

Australian Pinball Museum Newsletter

Another 3 months have gone by so quickly. Here is an update of what has happened at the museum in the past 3 months.

To keep up to date, like our Facebook page to see everything as it happens at the museum and to also see interesting pieces of pinball history:

facebook.com/PinballMuseum

Follow our Instagram for pinball photos:

[@PinballMuseumAustralia](https://www.instagram.com/PinballMuseumAustralia)

Subscribe to our quarterly newsletter on our website:

PinballMuseum.com.au/?p=Newsletter

New Game Arrivals

Black Knight: Sword of Rage by Stern.



The newest pinball in the classic trilogy of Black Knight pinballs arrived at the museum in June. This is a brand new pinball manufactured by Stern Pinball, following on from the classic 1980 game *Black Knight* and the 1989 game *Black Knight 2000*, both originally manufactured by Williams. Both of the original Black Knight games were designed by Steve Ritchie, who now works for Stern pinball and has designed the latest game in the trilogy.

We also held an official launch party for the release of this pinball machine on the 29th of June. Stern Pinball provided some great prizes for the launch party tournament. More details about the event are further on in the newsletter.



The new Black Knight is a fast playing game and is really addictive.

You battle the Black Knight and all his minions.

The centre of the playfield features the Black Knight who wields a flail and a shield, which he uses to block your shots.

Game Line-up Changes

Singapore.

Manufactured in 1947 by United Manufacturing Company in Chicago USA. Our machine was made on the 2nd of December 1947!

When it was released, this machine was \$249.50 USD (equivalent to \$2645 USD, \$3850 AUD today).

This machine was released at the same time as Gottlieb's Humpty Dumpty - the pinball that started the flipper revolution. Due to this, to keep up with innovations, flippers were made available on this machine as a kit for operators to retrofit their games.



Midget Hi-Ball.

Now at the museum! 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 timber like most pinballs. This game is now at the museum!



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Teaser of machines coming soon

Wardner.



Not a pinball, but a video game.

We have Wardner ready to go and plan on bringing the game over to the museum sometime during July.

The game is an action platformer style of game.

Wardner was developed by Toaplan (They created Snow Brothers which is currently at the museum). The game was released by Taito in 1987.

Thankyou to *Zax Amusements* in Melbourne for the large amount of arcade tokens to help expand the museum collection.



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.

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 or a launch party for a brand new pinball).

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!

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 are ranked by the best scores they achieved on each of the four games. The tournament runs from 11am to 8pm with a final playoff at 8pm. Starting in May, prizes were awarded for the highest score achieved on each machine during the day.

Stern Announcing new game

Stern Pinball will reveal a new game at Comic-Con on the 18th of June (In Australia that will be the 19th of June). It will be interesting to see which rumoured title turns out to be true (if any).

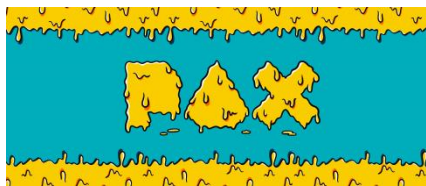


Recent Donations

We are very grateful for the *Wardner* video game in the LAI Lowboy arcade cabinet donated by the Kaniva Shire Council. This arcade game is a classic 1980's video game and we hope to have it at the museum very soon as it is a fully working game.

We would like to thank Wayne from *Mr Pinball* in Melbourne for the **Crocodile Hunter** advertising flyers.

We're going to be at PAX!



That's right, this year you will see machines from the Australian Pinball Museum at PAX in Melbourne!

PAX is an expo that focuses on everything gaming – from arcade, to video games, to board games – it's all there at PAX.

We will be in the classic gaming area, which features old console games (such as Nintendo 64, Sega Genesis, Atari 2600, Sony Playstation, Sega Dreamcast, Atari Jaguar, Nintendo GameCube, etc), arcade games, and pinball machines.

For the pinballs, we will be bringing along some of the original early games dating back to the 1930's! All the pinballs will be playable for the thousands of people who attend the expo! We will also be bringing along a selection of pinball memorabilia, art and previously unseen materials from the old Bally/Williams/Capcom factories. PAX is held at the Melbourne Convention Centre on the 11th, 12th and 13th of October.

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Completed Tournaments:

Stern Army April 27th

1st – Russel Barton - World Poker Tour framed backglass art, Australian Pinball Museum mug, and Australian Pinball Museum LED Magnetic Work Light.

2nd - Lyndon Carter - Australian Pinball Museum mug, and Australian Pinball Museum Pen.

3rd – Garreth Anderson - Australian Pinball Museum mug, and Australian Pinball Museum Pen.



Final tournament standings:

- 1 - Russ Barton
- 2 - Lyndon Carter
- 3 - Garreth Anderson
- 4 - Simon Carter
- 5 - Matt Luscombe
- 6 - Fennessah Carter
- 7 - Willow Williams

List of all the scores for the April tournament can be viewed here:
<https://matchplay.events/live/ykgg7/scores>

Stern Army May 25th

For the May tournament we started awarding prizes in many different categories.

Highest score of the day on Aerosmith -

218,366,680 - Jason Millhouse, won an Aerosmith flyer signed by game artist "Dirty" Donny.

Highest score of the day on Guardians of the Galaxy - 353,549,500 - Leith Stuart, won a Guardians of the Galaxy flyer signed by game designer John Borg.

Highest score of the day on Iron Maiden -

328,929,390 - Willow Williams, won an Iron Maiden flyer signed by game system engineer Mark Guidarelli.

Highest score of the day on Star Wars -

1,197,985,770 - Garreth Anderson, won a Star Wars flyer signed by game designer Steve Ritchie.

Finals 2nd 3rd and 4th:

Australian Pinball Museum Pen and Stern Army Key Tag won by:
Russ Barton, Leith Stuart and Jason Millhouse.

Final Playoffs Winner of the Star Trek pinball backglass - Garreth Anderson.



Final tournament standings:

- 1 - Garreth Anderson
- 2 - Russ Barton
- 3 - Jason Millhouse
- 3 - Leith Stuart
- 5 - Willow Williams
- 6 - Simon Carter
- 7 - Melanie Tucker
- 7 - Michael Calder
- 9 - Lyndon Carter
- 10 - Beaumont Barker

List of all the scores for the May tournament can be viewed here:
<https://matchplay.events/live/73gg0/scores>

Stern Army June 29th

Black Knight Launch Party

This tournament was also the official launch party event for Stern's latest pinball: Black Knight: Sword of Rage. Stern Pinball sent us the backglass art for this game to give away as the main prize.



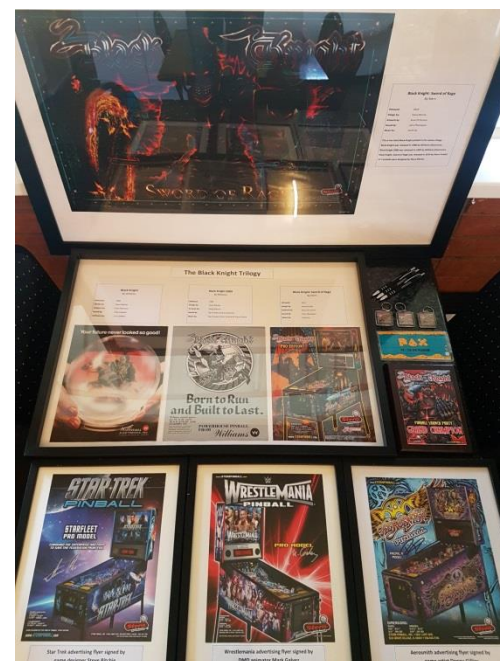
Highest score on Aerosmith for the day - 132,177,230 - Garreth Anderson, won a flyer signed by game artist 'Dirty' Donny.

Highest score on Star Trek for the day - 108,207,620 - Andrew Carey, won a flyer signed by game designer Steve Ritchie.

Highest score on Wrestlemania for the day - 70,425,230 - Andrew Carey, won a flyer signed by DMD animator Mark Galvez.

Highest score on Black Knight Sword of Rage for the day - 95,938,870 - Leith Stuart, won the Grand Champion plaque & all 3 Black Knight trilogy flyers.

Final playoffs - Won by Garreth Anderson - Won a Black Knight: Sword of Rage pinball backbox art.



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Door prize / random draw - Won by
Garreth Anderson - 3-Day pass to PAX

Dressed to fight the Black Knight - Simon
Carter, Fennessah Carter & Willow Williams
- all received a commemorative Black
Knight Launch Party key tag.



Final tournament standings:

- 1 - Garreth Anderson
- 2 - Andrew Carey
- 3 - Leith Stuart
- 4 - Russ Barton
- 5 - Michael Calder
- 6 - Simon Carter
- 7 - Lyndon Carter
- 8 - Fennessah Carter
- 9 - Jacob Teichman
- 10 - Steve Bartley
- 11 - Willow Williams
- 12 - Brett 'Sternchamp'
- 13 - Todd Wheeler
- 14 - Steve Singline
- 14 - Andrew Berger

List of all the scores for the May
tournament can be viewed here:
<https://matchplay.events/live/1dbbx/scores>



Future Tournaments:

- July 27th
- August 31st
- September 28th
- October 26th
- November 30th
- December 28th

WIN AN AUTOGRAPHED FLYER!

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

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 to be
available over the next few months (list
subject to change):

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

August – Guardians of the Galaxy pinball
by Stern – win a flyer signed by the game artist
Christopher Franchi.

September – Playboy pinball by Stern – win
a flyer signed by the game lead programmer
Dwight Sullivan.

October – Bram Stokers Dracula pinball by
Williams – win a flyer signed by the game lead
designer Barry Oursler.

Museum Wall Art

A bit of time was spent recently on
restoring old backglasses. These pinball
backglasses have been set aside for display
on the museum walls. The paint is flaking
off the glass on these are so they are not in
a good enough condition for use in a
machine – glasses this badly damaged
would normally be thrown away by most
people but we are trying to give them a
second life!

Below is a picture of how bad some of
these backglasses are. This photo is of the
backside of a “Playboy” backglass. The vast

majority of paint has flaked and is barely
attached to the glass – just blowing on it
would cause all the flakes of paint to fly off!



Firstly, dust that lies between the paint
flakes and the glass is carefully removed.
Each individual flake of paint is then glued
back onto the glass. After that, the entire
thing is sealed in a clear coat to help
prevent any new paint from flaking off the
backglass.

Below is a “Playboy” backglass showing the
differences from before and after. The glass
is a lot cleaner and there is more art visible
now that it has been glued back on.

Before cleaning and art preservation:



After:



Here is “Time Warp” with all flakes of paint
glued back onto the glass.

