Steve Ritchie, Doug Watson, Carl Biagi, Dwight Sullivan and Chris Granner.



Terminator 2 is one of the all time top-selling games. One day, near the very beginning of T2 development, George Petro stopped me in the hall and told me he was concerned that T2 Pinball could make his game, T2 Video, look bad. In the end T2 Pinball outsold the video game and it out earned T2 video at most test locations.

#### Getaway

When T2 was done Steve and I quickly went into the next game, which was The Getaway: High Speed II. It went really fast because Steve already had a good start. Early in the development of Getaway we went to Steve's house.

He owned a High Speed and we wanted to review what that game was like. The funny thing is, we spent only a few minutes playing and talking about High Speed and the rest of the evening checking out Steve's new BIG screen home theater equipment.

Steve and I went to back-to-back trade shows with T2 and then with Getaway. Both were in Las Vegas. While we were at the second show selling The Getaway, Larry DeMar noticed a Las Vegas strip sign that read, "... ENJOY OUR NEW ARCADE; FEATURING; T2 PINBALL." "T2 PINBALL" filled their entire display. I think it was the Silver Dollar casino. Larry drove me to see it and I have a picture of it.

What does all this have to do with the hidden video mode? Not much, except that since it was decided by all that Steve should keep his team intact (why mess with something that produced well), it meant I had some free time. In this spare time, one of the things I did was write a brick video game for the dot matrix display.

#### Star Trek the Next Generation

For a while the game we were doing after The Getaway was going to be Under Siege, based on the upcoming movie. Steve had ideas of putting two cannons on the right side of the playfield and dress that side up to look like half of a ship.

The two cannons would look like cannons of the destroyer, the ship that is used as the setting of the movie. There was room for this because we were now in the land of wider games. I believe Twilight Zone started this trend.

I modified the brick game so the



**Dwight also worked with Steve on No Fear. At the coin-op industry show (l to r) Dwight, Greg Freres, the No Fear Girl(?) and Steve decked out in his finest No Fear biker garb.**

bricks looked like a ship that you were destroying. It was then to be a main video mode for the game. Not really sure how that fits the story of Under Siege but it would have been fun.

The opportunity came to do Star Trek. Steve and I are both huge fans of the show. We switched tracks from Under Siege fast. Steve Ritchie, Roger Sharpe, Greg Freres, and I went to Hollywood.

We went to Paramount Studios to talk to their licensing department and they took us on a tour of the Enterprise. I actually walked on the Enterprise! We saw the one large crew quarters where they filmed all crew quarter scenes. I saw the Holodeck, and Ten Forward. I was on the Bridge (they had the chairs covered in plastic). You could walk right through the view screen. We saw them set up the lighting for a scene and on our way from there Gates Mcfadden (Doctor Crusher) walked right past us on her way to that scene. She looked very tall.

After our tour of the Enterprise we had lunch in the Paramount commissary. This commissary was huge. Many other celebrity sightings were to be had. The coolest was Patrick Stewart (Captain Picard). He sat at the table directly behind Steve. The really interesting part was that just before he arrived we, the ladies of Paramount licensing department and us, had a very tense discussion about what we

were allowed to do in the game. They wanted to make it clear that the Enterprise would never fire first and never before some negotiating. Star Trek is my favorite game of all the games I have worked on.

#### How do codes work on my games

All the games I have programmed from Riverboat Gambler to today have all had a system of monitoring for Easter eggs. An Easter egg is something that is hidden in the game that most people don't know about and mostly are simple and/or silly text messages on the display. All codes are four digits and are entered using the buttons on the game. Most of them just use the flipper buttons.

The most common system uses the right button to enter the current number and clear. The left button is to bump the current number by one.

To enter a code you only have to know the series of four numbers for that code. If the code was 1234:

Tap the right flipper button once.  
(Clear)  
Tap the left flipper 1 time.  
Tap the right flipper button once.  
(Enter and clear)  
Tap the left flipper 2 times.  
Tap the right flipper button once.  
(Enter and clear)  
Tap the left flipper 3 times.  
Tap the right flipper button once. ►

(Enter and clear)  
Tap the left flipper 4 times.  
Tap the right flipper button once.  
(Enter and clear)  
The code is now entered and the game will probably do something.

Try the code 3333 where R = right flipper and L = left flipper:

R LLL R LLL R LLL R LLL R

This will give a message from me to you on almost any of my newer games. For older games like Star Trek you need to start the sequence by holding both flippers and release to clear, and you have to hit the right flipper one more time at the end.

The code 3333 on Star Trek:

B LLL R LLL R LLL R LLL R R

### What is the brick game?

It is a video game played on the dot matrix where a square ball propelled by a paddle that you control tries to knock out all the layers bricks looming above. When the ball comes down you have to use the flipper buttons to move the paddle left or right to keep the paddle under the ball.

When the ball hits the paddle it will then head back up. If the ball hits a brick the brick is destroyed and the ball heads back down. Every time the ball hits something it will bounce.

If the ball breaks through the top layer it will bounce off the ceiling and continue to destroy bricks from the top. When the last brick is gone a new set of bricks will appear and the game continues. It is possible to destroy the last brick from the top and have the ball stuck between the top of the new set of bricks and the ceiling. It will then have to destroy much of the new set before you have to hit it with the paddle again. This is a personal high for me.

If you miss the ball with the paddle it will go off the screen through the bottom. When you miss your fifth ball the game ends and it will kick you back out to your normal pinball life. This video mode gives no score to the pinball game.

### What is the code for the brick game?

In ST:TNG, the code for the brick game is 0248. (*Wow, I'm nervous even typing this!—ed.*)

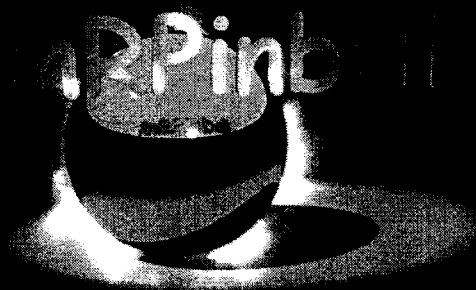
B RLL R LLLL R LLLLLLLL R R

The only feedback you will get is the display will sort of flicker. (It is doing a wipe of itself on top of itself). Then you have to play Riker's Poker Night.

Riker's Poker Night is in itself a hidden video mode. To get Riker's Poker Night you have to light and shoot for the video mode. Then, at the opening screen where you are given a choice of video mode or points, hold the ball launch trigger while you select the points option. This will start a poker game. However, if you did the above code you will get the brick game instead of getting Riker's Poker Night.

You have to do this code while in a game. I normally do it at the beginning of the first ball. Then you try and light video mode. Then you try and shoot video mode. Then you select what would normally give you Riker's Poker Night.

I pulled much of the above information out of my ever failing memory. If you have any additions, corrections or questions about easter eggs or the brick game, please contact me at [dwight.sullivan@comcast.net](mailto:dwight.sullivan@comcast.net)  
Thank you for your time! **PGJ**



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First Major Pinball Show in the UK in Nearly Four Years ...

# Pinball Extravaganza

Words by Graham Fairall

Images by Marvin Watson

**T**he Pinball Extravaganza, February 7-8, 2004, was the first major pinball show organized in the UK for nearly 4 years. It was held in Margate on the south coast of Kent and organized by local supplier Pinball Palace.

There was a wide variety of games at the show from many eras from woodrails to Stern LOTR. Games at the show were, 8 Ball

Champ, Airport, Archer, Batman (DE), Bone Busters, Bumper, CFTBL, Circus, Dexterity, Dr Dude, Elvira, Flipper, Funhouse, Grand Tour, Hairy Singers, Hi Score Pool, Hurricane, Indiana Jones, Lights Camera Action, Lord of the Rings x2, Lucky Ace, Majorettes, Mini Golf, MM x2, Nip It, One Two Three, Orbiter, Party Zone, Phantom of the Opera, Pinbot x2, Queens, Castle, RFM, Sky Kings, ST:TNG, Straight Shooter, Strange

Science, Swords of Fury, TAF, Tally Ho, TFTC, Totem, Trio, TZ x3, Whitewater x2, World Fair.

As well as the games notable exhibitors

were Pinball Heaven (who had some well restored machines), PinLED (who were showing their impressive LED replacement displays), and HAPP

Controls selling parts. There were also plenty of Jukeboxes, a few videos and fruit machines plus memorabilia stands.

It was great to be able to



play such a wide range of different games and styles - many of which I'd never seen before - highlights for me were Full and Hairy Singers.

Full, by Spain's Recreativos Franco, proved infuriatingly addictive. The playfield had

playfield light inserts.

Attendance seemed good on the Saturday for a location not ideal for many in the country and most machines were working well. I've heard that the organizers were sufficiently pleased with the attendance and plan to organize a similar event in the future. **PGJ**

▼ Anna Watson, Marvin's daughter, is seven years old and is seen on the back cover overlooking the pinball scene as well as below. Always good to see some one who's part of the future of pinball!

10 ten-pin shaped drop-down targets in the playfield to be knocked down and as they went down they changed the nature of the play. Great stuff.

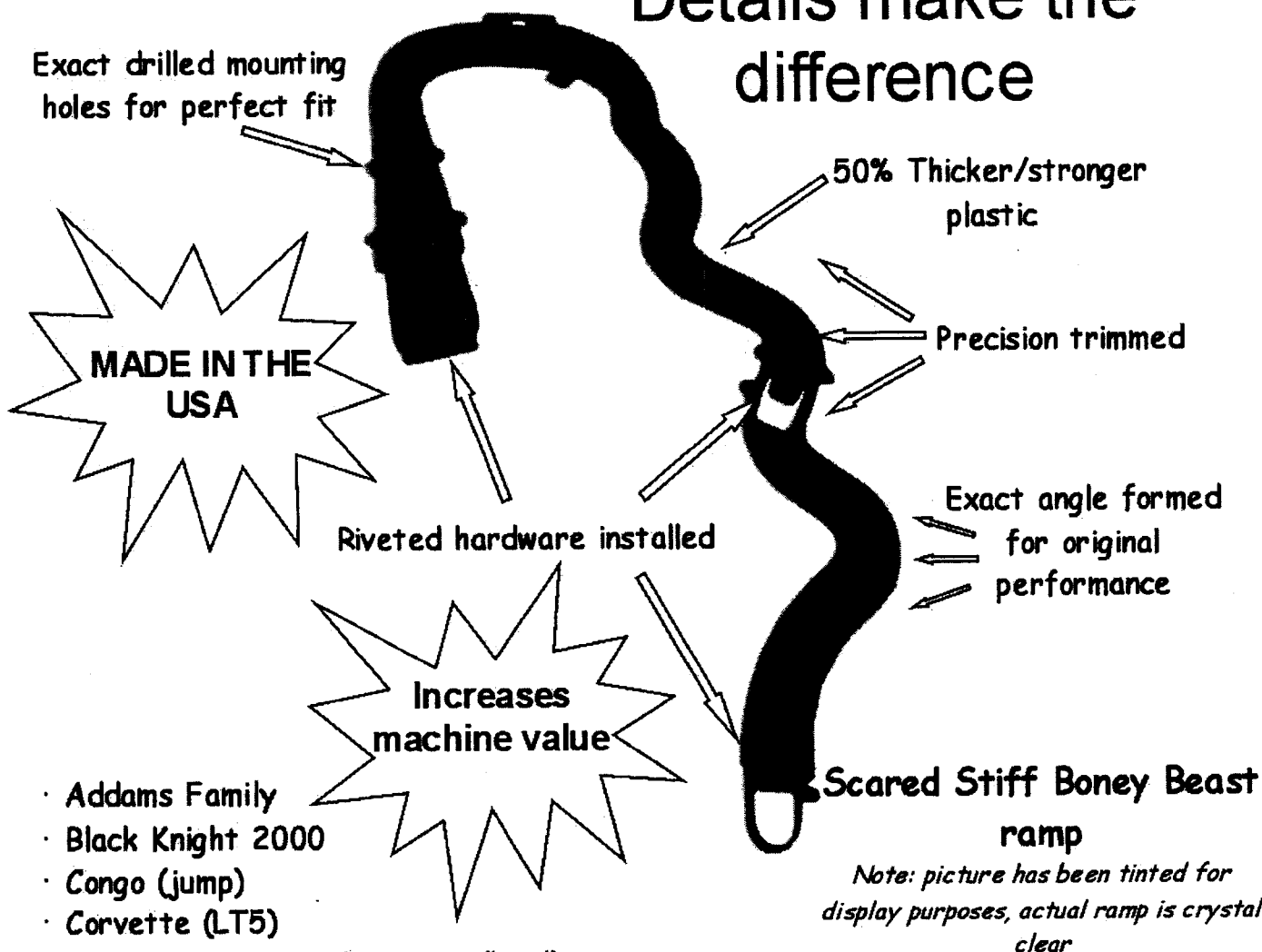
Rally's Hairy Singers -- this won prize for the rarest machine at the show. Apart from sounding a bit rude, it had an unusual roto disc under the playfield which spun to project different colours on the



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- Rocky and Bulwinkle (WABAC)
- Scared Stiff (Boney Beast)
- Star Trek: Next Generation (all 3)
- Taxi (departures)
- Theatre of Magic (left stairs)
- Twilight Zone
- White Water (whirlpool)

**Scared Stiff Boney Beast ramp**

*Note: picture has been tinted for display purposes, actual ramp is crystal clear*

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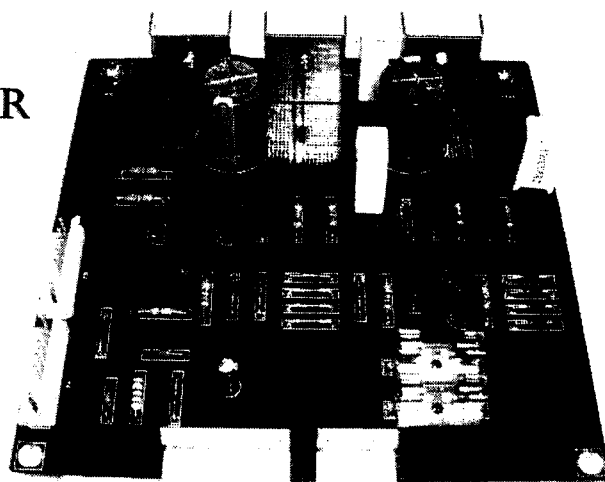
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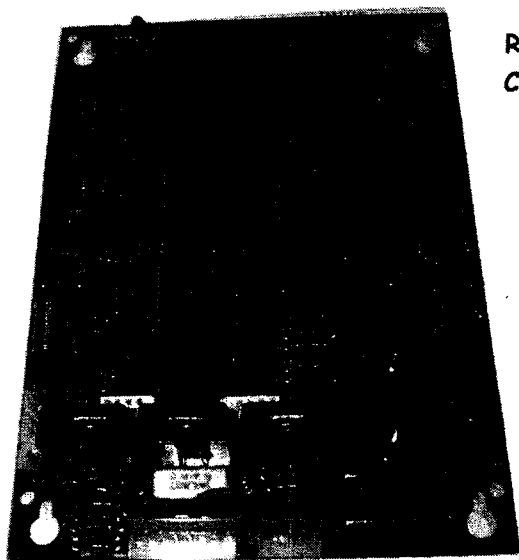
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*Editor's Note: If you don't know who Norm is, you need to pay closer attention! Norm is part of the (in)famous This Old Pinball (TOP) video team. They produce those nutty pinball repair tapes sold by Tim Arnold for \$6 each (see the PGJ Book Section or <[www.marvin3m.com/top](http://www.marvin3m.com/top)> for more details). Since Norm is the self proclaimed "genius" behind TOP and he constantly complains about Shaggy getting "all the air time," I thought this would be a nice way to balance things out.*



Hello PGJ readers! People ask me why I was asked to write a column for the *PinGame Journal*. Why? Hell, I don't know, but being noncommittal I said, "I might." Since I'm also basically lazy, I came up with this idea that avoids me doing any work! It's a form that you, the subscribers, can fill out and do the work for me! Time to show off your games (send in pictures) and share your thoughts on coin-op! The form will sometimes be included in the magazine but can always be found, completed, and submitted at [www.pingamejournal.com/norm](http://www.pingamejournal.com/norm). Maybe you can even send in some video tape footage, and we can use it in a future TOP video tape!

Not-So-Sincerely, Norm of "This Old Pinball"

**Name:** Lyndon Jordan  
**Alias:** Lyndo  
**Occupation:** Service Tech/ Sales for Toshiba  
**Email address:** lyndo1@swbell.net  
**Country:** USA  
**State/Area:** Kansas (*DID YOU EVER MEET TOTO?*)  
**First Coin-op Game:** Gottlieb 4 Square  
**Still Own It?:** No  
**Last Coin-Op Purchase:** Traded 4 Square for a 1979 Rowe Amijuke.  
**Best Coin-Op Buy:** \$150 for Bally X's and O's  
**Worst Coin-Op Buy:** There is no such thing ... (*THEN I WON'T TELL YOU ABOUT MY CHICKEN MACHINE...*)  
**Favorite All Time Game:** I love them all ... I want to keep all that I acquire. (*WE WERE ALL LIKE THAT AT ONE TIME BUT YOU WILL FIND THAT YOU MUST NARROW YOUR COLLECTION.*)

**Game that your friends will try and weasel from your wife the day you die:** Bally X's and O's / Rebuilt Donkey Kong

**Arcade memory that got you hooked:** My Uncle Ray had an arcade for a short time in the 70s. I loved the sound of the pinball machines and shooting galleries... I was about 8 or 9 years old.

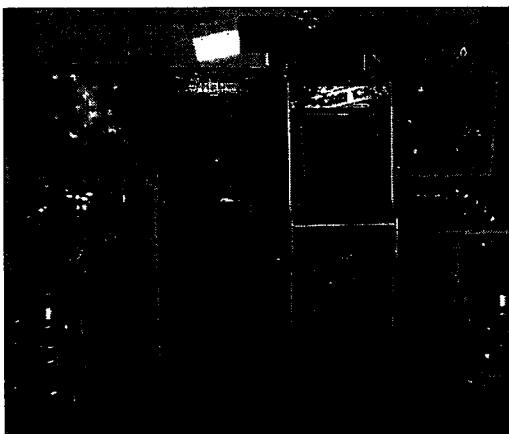
**Game I should have bought and why:** Twilight Zone ... I was scared I could not do the repair to make it work ... Turns out the This Old Pinball Tapes did a show on how to fix the Twilight Zone ... DUH. I'm an Idiot. (*WELL THEN YOU CAN BUY NORM'S TZ*)

**Game I should NOT have NOT bought and why:** Any game is worth the time or the money if it something that will make you happy a the time.

**Total games you now own:** 12  
**Total games owned at one time:** 15  
**Total games owned in life:** 16  
**Total games stored elsewhere (offsite storage):** 5  
**Total games now set-up in home:** 7  
**Most money spent on a Coin-Op:** \$400 for parts and repair (*MAN, YOU CAN STILL FIND THE BARGAINS!*)  
**Least money spent on a Coin-Op:** \$45  
**I owe a great deal to:** My brother in law ... he shares the same passion for arcade games as I do. We keep each other fired up about the games. (*THEN BE NICE TO YOUR WIFE*)  
**Furthest ever traveled for a game:** 400 miles round trip.  
**Favorite Arcade Food:** Beer and Pizza  
**Strangest thing found in a Coin-Op game:** I found a match book in the bottom of a Donkey Kong I bought to restore ... It was from my local Fraternal Order of Eagle in my home town ... of which I am a member ... The game was purchased about 60 miles from me....hmmm (*THAT IS SOME REALLY GOOD KARMA*)

**Strangest thing about the coin-op hobby:** I didn't think that there were as many people (good people) interested in the hobby. Most of the web sites are so reverent about the games dedicated to the site. The passion people have for their games is awesome. (*THERE ARE MORE INSANE PEOPLE IN THIS WORLD THAN YOU WILL NEVER KNOW OF*)

**Favorite arcade memory:** Weekend nights at the Galaxy Fun Center in Ottawa, Kansas. My friends and I would go out and have a few beers or Malt Ducks before we would go in and play. It was a blast for a small town....  
**Best collecting story:** I bought a beat up old Donkey Kong at an auction for \$50. I heard some dude ask his

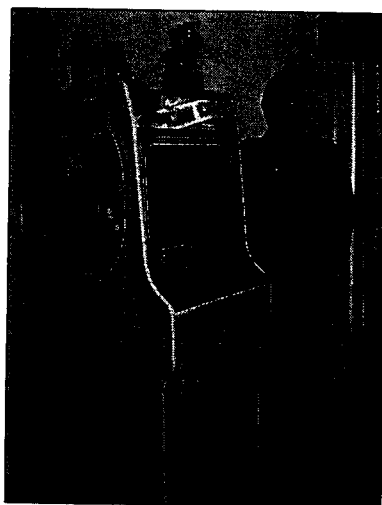
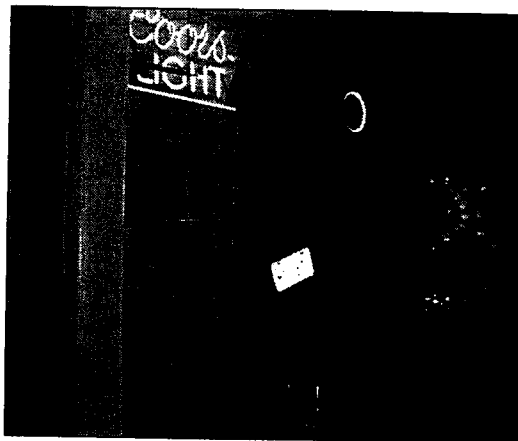


friend why I would buy such a crap pile. Well his friend knew the answer. I did a total restoration and now have a like new machine. Cap kit, rom replacement, cabinet repair ... the works. It looks GREAT!

(GOOD FOR YOU. ONE MAN'S TREASURE IS ANOTHER'S GARBAGE)

**Best repair tip(s):** Learned that you can use wooden dowels on most any cabinet to aid in the replacement of kicked off or broken corners. With a little wood putty or bondo you can repair to a point that no one will ever know it was broken. Missing a color on your monitor? Lay the tube face down and tap around the color guns with a screwdriver ... lightly. This will dislodge any foreign material that may be shorting a color gun ... I got that from a tech at Happ Controls. It really worked.

**Worst coin-op nightmare story:** I blew a monitor and a power supply when working on my Neo Geo conversion. That was due to improper tube discharge. A \$250 mistake ... but the machine works great now.  
(PAY ATTENTION TO WHAT YOU DO



GRASSHOPPER!)

**Your coin-op prediction:** Arcade games of all kinds will be going up in value. Partly due to their age and dealers at auctions who like to stand in the back and bid their games up (what a crock). The hobby will continue to grow as time passes.

**Anything else you want to say:** I love things that take coins to make them work. In my humble collection I have: Bally X's and O's, Bally Hocus Pocus, 2 Slot Neo Geo Conversion, Centipede (mint), Gyruss (Konami version), Donkey Kong, Super Mario Bros, Street Fighter (pile of crap at the moment), Atari ORBIT, Astro Invaders (some knock off) and a fantastic Rowe Amijukebox, An old '60s/'70s short 7up soda machine, '70s short Coke machine. I need a bigger house now.  
(A LITTLE SHORT ON PINS BUT NORM STILL LOVES YOU)

**Pay homage to Norm:** You and Shaggy are great. Nice job on keeping the hobby alive and well. My wife and I would love to make it to Pinball fun night ... maybe next year.  
Rant about Shaggy: DITTO  
(THANKS FOR YOUR COMMENTS!) PGJ

## SHOW SHOPPING

cz! Usfou! Bvhfotufjo

We have another great schedule of pinball events, some new and interesting. Most already have dates confirmed so start checking your calendars! If anyone knows of any events I have missed or if you have a press release for your event let me know. [shows@pingamejournal.com](mailto:shows@pingamejournal.com)

**ASI** - March 9-11 Las Vegas  
[www.asi-show.com](http://www.asi-show.com)

**Tim Arnold's Fun Nights--**  
March 10 & 12,  
[pinballhalloffame@msn.com](mailto:pinballhalloffame@msn.com)

**Pinball at the Zoo--** April 16-17,  
Kalamazoo, MI  
[www.pinballatthezoo.com](http://www.pinballatthezoo.com)

**Rocky Mt. Pinball Showdown**  
April 16-17 Denver CO  
[www.pinballshowdown.com](http://www.pinballshowdown.com)

**Pinball Wizards Convention**  
April 30-May 1-2 Allentown PA  
[www.pinballwizardsconv.com](http://www.pinballwizardsconv.com)

**Dutch Pinball Open--** May 15-16  
[www.nfvpinball.nl/agenda](http://www.nfvpinball.nl/agenda)

**Midwest Gaming Classic--**  
May 22-23 Milwaukee, WI  
<http://www.midwestclassic.net/program.php>

**TILT.it Pinball Party--** June ??,  
Bologna, Italy. Outside, all-night  
party [www.tilt.it/frunz.htm](http://www.tilt.it/frunz.htm)

**German Pinball Open**  
June 19-20 Burgdorf, Germany  
[www.flipperverein.de/index2.html](http://www.flipperverein.de/index2.html),

**Pin-A-Go-Go--** Dixon CA  
<http://home.earthlink.net/~andrewcrabtree/index.htm>

**Pinburgh/PAPA 7**  
[www.pinburgh2004.com](http://www.pinburgh2004.com)

**AMOA--** Sept 30-Oct 2, Las Vegas  
[www.amoashow.com](http://www.amoashow.com)

**White Rose Gameroom Show --**  
October 8-9, York PA, <http://white.rosegameroomshow.homestead.com/index.html>

**Pinball Expo 2004**

**20th Anniversary Show--**  
October 14-17, Rosemont IL,  
[www.pinballexpo.net](http://www.pinballexpo.net)

**Pinball Odyssey--** October 15-17,  
Medford OR,  
[www.pinballodyssey.com](http://www.pinballodyssey.com)

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**IAAPA --** Nov 17-20, Orlando FL  
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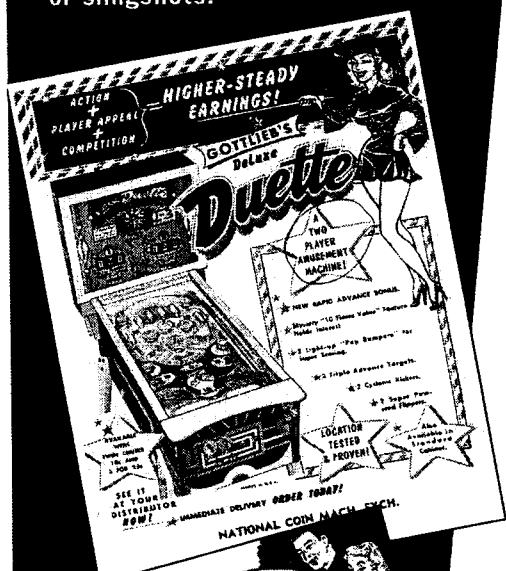
**Toronto Gameroom Show--**  
December 4, Markham Ontario  
[www.torontogameroomshow.com](http://www.torontogameroomshow.com)

**California Extreme--** (unconfirmed)  
San Jose, [www.caextreme.org/2002-show/news.html](http://www.caextreme.org/2002-show/news.html)



## HAPPY GO LUCKY.

In 1951 Gottlieb champions its new 'Cyclonic Bumpers' or slingshots.



DUETTE and RACE THE CLOCK. In 1955, score reels made multi-player games possible.

# Pinball! ...a unique blend of artwork, lighting, electricity and game of skill

part 4 of John Smout's quick look at the evolution of pinball

*The early 1950s saw game features stabilise. This article looks at the birth of a few more vital pinball ingredients and some of the great backglass artwork of this wonderfully inventive era.*

Two features of the playfield not yet mentioned in previous articles are the powered bumper, called variously 'pop', 'power' or 'thumper' bumper, and the slingshot kicker.

## Bumpers

The first powered bumpers appeared in October of 1948, on Exhibit's CONTACT and Williams's SARATOGA. CONTACT used an 'exploding spring' system but it was Williams's method that was to become the standard. This used a ring which was pulled sharply down by a solenoid to repel the ball when it touched the bumper's skirt.

The first Gottlieb to use a pop bumper seems to be BOWLING CHAMP in February of 1949.

## Slingshots

The first reference I can find of these are on Gottlieb's HAPPY GO LUCKY of 1951. They were first called 'Cyclonic bumpers'.

A rubber stretched between two posts has one or several electrical contacts and a kicker placed within the loop. When a ball hits the rubber, the contacts touch and a solenoid under the playfield activates the kicker.

At first used vertically at the sides of the playfield, slingshots eventually settled into their classic diagonal positions above the two flippers, keeping the action fast and furious.

## Scoring

Lite-up scoring continued throughout the 1950s, but multiplayer games identified the need for a more compact and easily-controlled scoring method.

The clacking score reels that became so much a part of the electro-mechanical pinball were developed to solve this issue.

In March of 1955 Gottlieb introduced its first 2-player game DUETTE, using score reels. Not to be outdone, Williams made a 4-player reel game in the same month, RACE THE CLOCK.

Multi-player games continued to be produced using scoring reels, but the old lite-up scoring was used in single-player games.

It wasn't until August of 1959 that Gottlieb used reels on a single player, MISS ANNABELLE. By July 1960, however, all Gottliebs were using score reels.

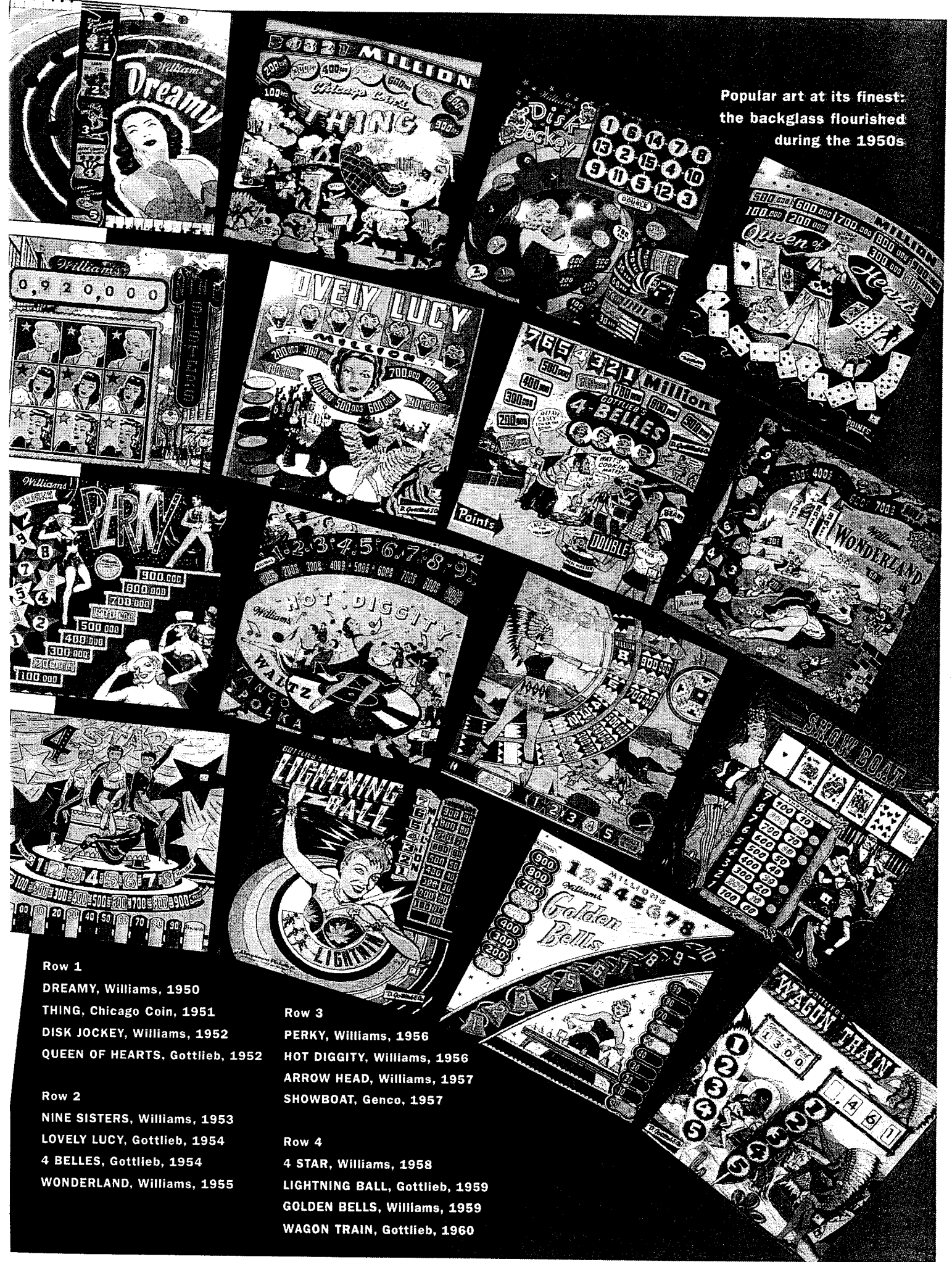
## Legs

The familiar wooden legs, a feature since the 1930s, were replaced in the mid-1950s by metal ones. FRONTIERSMAN was the last Gottlieb with wooden legs in November of 1955.

By the end of 1960, the wooden rails that held the glass in were replaced by metal sides, in keeping with the shiny new age.



Popular art at its finest:  
the backglass flourished  
during the 1950s



Row 1  
DREAMY, Williams, 1950  
THING, Chicago Coin, 1951  
DISK JOCKEY, Williams, 1952  
QUEEN OF HEARTS, Gottlieb, 1952

Row 2  
NINE SISTERS, Williams, 1953  
LOVELY LUCY, Gottlieb, 1954  
4 BELLES, Gottlieb, 1954  
WONDERLAND, Williams, 1955

Row 3  
PERKY, Williams, 1956  
HOT DIGGITY, Williams, 1956  
ARROW HEAD, Williams, 1957  
SHOWBOAT, Genco, 1957

Row 4  
4 STAR, Williams, 1958  
LIGHTNING BALL, Gottlieb, 1959  
GOLDEN BELLS, Williams, 1959  
WAGON TRAIN, Gottlieb, 1960

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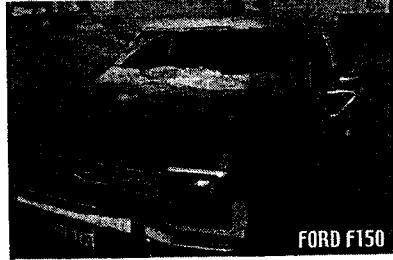
filmed and edited by two big dummies productions



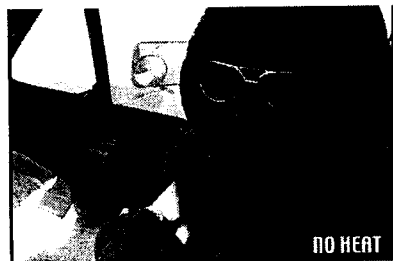
MC HAPPENSTANCE



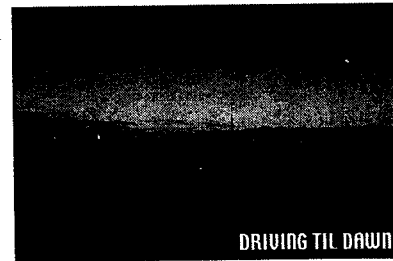
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I Left My Heart ...

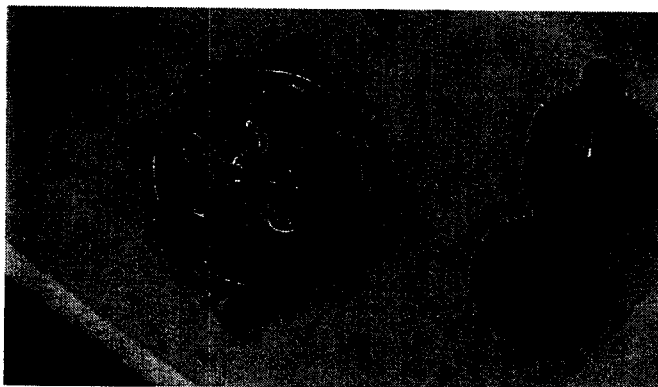
# Bally's Golden Gate Bingo

By PGJ Bingo Editor  
Jeffrey Lawton

I left my heart ... Ok, ok ... I won't sing; but I feel like singing when I play this game. Bally made Golden Gate around 1962 and it was the most complicated bingo pinball made up to that time. It's got EVERYTHING! Magic Screen, OK Score Feature with Red Letter Game, a time tree that allows selection up to After You Shoot the 5th Ball, Red & Yellow Super Sections, 3 In Blue Scores 600, 2 In Blue Scores 600 AND a NEW FEATURE, the GATE Score Feature, where a player can have a chance to receive hundreds of free plays for only 2 or 3 numbers. Wow, what a game.

This game was no easy feat to finish. The cabinet was so banged up we had to repaint it. Both control motors were seized up so that when you applied power, all they did was hum, no hint of being able to turn. My first order of business was to rebuild both control shafts. I took both shafts completely apart, cleaned all the leathers, lock cams, washers and circuit contacts fully; then took each motor completely apart taking all the old dried grease out.

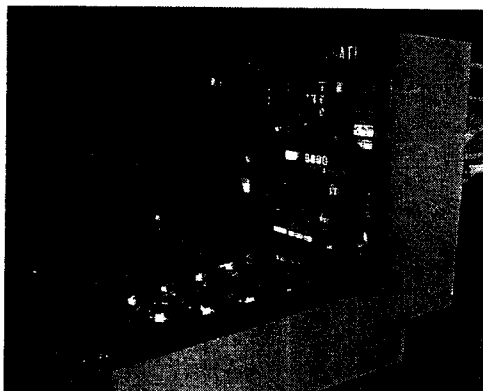
## The ugly insides of one of the motors



Once the control shafts were cleaned and motors were rebuilt I cleaned the contacts and step units and the game was ready for test.

I really only had one "fluky" problem; certain numbers wouldn't score. As an example, I set a ball into the 24 and a ball into the 1. Both numbers lit on the backboard. I set the Yellow Super Section to be on (tripped it) and the game scored the "2 Scores As 3" winner fine. I tripped the OK Score Feature then moved the screen to the Orange Section to collect my Red Letter Game.

To refresh your memory, if you can achieve at least 2 numbers within the Orange Color Section, you will win a Red Letter Game which gives you a fresh start with guaranteed Scores & Features. When I pressed the R Button, the game checked the Orange correctly but wouldn't award my Red Letter Game. I figured the trouble had to be in the Magic Screen Control Unit. I checked for 17 volts through



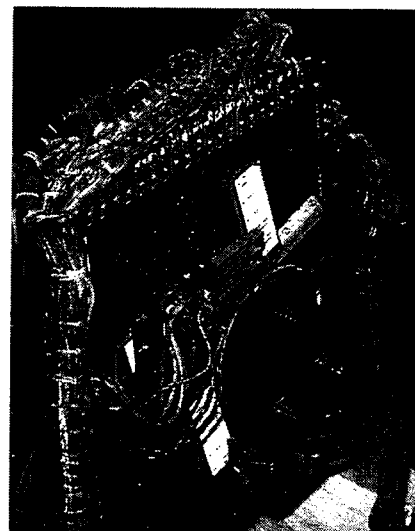
the wipers, using the manual to identify where the numbers 1 & 24 came into the unit from the playfield, and left the unit going to the Search Disc Circuit Board for the Orange Color Section. Sure enough, the voltages were passing through fine.

Next step was to see how many Search Relays operated when the game actually checked the Orange Color Section for winners. I hand pressed the R Button Relay from the back of the game, watching the six Search Relays as the Search Disc started rotating. At position 29 on the Search Disc Circuit Board, the rotating wiper stopped and started

checking. Now I saw my problem; only ONE Search Relay was operated--the top one. I was expecting to see TWO since

I had two numbers in the Orange Color Section and I knew that voltage was getting to the Search Disc Circuit Board from the Magic Screen Control Unit. With the Search disc Wiper set at position 29, when I pushed down on the outside "spring finger" connecting the rings of the

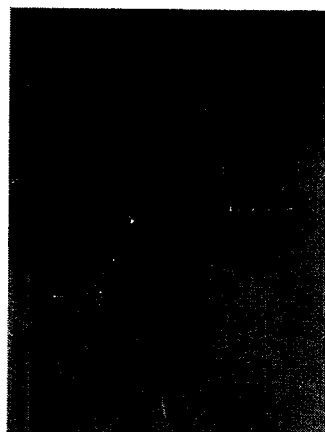
## The Search Disc Circuit Board & rotating Search Wiper.



Search Disc Wiper to the 6 Search Relays, the 3rd Search Relay operated. I tried tightening this spring finger by applying more tension but that didn't help.

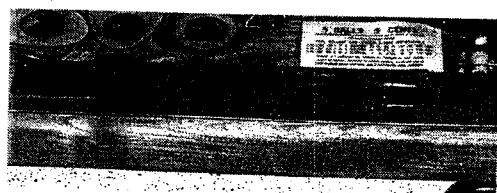
I removed the Search Wiper and identified which wiper blade fed the outside ring. I re-soldered the wire running from that wiper to the ring post assigned to the outside ring and everything worked fine

## The Search Wiper removed from its mount.



from then on.

The last item I want to mention is the Lock Down Bar. Now, those of you who have owned Bingo Games probably know that the lock down bar is usually terrible. They have

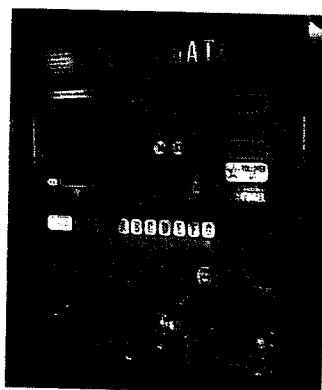


**My Golden Gate lock down bar with transparency firmly in place.**

missing or worn letters and just look bad. My lock down bar on this Golden Gate is really nice, but not by chance, but rather by design. Yes, this is a transparency I made on the computer. I print it "mirror style" so the ink is actually under the plastic. I punch holes so the normal nails will hold the plastic down at the "R" Button and at the Coin Plate. The plastic actually slips under the coin plate assuring a good solid hold.

Now that the game is working, it was time to play and there's no one better to give it a try then my wife, Carol. The very first story I wrote for *PinGame Journal* described Carol's Catastrophe. Well, all these years later, Carol has developed into a really good player. A case in point was a game she played on our new Golden Gate pinball machine.

She shoots the second ball into the 13 (a second blue number), and she shoots the third ball into the 10.▶



She had earned the Magic Screen positions ABCDEFG and the GATE feature was lit. The time tree was at Select Before Shooting 4th Ball with Yellow Roll Over lit. The red arrow below the Golden Game was lit meaning that if she was able to win the GATE feature she could win the Golden Game score by making only 2 numbers in any Gold with Stripes section.

Last but not least, she had 2 In Blue Scores 600 lit. This is a very NICE feature and doesn't light often, but Carol had it.

Now, for those of you who know Bingo games, you know that it is almost impossible to make any Blue numbers when you have the 2 In Blue feature lit. You get nervous, your breathing quickens, and you simply can't make a good shot for love or money. Carol, on the other hand, sits in front of the game on a stool and shoots the first ball into the 16 (the hardest of the blue numbers). She shoots the second ball into the 13 (a second blue number), and she shoots the third ball into the 10.

"I can't believe it!" I shout, "you hit the Blue feature for 600!" "Yea," says Carol, "and I think I hit the GATE too, but I'm going to give up the GATE because I want those 600 replays." A wise decision.

Carol shoots the 4th ball and starts racking up her 600 game windfall. Can you guess what happened next?

Carol lights "Select Before Shooting 5th Ball" by hitting the Yellow Roll Over.▶

As the ball rolls down,

she HITS the Yellow Roll Over lighting "Select Before Shooting 5th Ball." Now with the Magic Screen active again (remember, Carol only shot 4 balls up to this point), she moves the screen into the GATE and collects her Golden Game. A Golden Game which is a winner for 96 more replays.▶



◀Carol collects her Golden Game. It doesn't look promising because Carol makes the 24 on her first ball. This number does not hit any of the Gold with Stripes sections. She makes the 20 next. That's really ugly because it doesn't hit into any Golden Section at all (in other words, worthless). Carol makes the 3 on her third ball and now only

needs 8, 14, 21 or 23 to win the Golden Game score.

She shoots the left side of the machine but the ball falls into the 2. "Hey, not bad", I say, "Now you have a number in both Gold with Stripes sections, you can't miss." Sure enough, she hits the 15 on her last ball, winning the Golden Game score of 96 replays.

You know what happened next as Carol was finishing racking up her 696 game total score don't you? Yup, you guessed it, she looks over at me and says in very wifely fashion, "Don't you sell this game!" PG]

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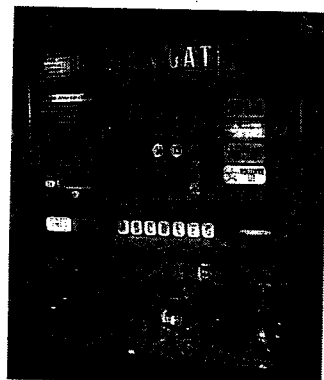
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Pinball On  
Record is a  
column that will  
collect tidbits of music data

and assemble them into ... a column full of tidbits.

This time, we'll update several past topics and dip into the virtual mailbag for material sent in by our alert readers. We're establishing continuity, much like Marvel Comics did in the 1960s, so there will be abundant references to past issues.

**Punk Memories:** The BellRays released their *Raw Collection* CD (Uppercut 4) in 2003, and it has two pinball songs on it. "Pinball City" was on one side of the split 45 (Extra Ball 3) released along with *Multiball* magazine #17. (See my column in PGJ #66-67.) "Mother Pinball" was released by *Multiball* on their *Hot Pinball Rocks* CD (Extra Ball 6), which I covered back in issue #76 of this esteemed journal.

The photo on the picture sleeve of the original "Pinball City" 45 was set up as a parody of a photo by James Hamilton appearing on page 52 of the Sharpe/Hamilton pinball book. I suspect that their real target was the punk group Surgery, who expropriated that photo for the back cover of their "Little Debbie" 45 (Amphetamine Reptile 45, 1992). The front is a photo from page 79 of the same book, despite the credit "Cover by Surgery" on the sleeve. Surgery has been widely criticized for using the photos, including a slam in *Multiball* #16. This was also released as a German CD single (Amphetamine Reptile 30/190) in 1999, with the same two pictures. Thanks to Chris Squyres and the late Dan Schindler for tips on

# PINBALL ON RECORD

Conducted by  
**DAVE MARSTON**

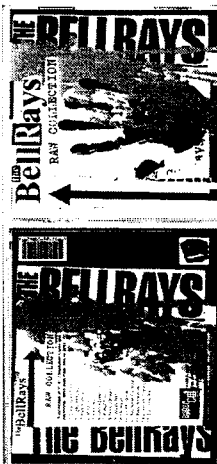
(With Occasional Contributions From the Editor and  
Readers of the PINGAME JOURNAL)

this. The Surgery 45 shows the gang in front of a Gottlieb Flying Carpet, while the BellRays 45 has the new "Jockey Gang" in front of a WhoDunnit.

The Bally Records article in #101 had more text than any previous edition of this column, so there was more chance for error. A few lines got dropped in the section of the Betty Johnson sidebar headed "ON RECORD" where you saw a discontinuity in the third sentence. Here is the correct version: By general consensus of music historians, the most historically significant of the Columbia sides by The Johnson Family Singers is "The Death of Ellenton" (Columbia 20895; session was May 1951), which decries the destruction of the South Carolina town of Ellenton to make way for a nuclear power plant. Betty's father co-wrote the song with Dixie Smith, straying from his usual writing themes of religion and warm memories of the past.

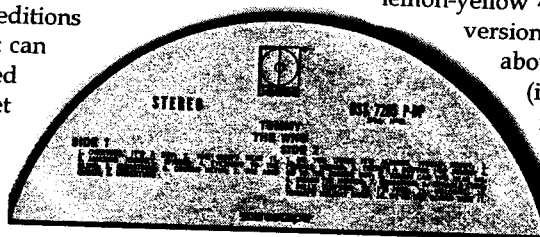
**Grim Reapings:** The Bally Records column also mentioned Betty Johnson's affiliation, both business and romantic, with Charles Randolph Grean. He died in late 2003 at age 90, after a music industry career of over 60 years. In addition to the work he did for Bally, he has an indirect pinball connection as co-writer of the 1950-1 hit song "The Thing" by Phil Harris (RCA Victor 3968), which inspired a Chicago Coin pinball of the same name. That game is pictured elsewhere in this issue.

**Tommy Can You Hear Me?:** I have the 1969 issue of *Billboard* where the original *Tommy* album by The Who (Decca 7205) was reviewed and first advertised. At the time, the album charts listed four formats: Vinyl LP, 8-track tape, cassette tape, and reel-to-reel tape. Only the first three of those were mentioned in the full-page ad by Decca and in the chart listing, but I have recently acquired the reel-to-reel tape edition.





It's a 3 1/4 IPS edition, so not a premium audiophile item, unlike some reels. It doesn't have the libretto, and I suppose that the 8-track and cassette editions probably didn't either. (Alert readers: can you confirm?) The 1996-era remastered CD edition (MCA 11417) has a booklet that is expanded in content, if not in size. And now there is a DeLuxe Edition two-disc set (Geffen 1386) in 5.1 surround sound on Super Audio



CDs. The original opera is all on Disc One, and the second includes a previously-unreleased "Pinball Wizard" demo.

Speaking of the evolution of Who albums, note that the famous *Live at Leeds* now comes in a DeLuxe Edition two-disc set, where the second disc has a near-complete performance of *Tommy* the opera, including "Pinball Wizard" of course. The original 12" vinyl LP (Decca 79175) came out in 1970 in a portfolio-style album along with correct-color reproductions of 12 paper artifacts from the career of The Who up to that time. An original album with all 12 intact is highly desirable among collectors. The LP album had six cuts totalling under 37 minutes, and early CD issues were the same.

Then The Who's management found an interesting provision in the applicable contract and exerted more control. The resulting 1995 enhanced CD edition (MCA 11215) had 14 cuts totalling just over 77 minutes, and a new booklet that pictured most of the artifacts in reduced form. In 2001, the DeLuxe Edition (MCA 088 112 618) came out, claiming "The Legendary Concert Complete for [the] First Time." There is a yet-newer booklet, and the artifacts are pictured in the four flaps of the gatefold. It just shows yet again that 12" vinyl is the format that is best for graphics!

There are plenty of *Tommy* incarnations, as well as versions of "Pinball Wizard" by other artists, so I will continue to mention them over time, as I have since the first of these columns in #58. In #73-74, I made a passing reference to *Tommy* the ballet, asking for more info. My pin-pal Marta Greenberg later told me that she saw it in Boston in the early 1970s. I have since acquired the May 1, 1971 issue of *Cash Box*, which has a review of the New York edition of that ballet by Les Grands Ballets Canadiens. The reviewer notes several differences from traditional ballet, such as projected photos and film clips and taped music elements.

Evidently, no pinball machine was on stage, but pinball imagery was projected. Two vocalists (one male, one female) did all the singing. Many albums by The Who or the individual members have "Pinball Wizard" in some form, but a newer release on 45 is

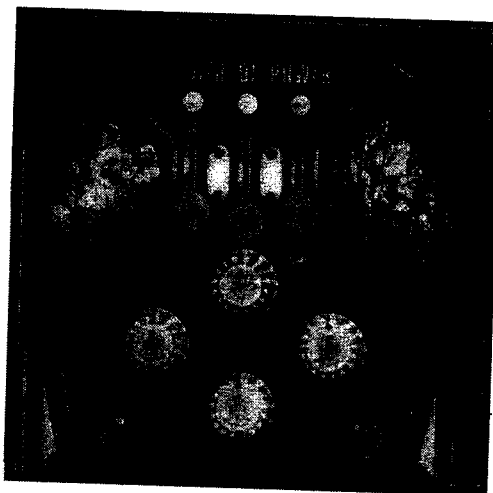
especially newsworthy. In 1996, Polydor UK put out a lemon-yellow 45 (Polydor 863918) with the live version from the Leeds concert mentioned above as the B side to "My Generation" (in its 1965 original recording). Obviously, there is a sticker on the picture sleeve that says it's "the music from the Calippo TV commercial." Gary Flower informs me that Calippo is a frozen confection sold in the UK.

Congratulations to the high school marching band from Canton, Texas, for winning the Frisco March of Champions contest with a set of Tommy tunes and oversized pinball cabinets as props. Thanks to Doug Rowland for pointing this out on [rec.games.pinball](http://rec.games.pinball), that great pinball news source.

Mangling Editor Jim Schelberg spotted an interview with Roger Daltrey of The Who when he was reading the June 2002 issue of *Maxim* strictly for the articles. Daltrey says he's a lousy pinball player.

**Funk Memories:** If you were both playing pinball and buying records in the early 1970s, you probably remember the *In the Slot* album by Tower of Power (Warner Bros. 2880)

because its cover took the playfield of Williams Super Star and modified the art to show the group name and album title on the playfield, and images of the group on the plastics. The back shows a 1972 Williams coin entrance. That album is now available on CD (Warner Bros. Archives 2880) with the same artwork. The booklet shows a bumper cap, door lock, and quarters. The key cut is titled "Drop It In The Slot" with the lyrics being sufficiently limited to just barely allow the pinball meaning to co-exist in a double



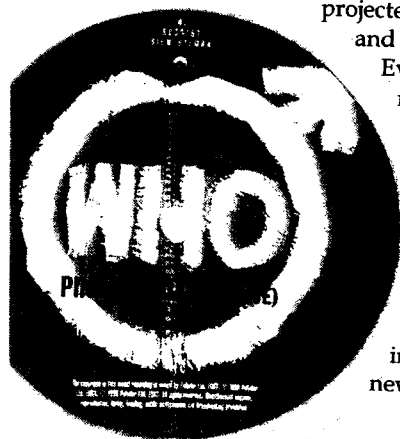
entendre. Thanks to Cindy Page and Bill Cowles for reminding me to mention this album.

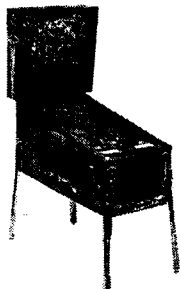
Back in issue #78-79, I mentioned the song "Pinball" by StereoLab on a 4-song 12" vinyl disc. I have since discovered the song on a UK-issue 7" vinyl 45 (Duophonic Ultra High Frequency 14s), as the B side of "Fluorescences" (the song), which was also the title of the 4-song edition. The 45 has a picture sleeve with the same bright orange color as the larger disc.



Interact! Send your music tips to [onrecord@pingamejournal.com](mailto:onrecord@pingamejournal.com) and tangible recordings via U.S. Mail (to P. O. Box 5334, Manchester, NH 03108). All contributions appreciated!

PGJ



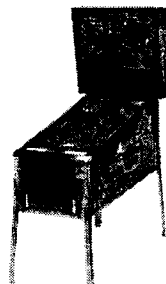


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**<http://www.ipdb.org>**

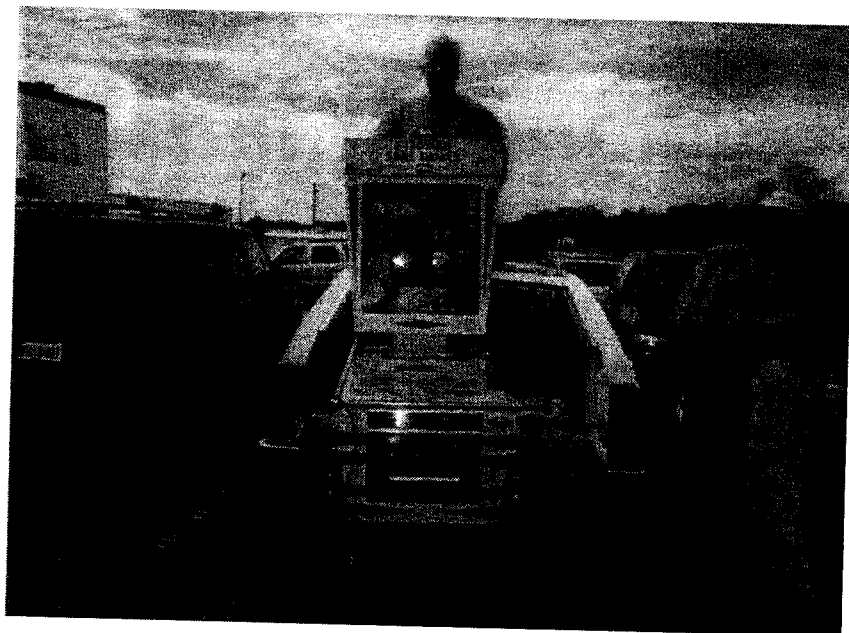
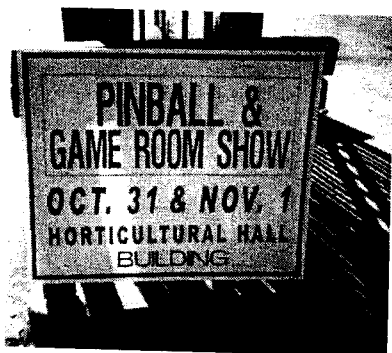




# WHITE, WHITE, WHITE ROSE GAMEROOM SHOW

by Josh Kaplan

The 7th ANNUAL WHITE ROSE  
GAMEROOM SHOW  
Friday, October 31st -  
Saturday, November 1, 2003  
York, PA Fairgrounds



This year the show was scheduled a couple weeks later than usual. Even so, the weather was amazing, compared to last year with downpours and overcast skies the whole time.

This year, fall backed up to summer, and by Saturday, it was around 80 degrees for the high temperature. I rented a 15 ft. diesel truck this year, with a lift gate, and almost no idea what I would be bringing back, other than a possible project Whirlwind pin.

This time around, I arrived to photograph the entire show

**There was no shortage of playfields for sale, ranging from NOS to somewhat complete.**

almost until when it ended Saturday. This included Thursday, vendor set up day. Also, instead of just one 35 mm camera, I brought two, in addition to my Sony Mavicam digital camera, and a pack of 10 discs. I left a couple hours early to get home at a decent time, since the truck was due back Sunday at 9 am, and I had a lot of unloading to do before I returned it. I left the show around 4 pm and got home close to 9, after taking an unscheduled detour through downtown Baltimore (I got lost). There was also lots of traffic going

**Gene Harmon, king of Gottlieb restorations, once again brings to the show his Central Park pin, fully restored.**

home. It was pedal to the metal all the way home, non stop, after just 1 stop at an Exxon in Pikesville to make sure I was headed the right way this time.

The show took place in the Horticulture Hall, a smaller hall, but that was ok, since there weren't quite as many pins this year. However, the games there made it well worth the trip. Eight Ball Deluxe, Addams Family, Medusa, Chris Bucci's near mint Taxi, Wico's Aftor, Firepower 2, Road Kings, Whirlwind, Lost World, Central Park, cocktail and full size versions of Space Invaders vids, Tron cocktail, Pac-Man cocktail, Moon Patrol, several jukeboxes, and more. The market was small this year, but the deals were definitely out



**Chris Bucci and a friend with his Taxi pin in the background. Taxi was definately the star of the show. It looked and played new out of the box and not for sale.**





▲ **Bob Clark, Mr. Firball, talking to Steve Engel at his Mayfair Amusements booth. Bob was handing out Clark Bars to people all day.**

there. To summarize, I got 7 pins and a jukebox, filling up the rental truck about 3/4 of the way!

Once again, thanks to Jim Winter of the West Virginia RGP gang for the nice get together at Best Western

Friday night. I appreciate the Turbo video steering rack, by the way. I arrived at 11:30 AM Thursday to see the first pins rolling in, T3, Congo, and Stern's Playboy. It was cool to see Mayfair Amusement set up everything from scratch. Pins, vids and jukes from other dealers rolled in all day.

It was exciting to see a show being set up. This was a first for me. It was also fun to hang out with Gene Cunningham, of Illinois Pinball. He can tell you anything about any pin ever made practically, even the rare ones, since he owns almost every pin ever made! Another big highlight of the day was playing a near mint Centaur. "Bad mistake, human!"

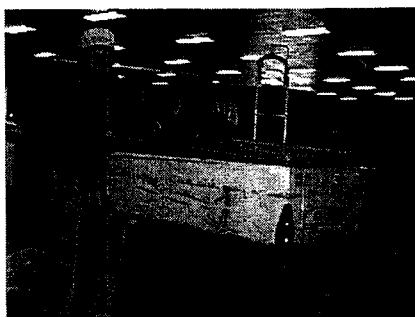
Friday morning, I checked out the flea market area as they were setting up. I had first shot at a mega rare Nutting Computer Space videogame, broken, for just \$300. This was the first arcade videogame ever. I probably could have bought it, sat it in the truck and resold for double at least, but I decided against it, in case something else came along. There

were all types of jukeboxes, classic videogames, and of course pins of all eras for sale. There were cabaret Pac-Man vids inside and outside.

Dan Heatherly, a local PA native, brought a nice Road Show pin. I played this for the first time and loved it. If you thought Rudy from Funhouse is irritating, Red and Ted will drive you crazy for sure. I also played a Six Million Dollar Man pin for the first time ever.

Saturday morning a nice Eight Ball Deluxe arrived and was set up to play. There was a sound problem,

▼ **PGJ Bingo Editor, Jeffrey Lawton, always has something interesting**



A couple weeks after the show, the pin was sold. I enjoyed playing the Gottlieb classic, Haunted House. The star of the show was definitely Chris Bucci's fully restored Taxi pin.

Practically out of the box condition. I also noticed on Saturday, a fair number of kids at the show. They seemed to be all over this weird looking Ms. Pac-man vid, Donkey Kong, and the electrome-

chanical pins. Speaking of vids, I had no idea cabaret vids existed of Tron and Space Invaders until I saw them at this show. Outside in the flea market area, some rare pins were for sale including Barnacle Bill, Fiesta, and Seven Seas, just to name a few.

Kevin Meckley from York had no shortage of beer memorabilia. I bought the Coors Light sign with the



▲ **Gene Cunningham of Illinois Pinball looks over a Centaur with an almost perfect playfield.**



▲ **Wayne Namerow, vintage arcade memorabilia collector and historian, webmaster of The Penny Arcade, aka pinballhistory.com.**

but the playfield overlay really helped this pin. It played great.

bikini babes dancing by the pool. It now hangs proudly over the fireplace.

I came home from the show with quite a loot. I bought two World Cups, Lost World, Cactus Jack's, Whirlwind, Stars and Galaxy. Whirlwind, from M & P Amusement was plug and play, along with Lost World. Stars has an Ultimate MPU, and now

works great. I sold the rougher of the two World Cup pins, got a board set from a seller who was

parting out one of these, and that works now. Cactus Jack's had a dead battery, which I replaced, mounted away from the board, and now boots up fine. Galaxy has a corroded board, but even more importantly, it needs a backglass.

Anyway, my collection is really coming together now. I had to sell off five other projects just to make room for everything. Quite a show. Can't wait until the next one in October.

I've got 200 pics and more about this show at my website, [www.joshkaplan.com](http://www.joshkaplan.com). The White Rose website can be found at [www.whiterosegameroomshow.homestead.com](http://www.whiterosegameroomshow.homestead.com). **PGJ**



# THE PRIME MINISTER WHO CHEATED!

EXCLUSIVE to the *PinGame Journal*  
from European Correspondent  
**Michael Colmer**

**W**hen Ruth More, daughter of a wealthy New York banker, met Lord Lee, inheritor of a long established aristocratic English family it was a love match. The newly weds returned to England where bride Ruth fell in love with an old Tudor mansion so her husband brought it for her.



It was called "Chequers," a name it retains to this day. Over 900 years old it had once belonged to the descendants of republican rebel Oliver Cromwell and came with 1,250 acres of woods and landscaped parkland.

At the end of WWI, Lord and Lady Lee donated their home for the future use of Britain's Prime Ministers and their V.I.P.; guests which were to include visiting US Presidents like Roosevelt and Eisenhower. In summary Chequers became the British equivalent of Camp David but perhaps with a tad more history.

But by the end of WWII another Prime Minister had become its new temporary resident. He was half American and half English and he had guided Britain through a horrendous war and the nation rewarded him with yet another term in office. His name was Winston Churchill.

Now he faced another heroic task. Britain was in economic ruin, the toll of fighting a world war. She faced heavy repayments to the USA for war loans and she had to rebuild her homes and factories from scratch out of bomb-ravaged ruins. One of many American guests invited to Chequers was famous war correspondent Walter Graebner, a *Life* reporter who had become a trusted personal friend and advisor to Churchill during WWII.

In his memoirs "My Dear Mr. Churchill," published in 1965 after Churchill's death, Graebner speaks fondly of his

visits and in doing so reveals a side of the British PM that few knew. We learn of the statesman's inveterate love of gambling and the race horses he owned and how he persuaded the war correspondent to act as "gofer" bringing back luxury items from New York like refills for his gold ball-point pen. Graebner fell under the spell, as so many did. After six years of close acquaintanceship, during which he became a frequent guest at Chequers, he describes Churchill as being on "a larger and grander scale than is customary in ordinary mortals. What one felt perhaps most strongly was the impact of his vivid and extraordinary personality; his exuberant spirits, his fearlessness, his deep emotional capacity, his robust enjoyment of life and his stubborn refusal to compromise. A man so great that another like him will not live in the next century, a man no-one could know without loving."

But alongside his admiration Graebner revealed another side to this unique Anglo-American statesman who in a nationwide UK TV poll in 2003 was unanimously elected "Briton of the Century."

"In the main hall at Chequers there stood a pin-ball machine for the relaxation of tired Prime Ministers and their colleagues. Winston took to it with enthusiasm his second weekend there after the 1951 elections.

"But the fact that there were only a limited number of balls to score with at any one time, irritated him beyond endurance. So he began flipping up the barrier that separated the used balls from those still in play, and, with much effort, cursing and swearing, finally tore the whole apparatus apart until he was able to play the balls over and over again as often as he wished.

"This destroyed the point of the game, according to the rules, but his system suited Churchill down to the ground and gave him a good ten minutes of complete satisfaction."

If only Bally had known!

**PGJ**

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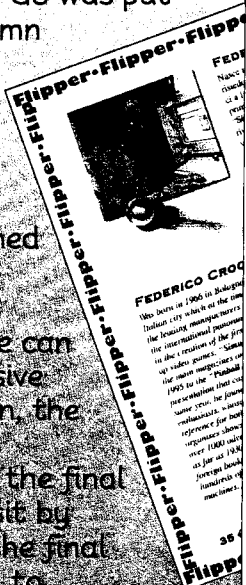
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"certain chance of death, no chance of victory, what are we waiting for?" - Gimmil

On the eve before this PGJ was put to bed, cover art for this long awaited volume arrived on our door step. Master collector and historian, Federico Croci, chronicles the Gottlieb effort to produce many of their most popular games of the '60s and '70s in versions specifically for Italy. This hardbound, color illustrated book is published with full text in both Italian and English!

With the uncertainty of the Euro/Dollar ratio and shipping from Italy, an exact price can not be set at press time. However, as exclusive US distributor for this landmark publication, the *PinGame Journal* will reserve a copy for subscribers for a \$20 deposit. We estimate the final price will be about \$49.95. Send your deposit by check or by PayPal and we'll respond with the final price at that time. Send questions by email to [italianpins@pingamejournal.com](mailto:italianpins@pingamejournal.com).



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