

Australian Pinball Museum Newsletter

A couple of things have happened the past few months. We've had one brand new machine arrive, a few machines have been rotated into the line-up, and we attended a couple of pinball events in the USA.

New Game Arrivals

January 26th – Total Nuclear Annihilation by Spooky Pinball.

The first new machine to arrive at the museum this year was a brand new pinball manufactured by Spooky Pinball. This game is amazing! The light show, music and sound effects are phenomenal. The game has a basic layout – think similar to early 1980s era pinballs – which means the rules of the game are easy to learn. The modern technology in the game turns this classic style game into a modern masterpiece.



The funny thing is, we have noticed a lot of people walk past the machine because of its simple playfield appearance, its only once they see the game being played or are told about it, that they start playing the game and find its really fun and really addictive.

Due to the hard part of having to talk visitors into playing the game, we have found that the initial game plays on the machine are lower than a modern pinball from other manufacturers, but the amount of replay games are the same or maybe even more – people get really hooked on it!

Due to this we have found its getting fairly similar number of plays to other recent games from Stern.



Total Nuclear Annihilation was in production from August 2017 until January 2019. A total of 550 games have been made. The Spooky team have currently stopped production of this game and have now started working on their newest game "Alice Coopers Nightmare Castle", production of "TNA" may begin again in the future if there is high demand.

Game Line-up Changes

Swords of Fury officially left the museum at the end of March, there are no major issues with it, this has just been done to change the line-up a bit. It is expected to return near the end of the year.

Creature from the Black Lagoon returned at the end of March after spending a short amount of time offsite. This was due to

work needing to be carried out - the messy disassembly of the machine could not be carried out in a public location.

Rollercoaster Tycoon also returned at the end of March after spending a short amount of time offsite. This was due to a fault that we initially could not find the cause of, we needed a lot more space to pull apart the machine for long periods of time to properly diagnose the issue. The main issue was eventually found to be something fairly simple, we had just been looking in the wrong places as it's something so unusual that we never expected it – a solenoid was shorting out on its mounting bracket.

Teaser of the Pinballs coming soon

Midget Hi-Ball.

A fun 1930's original pinball with an unusual round playfield. Manufactured by Peo Manufacturing Corporation in New York in 1932.

Good Luck manufactured by Genco in 1932. A fun little pinball with a horseshoe at the top of the playfield. Interestingly the whole cabinet is metal instead of the typical wood.



A new Stern Pinball, *The Black Knight: Sword of Rage* should be coming soon.

USA March 2019 Pinball Tour

Los Angeles, Texas, and everything in between!

SUPREME PINBALL

Finally got a chance to play this rare machine.



This pinball was released last year. It was a contract game, meaning that Supreme approached Stern and asked them to make a pinball machine for them.

It was made in a limited production run of only 200 machines.

This machine sold out almost instantly at a price higher than a regular new pinball.

There were some people who bought them to resell, and some have been attempted to sell the machine at crazy prices well over **\$50,000** on eBay.

The game itself features a simple playfield layout and simple ruleset – the perfect

game for a newcomer as it is easy to understand and see what is going on. It might be a game fun for a location game. Only 2 things that may be an issue about the actual game -

1) It seems really annoying and can't figure out a suitable reason why it is like this, but both the slingshots energise at the same time when either one is hit. This creates a problem where the ball won't bounce between the left and right really fast because the other one is still energised when the ball flies towards it.

2) The ramps do not have enough supports to secure them to the playfield, or the plastic they are formed out of is far too thin. This results in having the ramps move around when the ball rolled along them, or even having the ramps shake around when the ball bounced around hitting targets under the ramps. This sadly made the machine feel cheap. Just having the ramps anchored down more securely would have removed the cheap feeling.

The machine played is available to play at Urban Necessities in the Fashion Show mall in Las Vegas. The game is \$1 per game and accepts quarters and bills (disregard the pricing card in the machine, on the visit it showed incorrect pricing for the machine). If it was priced at regular entry level pinball pricing, I'd say this game would be a good game to get and would be on my 'buy' list, but sadly it is way overpriced to purchase.

Fremont Arcade in Fremont Street, Downtown Las Vegas.

Sadly most of the pinballs listed on Pinside have left the arcade. The owner has stated that pinballs are not a viable machine to have in an arcade in 2019. There was one Aerosmith pinball (Pro model) at the arcade, it was in exceptionally good condition for a sited machine, the playfield was very clean, and the playfield rubbers had been replaced with silicon ones that were a vivid purple – they looked amazing on the machine and the machine played fast and smooth. Although, the machine played so fast that I feel it would not have been easy for new comers to gain control of the ball.

Pinball Hall of Fame Arcade on Tropicana Street, Las Vegas.

This pinball arcade has been around for a long time and is one of the most famous arcades known in the pinball community around the world.

For those who can't seem to escape the dark arcades of the 1980s, this is where you want to go!

Got to have a good short chat with one of the friendly volunteers again.

Mainly spent most of my time collecting statistics over multiple days.

If you're considering visiting, this is what was on the premises: 227 pinball machines, 40 video games, and 20 claw machines.



New York New York Arcade Las Vegas

A great setup of modern pinballs in excellent condition. They are located near the entrance to the rollercoaster – another Vegas attraction you shouldn't miss out on.

ARCADE EXPO 5.0

The Arcade Expo is run once a year at the Museum of Pinball. The museum is open 3 weekends a year – during January for the "It Never Drains In Southern California" pinball tournament, during March for "Arcade Expo", and during October for a Halloween event.

The Museum of Pinball is located in Banning, California which is approximately only a short 1.5hrs drive from Los Angeles International Airport (LAX).

The Museum of Pinball is the largest permanent display of working pinball machines in the world, boasting over 500! Here we got to play test **The Munsters** pinball machine – the latest pinball coming out of the Stern factory.

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MoP had both the Limited Edition model and the basic "Pro" version of The Munsters. It was great to be able to play both versions to figure out the differences between the two models and see how it affects the gameplay of the machine.



We also got a couple of video arcade related memorabilia for the video game section of the museum – and even a couple of items autographed by high score holders!



More Dirty Donnie Prizes

Before heading across to Texas we also caught up with 'Dirty' Donnie and got a lot more pinball promotional materials autographed to give away this year!

Flippers Tavern, Lubeck, Texas

A great little set up similar to the barcades we have popping up in Australia. Pabst Can Crusher was on free play and the other pinballs were pay per play. Extremely friendly staff and patrons. A good little stop over on the cross country drive to the Texas Pinball Festival.

The Lone Star Pinball Museum, Hockley, Texas

This is the private collection of Dan who has been collecting for almost 40 years.

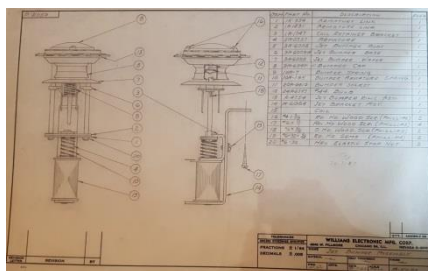
The collection is housed in a building that is virtually a maze of rooms going off in each direction!

The collection is available for public viewing by appointment only.



TEXAS PINBALL FESTIVAL

We had previously organised with our friend James Loflin to bring us some of the original Bally/Williams archival material from his collection for us to pick up at TPF. Whilst there, he had also brought some boxes of other archival materials to sell which we had the opportunity to be the first to dig through it all before he put it up for sale. It's now going to be a mad rush over the next few months to get as much of this new material up on the walls of the museum – a lot of it will require custom made picture frames which take a while to make.



Meeting up with pinball designers/artists/programmers.

It was great to catch up with Barry Oursler again and spend an hour chatting – interestingly, my favourite part of it though wasn't even pinball related, it was talking about (and seeing pictures of) his spoilt cats!

Got a chance to chat with Steve Ritchie for a while, and also had fun talking to his wife about holidaying in Australia – she seems to be really trying to push Steve for another holiday in Australia!

Had the opportunity to sit down with John Borg again this year. It's always great catching up with him and pushing some of my own pinball design ideas ;)

Recent Donations

We are very grateful for the *King Pin* pinball machine donated by Geoff in Bendigo, Victoria. The machine has a few faults and we would love to have it up and running at the museum soon!

A big thankyou to Mike in Texas for donating a large selection of pinball flyers from his personal collection, we're hoping to actually visit him and sit down to chat longer next time we are in Texas, instead of a rushed meetup in a mall parking lot!

Stern Army IFPA Tournaments

The Stern Army, created by Stern Pinball and partnered with the International Flipper Pinball Association, aims to expand the pinball playing community by helping to create more pinball events at public locations.



Each Stern Army tournament run at the museum has a random selection of prizes up for grabs.

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The Stern Army tournaments are held on the last Saturday of each month. Occasionally there may be a special event run at the same time (for instance, Australia Day tournament event).

On these tournament days, the museum is open for a special "All Day Unlimited Play" event with entry into the museum for the day which costs \$20 per person. The actual tournament costs \$5 to enter, but we will waive this tournament fee if it's the first time you're competing here!

Completed Tournaments:

Australia Day Long Weekend

A huge 3 days of pinball!

The winners of the main event were:

1st - Simon Carter - World Poker Tour framed backglass art, Australian Pinball Museum mug, and Stern Army keytag.

2nd - Lyndon Carter - Guardians of the Galaxy flyer signed by artist Christopher Franchi, Australian Pinball Museum mug, and Stern Army keytag.

3rd - Ronald Opitz - Aerosmith flyer signed by designer John Borg, Australian Pinball Museum mug, and Stern Army keytag.



Stern Army February 23rd

1st - Chris Dobell - CSI framed backglass art, Australian Pinball Museum pen, and Stern Army keytag.

2nd - Lyndon Carter - Australian Pinball Museum pen, and Stern Army keytag.

3rd - Russel Barton - Australian Pinball Museum pen, and Stern Army keytag.



Stern Army March 30th

1st - Garreth Anderson - Rollercoaster Tycoon framed backglass art, Australian Pinball Museum pen, and Stern Army Recruit Dog Tag.

2nd - Lyndon Carter - Australian Pinball Museum pen, and Stern Army keytag.

3rd - Simon Carter - Australian Pinball Museum pen, and Stern Army keytag.



Future Tournaments:

- April 27th
- May 25th
- June 29th
- July 27th
- August 31st
- September 28th
- October 26th
- November 30th
- December 28th

Each tournament is run on four pinball machines. Players have all day and unlimited attempts to try to get their best scores on these machines. At the end of the day, players ranked by the scores they achieved on the games.

The tournament runs from 11am to 8pm with a final playoff at 8pm.

WIN AN AUTOGRAPHED FLYER!

Set a new Grand Champion High Score to win an autographed flyer!

This is proving to be a popular competition each month! Every month we select a different pinball and offer autographed flyers to anyone who beats the current grand champion high score holder, this continues for each person who achieves the grand champion high score until the end of the month or until we run out of autographed flyers.

Here is a sneak peek at what flyers will be available over the next few months:

April - Total Nuclear Annihilation pinball by Spooky Pinball - win a flyer signed by the game designer Scott Danesi

May - ACDC pinball by Stern - win a flyer signed by the game lead designer Steve Ritchie.

June - Fish Tales pinball by Williams - win a flyer signed by the game lead designer Mark Ritchie.

July - Star Wars pinball by Stern - win a flyer signed by the game lead designer Steve Ritchie.



Museum Wall Art

We have a large amount of backglass art that needs to go up on the walls. Sadly though a lot of it is badly damaged and the artwork is flaking off the glass. To make the art presentable, each individual flake of art is glued back onto the glass then the entire thing is sealed with a clear coat to prevent any more deterioration. This Playboy backglass for instance is in really bad shape. Will be interesting to see how good it ends up looking.

