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Robert Berk
Pinball Expo Founder
& Chairman



David Fix
Vendor Chairman



Todd Friedman
VGS Vendor Chairman



Dear Friends,

It's actually here - the 40th Pinball Expo! I never would've dreamed all the way back in 1985 that this show would live on well into the 21st century! Back then, the idea was to hold a get together for pinball fans to help me honor my heroes, the pinball artists and designers who created the games I loved to play.

Pinball Expo 2024 marks the culmination of decades of hard work, determination, and growth, and it's incredible to see where Pinball Expo is today! Many friends have been made along the way and you're sure to see familiar faces, some of whom were there at our very first show in 1985! So be sure to connect with old friends and makes new ones too!

This year we also welcome the largest group of international vendors, speakers, and guests that has ever been seen at Pinball Expo, a testament to the global reach of this wonderful show! We'd like to extend a special thanks to Vendor Chairman, David Fix and the entire Pinball Expo staff that worked countless hours to make this landmark show a reality.

As always, we would like to express our gratitude to Gary Stern, Seth Davis, and their staff for allwoing an in-person tour of their factory with opportunities to ask questions and witness the production of the latest games this great company has to offer! We would also like to thank them for providing their games for our annual Flip Out! Pinball Tournament.

This year we'd also like to thank Roger Duba and Chicago Gaming Co., Doc Mack and Galloping Ghost Arcade, Jim Zespy and Logan Arcade, David Fix and American Pinball, and Jack Guarnieri and Jersey Jack Pinball for opening their doors for our attendees to view their facilities and get a glimpse behind the scenes of these great companies. This is the first year we've ever held FOUR pinball factory tours! What a barnstorming year it is for pinball fans!

Enterrium is hosting our annual Bumper Blast at their facility on Wednesday, October 16th, where attendees can enjoy pinball, games, food, and fun! Enjoy the camaraderie at this upscale restaurant, bar, and arcade! The entire facility will be open with pinball machines, arcade machines, bowlers, and more available to play at no charge using the game cards that will be provided! Thank you to Michael Benjamin and Enterrium!

Pinball Expo is also proudly partnering with VGS (Video Game Summit) this year to bring you more retro gaming fun than ever before! Don't forget to stop by the Retro Console Free Play & Vendor Zone to enjoy the fun! Also, Aaron Davis and crew have blown the top off our Homebrew Section and arranged close to 40 homebrew games for you to play and enjoy, and come meet the latest homebrew designers on the scene who may one day be a part of this great industry!

We will also be presenting a full line-up of seminars, award ceremonies, an autograph session, round table discussion panels, and more surprises in the combined vendor and game area! We also welcome several special guests including "Captain" Chris Campbell from Captain's Auction Warehouse along with live music Saturday night by the 7th Heaven Band! Be sure to stop by the Project Pinball Charity booth as well and support this great organization!

In conclusion, we are pleased you have joined us and thank you for making the effort to show your support for Pinball Expo! It's been an incredible journey to witness the growth of this show over so many years and we're thrilled to have you along for the ride! We wish you all an exciting and wonderful time as you connect with enthusiasts from all across the country and from around the world at our historic 40th show!

With warm regards,

Robert Berk

Pinball Expo Chairman

Hi I'm Flippy!
Take it from ME,
Pinball Expo 2024 is
one for the ages!



Pinball Expo 2024 Speakers



Jay Adelson - Favorite pinball machine: Theatre of Magic. Jay Adelson is a serial entrepreneur known for his work founding and running companies such as Equinox (EQIX), Digg, Revision3, SimpleGeo and Opsmatic, or as host of the show Ask Jay. He sits on several boards, including Megaport (Australia) Pty Ltd and its subsidiaries. In 2008, Jay was selected by Time Magazine as one of the 100 Most Influential People in the World.



Brian Allen is an award-winning illustrator living in Bellefonte, Pennsylvania. Brian's artwork has been featured by many worldwide companies and brands such as Activision, Tony Hawk, Marvel, Harley Davidson, Adult Swim, Hulk Hogan, Chick-Fil-A, and many more. Brian has also worked with some of the top bands in the music industry, such as Metallica, Primus, Queens of the Stone Age, and Blink-182. Brian is most known for his work designing Gritty, the Philadelphia Flyers mascot that became an internet phenomenon. In the pinball world, Brian has created a artwork for the FunHouse remake by Pedretti gaming, and artwork for Alien by Heighway Pinball, in addition to many Homebrew art packages. He holds a license to redraw and reimagine the classic Williams/Bally artwork as Backglasses, Side Blades, Cabinet Artwork and more to transform older machines and give them a new look.



Roberto Almarza - Spanish Pinball Enthusiast from Madrid. Working together with Oscar Terol under PinCasters social media brand, broadcasting Podcasts, News, Gameplays and Interviews, to grow this hobby in Spain.



Giorgio Avato - My passion for pinball started as a kid. My uncle owned a bowling alley near Rome that I visited twice a year. Every time I spent hours playing games until a brand new Road Show pinball showed up. I immediately fell in love with the lights, sounds, and the two crazy talking heads. From that day on, I loved playing these mechanical marvels, learning every rule and every skill. Sadly one day the bowling alley closed as did most of the arcades near home, making my passion slowly fade away. Many years later, in summer of 2019, I made an unplanned visit to the pinball museum in Budapest. Glad I did; the little kid in me woke up and so did all the good memories. I couldn't stop playing and I knew I had to buy my first machine. Back at home I fund a Road Show near home. I didn't only buy it but also made new friends with the same passion. Ownership led to repairs, repairs led to restorations. Mixing my skills, my mechanical background and the help from my new friends made it possible to complete high end restoration projects and live this passion to the fullest.



Michael Bergeron is a film and television professional graphics and visual effects artist of over 20 years. Over the past decade he has been involved in the production and testing of homebrew video games for various retro systems such as the Atari 2600, Intellivision, Odyssey 2, and the NES. In January of 2023 he started a YouTube channel, Mike's Gaming Gala, dedicated to reviews of homebrew games in an effort to both spread awareness of this exciting gaming community as well as lend a much-needed critical voice to the games coming out of it. Since then, Michael has provided weekly content including reviews, information & news, and editorial industry insight. He has a collaborative weekly podcast called the Retro Bliss Rewind every

Tuesday night at 8pm EST and has also been a guest on multiple gaming channels to speak as an expert on the homebrew and retro gaming scene. Michael continues to work with programmers, publishers, and distributors to further the industry.



Rob Berk - Pinball Expo is the brain child of Rob Berk, who grew up playing pinball. His dream was to recognize his heroes—the pinball designers and artists that created the games he loved. Founded in 1985, Pinball Expo is the longest-running event dedicated to pinball. This year Rob was officially recognized by Guinness World Records as owning the largest private collection of pinball machines.



Rachel Bess was a full-time artist with a pinball hobby that got out of hand. She co-founded Zapcon pinball and arcade convention and still wanted to do more. Her unhealthy interest in pinball led her to take a job at Marco Specialties and she then founded Electric Bat Arcade in Tempe, AZ. She met Cale Hernandez at Marco and they got married a few weeks later and now together they run Electric Bat. The Bat has the largest single location pinball league in the world and hundreds of regulars make it their home away from home. Rachel and Cale have a blast running this arcade that's basically open all the time. We'll tell you how we do it and answer your questions about running an indie arcade bar.



Craig Bierman - Hello, I'm Craig Bierman and I own and operate Speed & Sport Chrome Plating Inc. I would like to take a moment to introduce myself to you, as well as introduce you to Speed & Sport Chrome Plating. I purchased my Chrome Shop in 1989, and it was established in 1971. The reason I bought the shop was because I am an avid collector of many nostalgic/antique collectables ranging from muscle cars, motorcycles, jukeboxes, slot machines, gas pumps, barber chairs, etc. In the beginning of collecting it was hard to find a good plater that knew anything about the many various collectibles that I needed plated. As a fanatic about quality work, I am one of those people that strive for perfection when restoring my own prize collectables. This is why and what got me into the "How's" of getting into the industry. I knew what was important to me which was quality of work, not loosing parts, turn around time, making sure detail was not removed while being polished, and the importance of getting back my "Original" part that I sent in. When people tell me, "I'm going to sell this item, so to save money you don't need to do a great job". I apologize and say, "No Thank You" I will only do quality work, there is no way anything is going out of my shop that was not done to its absolute best. If I would not put it on my personal vehicle then I would not expect you to put it on yours.



Larry Bieza has been involved in coin operated amusements for almost 40 years. First as a collector, then as a game operator, and dealer when his collection became too large. Also, as a dealer in used and new parts, Larry manned a booth at Pinball Expo nearly 20 years. His interest developed further into researching the history of coin operated amusements. This led to publishing the Penny Arcade Price Guide, and Larry Bieza's Pinball Price Guide for 14 years, along with numerous articles on coin-op history. He recently published Mutoscope: A Tale of Two Companies, now available at lulu.com. This 2-volume set tells the story of the early movie business and how 2 scrappy companies brought the world the most successful coin operated movie machine, the Mutoscope. For the past 7 years he has returned to operating, maintaining part of the 140 games

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in operation at Can Can Wonderland in St. Paul, MN. At CCW, he has also jumped into game designs, specifically for operating them at CCW. He has designed and built 6 custom games so far. Along with 2 partners, he formed Skyscraper Novelty, producing newly designed games influenced by games of the past. Their newest game, Cornhole Challenge, which will be available to play in the Expo Hall.



Marcelo Adrian Blanco - I was born in 1971 in Argentina. As my father had an antique shop I learned how to restore antiques since I was a kid. We had mostly mechanical antiques like jukeboxes, phonographs, antique toys and automatons, music boxes and other interesting antiques. Then I bought my first pin when I was 14 years old and that's how my passion for pinball restoration started, combining my antique restoring techniques with my electronics degree. I've worked professionally as a pinball and jukebox restorer since the early '90s and I've done restoration work on some unique games for costumers from Argentina, France, Spain and the US.



John Borg is one of the most influential pinball designers of the modern era, with a career spanning over 30 years. He started his journey at Premier Gottlieb Pinball before moving to Data East, where he contributed to iconic machines like Guns N' Roses and Jurassic Park. Borg is known for his mastery in blending engaging themes with intricate gameplay, a skill that has made him a standout figure in the industry. After his stint at Data East, Borg joined Stern Pinball, where he designed a series of popular titles including Iron Man, TRON: Legacy, Metallica, and The Walking Dead. His designs are celebrated for their fast-paced, action-heavy playfields and inventive mechanical features, which keep players engaged and coming back for more. In recent years, Borg has continued his successful run with titles like Guardians of the Galaxy, The Munsters, and Rush. His ability to seamlessly integrate beloved pop culture themes with high-quality pinball experiences has solidified his reputation as a top-tier designer. Today, Borg remains a key player in Stern's design team, continuing to push the boundaries of pinball innovation.



Emily Brooks is an artist, writer, model, and small business owner from Fargo, ND. Emily founded her creative business, Taea Made, in 2012, and has co-owned Fargo Pinball with her husband and brother-in-law since 2015. Emily is the current Mrs. North Dakota International, and was honored with the title of North Dakota Mother of the Year in 2018. When she's not playing pinball, she loves to travel with her husband and their two children.



Kristin Browning-Mezel is owner and CEO of Mezel Mods (founded in 2013), a company specializing in modifications for modern pinball machines. As part of the founding team, Kristin and husband Tim Mezel won a business start-up accelerator competition which helped fund the startup into full operation. Kristin successfully moved the company from a home-based start up into full operation with product design, manufacturing/assembly and fulfillment functions. Prior to joining Mezel Mods, she was CEO of a regional transportation and logistics company. Her previous professional career was with Intel Corporation where she spent 16 years as a program manager leading change efforts in the companies manufacturing division. Her experiences have led to the embedding of Lean manufacturing, manufacturing excellence and team-based leadership in Mezel Mods day to day operations. She leads the

companies team of six employees in their facility in Albuquerque, New Mexico, USA. Running, family and tending her small urban farm/garden are among her passions, growing.



M.G. Brown has been writing Site Reviews, Coin-Op Show Review Articles and the regular Column Pinspotting, including photo and video content, for Pinball News since 2016. He is a past employee of Bally/Midway and was a past manager of a Bally's Aladdin's Castle location at West Main Mall in Kalamazoo MI. He was formerly employed by Sparton Electronics (Defense Contractor) of Jackson MI, and Abbott Laboratories International Division (and spin-off companies) in the role of IT Software Developer and Project manager. **Terri J. Brown** is retired from G.E. Credit and Harley Davidson Financial Services and is an accomplished world traveler. She brings her years of international travel to the presentation to lend a unique perspective.



Chris Campbell aka "The Captain" has been involved in the Coin-op Industry 40+ yrs. Started playing in the Arcades in the late 70's. By age 16, he was running an arcade & pinball route. All the Years to follow, The Captain has been a major advocate and force in the Coin-op Community, supporting local & national Arcade Game operators, Pinball Game collectors, players and others. Founder of "Captain's Auction Warehouse" the only Dedicated to Coin-op Auction house in the country, he has connected Pinball & Arcade Game collectors, Retro gamers, distributors & operators to a great source of buying, selling and trading within the Coin-op industry/hobby. A self taught auctioneer, he has created the first live stream with a real-time online bidding format for Pinball and Arcade Games.



Andy Cavatorta is an artist who works with machinery or an engineer who builds only wondrous things. Kinetic sculptures for museums. Set designs for theater. Swarms of robots that paint. Musical instruments for pop stars. In 2021 he created an epic, five-way pinball game for the central bank of Mexico - working against a language barrier, a major earthquake, a deadly pandemic, and the fact that pinball is illegal in Mexico City. Luckily, he had no idea what he was doing. It all makes for a homebrew story like no other.



Joe Ciaravino has been avidly engaged in the pinball community for the past decade. Founder of the facebook group Pinball Degenerates, he is Judge, producer and host of The DeGenies Pinball Awards. He initiated the celebration of National Pinball Day on August 1st and is a supporter of "Positivity in Pinball". He's also an unabashed film geek, a food nerd as well as more than just a little obsessed with making Roger Sharpe his "Pinball Daddy".



Ivan Cicognani - My name is Ivan Cicognani, I was born on August 8, 1963. My father started out renting Jukebox in bars in 1963, then in 1965 he bought the first Pinball "Cow Poke" and from there he started to rent Pinballs, videogame and more. I've dedicated my whole life to the world of the entertainment games since I finished my studies as a professional technician at the age of 20, when I started working in the family business. I've developed specific skills around Pinballs and currently I own a collection of about fifty Pinballs, mainly Dot-Matrix, Bally Classic and EM including a "Bally Capt. Fantastic, my favourite. In 2018 I sold the branch of my company that deals machines with small cash winnings called AWP and since then

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I've focused only on what concerns Pinballs: restoring, trade and rental in public places like bars and Arcade.



Ryan Claytor is a professor of Comics Studies at Michigan State University where he spearheaded the formation of its Comic Art and Graphic Novel Minor course of study. He is also a multi-award-winning cartoonist and pinball enthusiast. In addition to his own comics, Ryan produces artwork for numerous pinball and arcade clients including Stern Pinball, Replay FX, Pinside.com, PAPA, pinball podcasts, events, reproduction plastics for The Pinball Resource, and more.



Ron Coon, Jr. - Pinball is a game that can make you or break you. I feel it has made me what I am today. I've been in the gaming industry for 30 years. Repairing games, creative design on a few games, audio work and more. So more than likely you have experienced some of my work. Being in the computer industry as a programmer of 10 different computer languages I was very fluent at cross platform conversion/compilation. Saving every bit and byte. Being introduced to the pinball industry I could use my programming skills for good use. I tend to recompile and modify old code for efficiency and new features. When not doing pinball I restore old vintage jukeboxes, computers late 70s and 80s., electronics digital/analog design, DJing and of course music composition. I always look forward to more projects that challenge me, working with Rob Berk has given the option to push farther!



Jack Danger is recognized as one of the most innovative pinball designers today. Before entering the pinball world, Danger spent nearly two decades as an animator, working on commercials, music videos, and films. His passion for pinball led to the creation of his Dead Flip live-streaming channel, which played a key role in reviving interest in the game and establishing "Pinball" as a category on Twitch. Danger's first major design, Jurassic Park Home Edition, was released in 2019, showcasing his talent for fast-paced and engaging gameplay. In 2023, he followed up with the hugely successful Foo Fighters pinball machine, praised for its energetic gameplay and stunning artwork by Zombie Yeti. In addition to his design work, Danger serves as a Stern Pinball Brand Ambassador, helping bridge the gap between traditional pinball fans and modern digital audiences. His influence has expanded pinball's reach to younger players and streaming communities, making him a key figure in the resurgence of the game. Most recently, in September 2024, Danger released The Uncanny X-Men, a pinball machine based on Marvel's "Days of Future Past" storyline, adding another exciting title to his portfolio.



Jody Dankberg is the Senior Director of Licensing and New Business Development at Stern Pinball, where he plays a pivotal role in bringing popular licensed themes to the pinball world. His work involves overseeing partnerships that allow Stern to produce machines based on beloved intellectual properties. Dankberg has been integral in securing licensing for numerous high-profile pinball machines, including Game of Thrones, KISS, Metallica, Star Wars, Jurassic Park, Godzilla, Stranger Things, Iron Maiden, and Marvel themes like The Uncanny X-men, Deadpool, Avengers: Infinity Questand Spider-Man. Dankberg's background in the music industry, particularly with Krank & Randall Amplifiers, has given him strong ties to musical acts, which has translated into several successful rock-themed pinball machines such as Led Zeppelin, Iron Maiden, Aerosmith, Foo Fighters, KISS and Metallica. His passion for pop culture and music is reflected

in these collaborations, making him a driving force behind Stern's connection to the modern pinball market. Under his leadership, Stern has continued to innovate in the pinball space, leveraging his keen eye for culturally relevant themes and cutting-edge partnerships.



Aaron Davis is CEO and cofounder of FAST Pinball. He'll most likely tell you that what you're doing is super cool!



Brett Davis has been an Electrical Engineer for 28 yrs. He has 10 patents covering multiple technologies including embedded systems and magnetics. Pinball became part of his life in 2007 with the first PinScore products. In 2011 he broke out with XPinPinball and has re-engineered 75+ OEM pinball circuit boards suffering from outdated and obsolete technology in order to keep those games flipping!



Larry DeMar became an avid pinball player and collector as a teenager and shortly after graduating from MIT in 1980 landed his dream job at Williams where he worked on game design and software for hits in both the video game (Defender, Robotron, Stargate) and pinball (Black Knight, High Speed, Fun House, The Addams Family, Twilight Zone) worlds.

After a long career as a game programmer, Larry became the Director of Engineering at Williams in 1995 before leaving in 1999 to start Leading Edge Design, a creator of electronic gaming machines. At Leading Edge Design, Larry works with amazing designers Scott Slomiany, Duncan Brown and Bill Grupp from Williams, along with Mark Molitor, creating casino games. Larry holds 38 US patents in the fields of Amusement Games, Bowling Systems and Casino Games.



Mischa de Muynck - My name is Mischa de Muynck. I live in Kortgene on the coast in the Netherlands and have my own company where I teach people to level up their photography. I am educated at the arts academy. My story in the pinball world: in 2016 I visited the Dutch Pinball Museum for the first time and shortly afterwards we bought our first pinball machine. I fell in love with pinball. Currently we have 4 pinball machines at home. A one hour drive brings me to the Dutch Pinball Museum in Rotterdam, where I am a volunteer, the education guy. I help to bring the educational and museum part of the Dutch Pinball Museum to a higher level. Because more people need to get to know the beautiful world of pinball. Not only the game, but also the history, the art and the beautiful stories are worth it. As the education guy, my goal is to entice visitors to learn more about the past, present and future of pinball during their visit. This way they will appreciate pinball more than just a game. My motto is that you can share knowledge unlimitedly, that does not make you poorer, but richer.



Marshall Dickson owns Little Shop Of Games: Florida's premiere destination for pinball enthusiasts. A distributor for Stern, Jersey Jack and Chicago Gaming, he grows public passion for the game by placing machines in arcades and breweries across Tampa Bay and renting to businesses and home owners, opening the door to a new generation of players. "My first memory of pinball was playing 10 cent games of Gottlieb's Top Card (1974) as a child on Bradenton Beach with my sister. I now own that game, along with many other machines

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spanning over 70 years; from United's Utah (1949) and Gottlieb's Daisy May (1954) to Stern's X-Men (2024) and Jersey Jack's Avatar (2024)." In 2024, Marshall teamed up with Texas Pinball Festival veterans Ed and Kim VanderVeen to create a new and exclusive VIP experience, Pinball At The Beach. Featuring over 200 machines, a limited group of 1,000 attendees will spend three days mingling with pinball designers, artists, industry leaders, vendors and tournament players over the 2025 Super Bowl weekend at Tradewinds Island Grand, a beautiful resort on St. Pete Beach, FL. Playing by the sand again, Marshall's Sunshine State Silverball Story has come full circle.



Harrison Drake is a lead mechanical engineer at Stern Pinball, a key figure in the creation of some of the company's most popular pinball machines. Known for his expertise in mechanical design, Drake has been instrumental in developing intricate playfield mechanisms that bring games like Godzilla and The Foo Fighters to life. His role involves collaborating with game designers, software engineers, and artists to ensure seamless integration of mechanics into the overall pinball experience. In addition to his work at Stern, Drake also mentors students in robotics, volunteering with the FIRST School District 214 robotics team, helping them achieve a Midwest Regional victory. His passion for mechanical engineering and pinball has made him a vital part of Stern's creative and engineering teams, continually pushing the boundaries of what can be achieved in modern pinball design.



Barry Driessen is the founder of Dutch Pinball, a company renowned for producing high-quality and innovative pinball machines. Based in the Netherlands, Barry's passion for pinball started at a young age, and over the years, he combined his love for the game with his background in technology and engineering. His mission was to create machines that capture the nostalgic feel of classic pinball while pushing the boundaries of modern design. Dutch Pinball's most famous creation, The Big Lebowski pinball machine, became a global sensation, admired for its detailed craftsmanship and strong connection to the cult-favorite film. Despite facing production challenges and delays, Barry's determination helped Dutch Pinball overcome obstacles, establishing the company as a significant force in the pinball industry. His dedication to craftsmanship and innovation reflects his commitment to reviving the physical, hands-on joy that pinball offers in today's digital world. Barry continues to lead Dutch Pinball, working on new projects and staying connected with a vibrant international community of pinball enthusiasts. His contributions have made him a respected figure in the pinball world, playing a key role in the resurgence of the game's popularity.



Elliot Eismin is a highly skilled mechanical engineer at Stern Pinball, where he has contributed to the mechanics behind some of the most popular pinball machines of the last decade. Since joining Stern in 2014, Eismin has been instrumental in the development of several celebrated titles, including Ghostbusters (2016), Teenage Mutant Ninja Turtles (2020), and Rush (2022). His engineering expertise ensures that each game delivers a dynamic and engaging physical experience for players. Most recently, Eismin served as a designer on John Wick Pinball, where he applied his mechanical engineering skills to craft the game's intricate, action-packed playfield. His ability to blend technical precision with creative game design has made him an integral part of Stern's success. Eismin's work is characterized by his dedication to innovation, ensuring that each pinball machine not only meets Stern's high-quality standards but also pushes the

boundaries of what is possible in modern pinball mechanics. His contributions have helped shape the next generation of pinball machines, enhancing both the complexity and the enjoyment of the gameplay experience.



Keith Elwin is one of the most acclaimed pinball designers at Stern Pinball, with a portfolio of groundbreaking titles that have reshaped modern pinball. His 2021 release, Godzilla, has been hailed as the best pinball game of all time, topping charts on Pinside.com for its intricate layout, fast gameplay, and creative use of theme. Elwin's earlier titles include Iron Maiden: Legacy of the Beast (2018), Jurassic Park (2019), and Avengers: Infinity Quest (2020), all of which have become fan favorites. His games are characterized by their challenging layouts, multiple flippers, and deep rule sets, appealing to both casual players and competitive pinball enthusiasts. Most recently, Elwin designed Jaws, a highly anticipated addition to his impressive list of accomplishments. Known for pushing the boundaries of pinball design, Elwin's ability to merge engaging themes with complex mechanics has made him a favorite among players and a key figure in the industry. His work continues to innovate, setting new standards for the future of pinball.



Phill Emmert - My passion for music at an early age was driven by heavy consumption of Top 40 radio, and that set the stage for two life pathways for me. On one path was the origination of a record collection that grew significantly by buying used records from the local jukebox operator at a significant discount. The second was intertwined with the first path with the start of a long career in Radio & TV Broadcasting. The Radio segment helped with an even more significant growth of my record collection. That growth came about at an even better price on records – FREE ! Fast forward a few decades, with lots of changes in how we consume music, and the question comes about – “ how can I enjoy all these 45records? ” That in turn created a couple more questions – “ can you own a jukebox? ” and “where would I find one?” The answer to the first question was yes which pushed me forward to answering the second question. The jukebox collecting hobby was in its early days and albeit being pre-Internet, there was worthwhile printed information available. I did the research and landed on a 50's Seeburg jukebox. Not long into the joy of owning my own jukebox, a second jukebox came home. It was then I made a life-changing decision to buy a pinball machine to play while listening to a jukebox. That decision found me over the next few decades acquiring a few more jukeboxes and pinball machines, with a considerable number of vintage arcade games being added to the collection. In addition acquiring machines I have been focused on acquiring and sharing historical information on the coin-op hobby often with published articles in magazines. I also recently enjoyed a multi-year stint as the President of the Coin Operated Collectors Association. I had the particularly good fortune to attend the first Pinball Expo as well as a few others over the years, It is a pleasure to return this year for this 40th Anniversary edition and am particularly honored to be given the chance to share and discuss details on vintage arcade machines with attendees.



Barry Evans was just awarded the Guinness Book of World Records largest Sonic the Hedgehog collection. Barry will be bringing along some of his favorites to the Video Game Summit. He will also speak and give a presentation video of his collection. His most favorite item in his collection is the Sonic & Tails store display statues he acquired

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from our local Toys R Us! Among other items he is very proud of are the numerous Sonic the Hedgehog store signs, posters and displays that I have acquired over his 30+ years of collecting. Some he has never seen in anyone else's collections.



Elijah Farrales is a cup stacking artist that uses this unique medium of cups for large public art installations and as a novel way to educate and advocate for creativity. He has been developing this artform for the last 14 years. A small curiosity led to big discoveries that continue to keep him engaged and adding new elements into his cup sculptures like light, animations, and higher heights of cups! The Pinball Expo is a mash-up of his passion for art and love of pinball. He found pinball during medical school where he "trained" on a school Star Wars machine before venturing into the local St. Louis community playing in leagues, tournaments, and finding all the pinball venues. He is very excited to share his journey into cup stacking and how his artistic background led him into the amazing hobby of pinball!



Ted "Doc" Finlay, Ph.D. started PinballPrices.com six years ago after buying his first pinball (Super Mario Brothers) and suddenly realizing he had no idea if he got a good deal or just got screwed. After some intense searching and evaluation of various pinball price sources, he realized there was an opportunity to spend hundreds of hours gathering and transcribing data, creating a website, and providing monthly updates for the pinball community for absolutely no monetary gain. Who could pass that up? When not gathering data for PinballPrices.com, Doc restores pinball machines. He is also a member of the known perverse group, The Poor Man's Pinball Tribe. Doc received his Ph.D. from Georgia Tech and resides in San Antonio, Texas. He is currently a research consultant for the pharmaceutical industry.



David "DocPinball" Fix - First let's reveal who DocPinball is. His name is David Fix and this guy has been around pinball for some time. David has been playing pinball since the late 70's. The first game that sucked him in was PORKERINO. He remembers playing that game and winning 8 free games on the first time he played it. He started to collect pinball machines when he could not find any machines in his town to play. David now has 12 pins in his personal collection. David is a pinball historian and knows a ton about the timeline of the industry. Back in the 90's David worked in the Newspaper business as head graphic artist. David is now a freelance graphic arts consultant. When working for the paper he was the guy that implemented change and pushed them to switch from pasted-up work that was shot on film to make plates for printing - and to change over to laying it out by computer and then sent to a laser to cut the film for plate making. David also remembers cutting rubylift when he was going to school for graphic art, and also has done silk screening. He has worked professionally with Photoshop, CorelDraw, and Illustrator and a load of other programs to many to list beginning in 1990. His current project is a PARAGON Backglass and MARS GOD OF WAR backglass, with some ideas on a few playfields. David is also considering doing backglasses that were done originally as transilites - to make actual glass versions. David holds a unique spot on the Art Team as our CMYK project expert.



Dann Frank (aka 'DangerDann') is a lifelong Pinhead who ran a game business in Scottsdale, Arizona called the House of Pinball for over 40 years before retiring in 2022. He attended the very FIRST Pinball Expo back in 1985 and remembers being amazed to find out there were other like minded

Pinball enthusiasts out there! And he's been coming back to Chicago for Pinball Expos ever since. He still owns his first pinball... a vintage Gottlieb KING OF DIAMONDS purchased in 1972 while in the Navy. He recalls getting 'written up' once for having that game in the Barracks, until it was determined that having a Pinball set on Free Play didn't violate any on-base rules. Dann enjoys creating custom and modified pinball machines and has built or re-engineered a number of Special (when lit!) games for handicapped kids as well as pinballs you play using your feet (years before DDR video games came along). He currently owns the world's most extensive collection of Pinball Keychain collectibles and Promotional Plastics (like those found inside new pinball machines) and will be hosting a Seminar at this year's Expo where every attendee will receive a Pinball Plastics 'goodie bag'!



Guenter Freinberger (born in 1961 near Vienna, Austria), also known as "Pindigi"—a name derived from his love for pinball and his radio station, Digi Hit Radio—is a passionate pinball collector and curator at the Terratechnica Museum in Austria. Spanning about 90.000 SQ Ft, Terratechnica is the world's largest museum dedicated to jukeboxes and pinball machines. As a technical expert in audio and video (Audio-Video Master), Guenter began collecting jukeboxes from 1977 to 1995. After that, he expanded his collection to include pinball machines. His love for pinball machines started at a young age, and over the years, he has built one of the most impressive collections in Europe, with around 650 pinball machines, focusing on both quantity and diversity. Freinberger's dedication extends to the technical aspects of these machines. He has collected a wide range of pinball technologies, spanning from 1930 to 2024, showcasing the evolution of the craft. In 2004, Guenter attended the Pinball Expo for the first time and visited Gary Stern's factory, where he also met Michael Shaloub and sold some machines to Australia. In 2024, he is excited to be one of the speakers at the Pinball Expo.



Greg Freres is a celebrated pinball artist known for his distinctive style that blends humor with detailed design. His career began in 1978 at Bally, where he worked on iconic machines like Fathom and Medieval Madness. However, Freres is perhaps best known for his work on the Elvira pinball trilogy, which solidified his reputation as a key figure in pinball art. In 2012, Freres joined Stern Pinball as Art Director, contributing to some of their most popular titles. These include KISS (2015), a vibrant tribute to the rock band, Metallica (2013), a heavy-metal-inspired machine, and Game of Thrones (2015), which showcased his ability to blend fantasy with intricate designs. Other Stern titles include Star Trek (2013) and The Munsters (2019). Freres' four-decade-long career culminated in his retirement in 2024, leaving behind a legacy marked by innovation, creativity, and a commitment to the craft of pinball design. His contributions were honored in 2004 with his induction into the Pinball Hall of Fame, cementing his place as one of the industry's most influential artists.



Jeff Frick has been a dedicated pinball collector since 1992, with a special focus on prewar pinball machines produced before 1936. A true enthusiast of the gambling aspect of early pinball, Jeff enjoys restoring and maintaining prewar machines including one-ball payout pinball machines. Their collection prominently features Rockola machines, including iconic titles like Army Navy and Worlds Series. Since 2017, Jeff has run the highly acclaimed History of Pinball booth at the Texas Pinball Festival, showcasing up to 30 fully playable machines. Their expertise and passion have also been highlighted in museum exhibitions at the Louisiana State Exhibit Museum and

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the Fort Worth Museum of Science and History. Jeff has also been featured in Pinball Magazine number 4 with an interview covering prewar machines.



Casey Gardner has grown up around pinball. Not knowing a day of his life without a pinball machine being around, he is thoroughly passionate about it. Not only does Casey enjoy playing pinball machines, he also thoroughly enjoys working on them, a skill passed down from his dad. At 16, equipped with repair knowledge and a background in tech, Casey created PinWiki, a website that has become home to a wide variety of repair information for all eras of pinball machines. Today, Casey is involved in running local tournaments, assisting in repair and maintenance for several locations, and takes on service calls for fun.



Chuck Gardner began playing pinball as a kid, using his extra quarters collected from his paper route to play at the 7-Eleven, conveniently at the end of his route. Growing up, interest only increased in the games, eventually leading to working at the local arcade. With an electronics background, and skills learned from the arcade, Chuck became an operator and repair technician in Maryland. Today, he continues the tradition, running and maintaining VUK Pinball, as well as machines located in MOMs Organic Market, while still taking on service calls. With 40+ years in the industry, he is highly skilled in his craft.



Raymond M. Gay was the former printed circuit board designer at Willaims Electronics, Inc. and then Midway Games Inc. for 25 years from 1976. Before I was promoted to the Midway video game PCB designer, I worked for Williams for 14 years. I laid out many PC boards such as the CPU, Drive, Sound, Power Supply, Master and 4-Slave Displays, Sound/Talking, and Widget for pinballs. In addition, I did some small board layouts for playfields. About my life, I was born in Chicago in August 1943 and became deaf at the age of one due to a serious illness. I was sent to the special school for the deaf in Chicago. During my adolescence, I was not happy with school, so I decided to attend the Illinois School for the Deaf in Jacksonville, Illinois until I graduated in 1963. I attended the Allied Institute of Technology in Chicago until I graduated in 1964. I got my first job at Seeburg Corp. in Chicago. Later I was transferred to Williams Electronics, Inc. in 1976. I remember the name of the person from Williams is Mike Stroll who directed the Williams' Advanced Development Group that began to build the first solid-state pinball game, "Hot Tip" in the fall of 1976. I worked for him for a long time. In 1979 I worked with Ken Fedesna. I designed the talking board for Williams' first "Gorgar" talking pinball before all the pinball companies. Especially I always remember Mike Stroll, Steve Kordek, Steve Ritchie, his brother Mark, Mark Lofferdo, Larry DeMar, Ken Fedesna, Roger Sharpe, Dennis Nordman, Barry Oursler, Python Anghelo, Pat McMahon, and many others at Williams for a long time. I miss them. In 1992, Williams stopped manufacturing pinballs.



Krystle Gemnich is the Production Development Liaison at Jersey Jack Pinball, where she plays a key role in ensuring the seamless production of the company's renowned pinball machines working closely with their designers and engineers. Before joining Jersey Jack, Krystle gained valuable experience as a Junior Technician at Logan Arcade in Chicago, IL, one of the city's most iconic arcade locations. Her time at Logan Arcade gave her hands-on experience in

pinball machine repair and maintenance, which has greatly contributed to her career in the industry. Krystle also worked at Marco Specialties, Inc., where she was involved in various aspects of the pinball industry, from parts distribution to supporting the global pinball community. Outside of her technical work, Krystle is well-known as a passionate pinball enthusiast and advocate. She previously hosted her own pinball podcast "The Plumb", where she shares her insights and knowledge, and has also appeared as a co-host and guest on several other pinball-related podcasts such as "Rip-Tide" and "Slap Save" podcasts.



Mark Gibson, a long time pinball enthusiast, built the Fun With Pinball exhibit to highlight the creativity and ingenuity hidden inside pinball machines. The exhibit offers guests the opportunity to explore how common electromechanical (EM) pinball devices work. Each one is a puzzle that's easy to solve given a few moments of observation. They're a great first step in learning about science and technology. After building a number of simpler exhibit pieces Mark moved on to designing and building more elaborate things including a few complete games to show how the individual devices can work together. He uses parts of the exhibit to teach EM pinball repair classes. During the pandemic he started the EM Pinball Online Repair Clinic to help other collectors resolve their technical issues and to educate those who want to learn. Mark also offers local and remote EM pinball troubleshooting help and repair services. The whole exhibit along with pinball documentation, animated schematics, educational material and other projects is online at www.FunWithPinball.com.



Elizabeth Gieske is a talented software engineer for Stern Pinball, having made her debut on the team by working on the much-anticipated Jaws pinball machine. Before entering the world of pinball development, Elizabeth was a competitive tournament player, building a strong reputation within the community. She started playing in tournaments in 2018 and quickly rose through the ranks, earning recognition for her skills on the pinball circuit. Her deep knowledge of the game from a player's perspective has significantly influenced her transition into software engineering, giving her a unique advantage when developing engaging and competitive gameplay experiences. In June 2023, Elizabeth joined Stern Pinball, where she combined her love for the game and her technical expertise. Her first major project was Jaws, where she contributed to the rule set and coding, helping to bring the iconic film franchise to life in pinball form. Elizabeth's work focuses on creating complex, immersive gameplay that resonates with both casual and competitive players. Her journey from tournament player to game developer highlights her passion for pinball and her dedication to pushing the boundaries of game design.



Wally Gorczowski - It seems like I have always been interested in pinball. A Gottlieb Surf Champ was the first pin that I bought in 1978 and still have today. It was routinely played by my wife Janice and my three sons as well as by my friends and relatives. It was always enjoyable to "finker" with the EM's and Juke Boxes. Likewise, I enjoyed building a couple of color TVs from kits (Heathkit) back in the day. I just get a kick out of building or fixing stuff. I became interested in the "newer" solid state pins after retiring in 2000. Additionally, I look forward to fishing (especially Smallmouth), spending time with our six grandchildren, traveling with Janice to cities in the US, participating in activities with the men's club at our church or the Frankfort Car Club, playing cards and drinking Old Style beer. I have been busy doing some things that I have always wanted to try like driving

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a Nascar race car (R. Petty experience at Indianapolis) and doing aerobatics with my Brother-in-law in his home built plane. I am not home too much but when I am I really enjoy playing and maintaining pinball machines and also reading about pins (sometimes replying to posts) in RGP, Pinside and Pinball Bash. I have an Aerospace Engineering degree just turned 64 years old and reside in Frankfort Illinois where we have lived for the past 40 years.



Chris Granner thinks he's the luckiest composer in the history of the universe. After earning a Masters degree in Composition at a music school (University of Illinois, Urbana) that (who knew?) hosted one of the three main computer music inventions, he found himself in Ken Fedesna's office at Williams Electronics in March of 1986, just as Williams was about to build the first prototype Yamaha sound board. Sound at Williams was about to graduate from being a programming problem to being a musical problem...and he was to be the first composer to get a crack at that problem. It doesn't get much luckier than that. Over the course of the next couple of years, Chris and his colleagues in the Williams sound group, and the game designers they worked with, created the basic structure of a modern pinball soundtrack. That structure is intact and in active use today, in every pinball manufactured anywhere. He was present when pinball rose to its highest level of global popularity to date, from 1990 to 1995, and designed the soundtrack for such classics as Pinbot, Cyclone, Taxi, Elvira, Funhouse, Terminator 2, Addams Family, Fish Tales, Whitewater, Indiana Jones and Twilight Zone, partnering with legendary game designers Steve & Mark Ritchie, Pat Lawlor, Barry Oursler, Dennis Nordman and Python Anghelo. Chris was the lead composer and soundtrack designer at Williams, Bally & Midway from 1986 to 1995, working from 1988 on as independent contractor cgmusic. He took the role of audio director in 1995 with Capcom CoinOp, and again in 1997 with Incredible Technologies. He returned to cgmusic -- and pinball -- in 2001, creating the soundtrack for Pat Lawlor's Monopoly game by Stern. As principal at cgmusic, he designed the soundtrack for all of Stern's games from 2001 to 2005, from Simpsons Pinball Party through Terminator 3, Lord of the Rings, Elvis, The Sopranos, up to World Poker Tour. Chris took a sabbatical from music work in 2006, but found himself back at Pinball Expo in 2010. A conversation with Dennis Nordman and Greg Freres led to a phone call from Jack Guarnieri, and when Jersey Jack Pinball's first project was staffed up, Wizard of Oz would be scored by Chris, bringing him back to his first love. Chris is currently Audio Director of Zynga Chicago, formerly Spooky Cool Labs -- makers of social casino games for Facebook and mobile platforms. He still feels incredibly lucky to be spending his days writing music, making sound, and being a part of a Chicago game community that owes much of its existence to pinball.



LJ Greene started her workinglife during the heyday of Pinball in 1990 at Williams Bally/Midway as a market analyst. It sounds like a fancy gig, but consisted of running the pinball location test program and analyzing distributor performance. In 1992, she took on the role of Director of Marketing and International Sales at Gottlieb. This position was indeed a fancy gig because, in addition to organizing promotional events such as Pinball Expo and the PAPA pinball tournaments, LJ was responsible for licensing, developing and launching the following pinball titles: Freddy: Nightmare on Elm Street, Shaq Attaq, Stargate, Street Fighter, Rescue 911, The Big Hurt, Barbed Wire, and Waterworld (yes, that one) After departing from Gottlieb in 1995, LJ worked as an independent consultant in the game industry and, in that capacity, wrote a pinball artwork

quiz on behalf of Williams Bally for Pinball Expo '95. In fact, that was the last year LJ visited the Expo as she moved to Europe the following year. Today, LJ lives in The Netherlands and, while she still wears fashionable shoes and not the signature wooden clogs to Expo this year, is considered a part of the Dutch Delegation.



Philippe Gregoire - As an engineer with a love for artwork and americana, it was only a matter of time before Philippe Gregoire would fall in love with pinball. Getting started with collecting in his early 30s with electronic machines, he fell down the rabbit hole of pinball restoration, finding his niche in the electromechanical machines of the 60s and 70s. With an obsession for detail and a reverence for the artful engineering of the golden age of pinball, Philippe handcrafts the Ayscrim Studios score reel clocks he designed, inspired by the electromechanical machines he has been restoring for the last decade. Operators take note: The purpose of this device is twofold: first that the user gets a reliable reading of time, and second that they may bring the spirit of pinball into their home or office at all times.



Bill Grupp is a software engineer who has worked in the coin-op industry since 1992. He began his career at Williams/Bally and has worked on pinball and slot machines. He contributed to many of their hit titles, including: Demolition Man, Corvette, Dirty Harry, Phantom Haus, Big Bang Piggy Bankin' and Monopoly Advance to Boardwalk. He was also the lead programmer for Congo pinball. He has been a Senior Software Engineer at Jersey Jack Pinball since 2019. While there, he has been involved in the development of their games: Willy Wonka, Guns N Roses, Toy Story 4, The Godfather 50th Anniversary and was the lead programmer for the Elton John pinball.



Jack Guarnieri started servicing electro-mechanical pinball machines in 1975 and has been involved in every phase of the amusement game business since then. He operated a substantial game route in Brooklyn, N.Y., developed amusement centers including Fuzzy's Family Fun Factory and now iPlayAmerica. com. In 1997, Jack was called in as a consultant to manage commercial operations of Mondial Distributing and State Sales in New Jersey. In 1999, he founded PinballSales.com to sell coin-op to the home market. His first customers included FAO Schwarz, and other upscale retailers and catalog resellers. Jack woke the commercial industry up to the fact that there was a home market for commercial game sales and his company prospered by always taking care of its customers. Today PinballSales.com counts over 12,000 customers with many as Jack's friends today. In October of 2011, it relaunched an updated www.PinballSales.com web site. In January of 2011, Jack Founded Jersey Jack Pinball, Inc. (named after his RePlay pen Name) which is designing and developing full featured, full sized commercial arcade Pinball Machines for manufacture in early 2012. The first game is the Licensed theme The Wizard of Oz which has sold out 1,000 games in Pre-Orders. Visit www. JerseyJackPinball.com. His positive attitude, honest insights and opinions have made him a popular figure in the trade. You can email him at Jack@JerseyJackPinball.com or by phoning him directly at (800) 473-JACK.



Mike Gullo - I spent 30+ years doing board repair for a medium sized operator in NE Ohio. A decent number of the boards I repaired were pinball... though my pinball experience in that era was primarily with Bally, Stern and Williams. The only other pinball boards I ever saw were occasional

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Gottlieb system 80s. After that I spent a few years as the tech lead on a computer server farm. Now, I'm working on Rob Berk's very large private collection of pinball machines. This has given me the opportunity to see a vast amount of variety... both in manufacturers and titles.



John Hancock is a longtime collector and publisher of video games with a comprehensive video game collection spanning all generations. As one of the original organizers of the Portland Retro Gaming Expo, John went on to establish a YouTube channel where he uploads weekly content that covers everything from Atari to Xbox. He also loves to support the indie and homebrew scene including showcasing his own published video games.



Melissa Harmon - 2014-2024 Treasurer of Board of the Pacific Pinball Museum. Education: 1985 Masters degree in English Literature from the University of California, Berkeley. National Group Exhibits with the Northern CA Women's Caucus for Art. Curated Exhibitions with Art of the African Diaspora and the Art of Alexandra Phillipe at the Harmon Schiess Gallery, Alameda, CA. Manager of the Pacific Pinball Museum (PPM) from 2008 until 2015 and Curator and member of the Board of Directors of the Pacific Pinball Museum from 2004 to the present. Board Member and Secretary of the NCWA, 2017-2020. Curator and Contributor to Kapow! Heroic Women, an exhibition to celebrate the heroic archetype of the form, power, magic, and mythology of women. Organized by the NCWA in 2018 at the Pacific Pinball Museum. Melissa Harmon has taught classes at the PPM about the development of pinball and the physics of pinball. She has curated many exhibitions for the Pacific Pinball Museum including Pinball Art, Fine Art, Adventures in the Development of Pinball, Pinball Style, Pinball in Contemporary Art with Dan Fontes, Bagatelle, Pachinko and Peggle, and Pinball Parts among many others. These exhibitions have included historic pinball machines, pachinkos, and original works by artists creating re-themed pinball machines. 2015: Melissa Harmon and Michael Schiess were Co-Curators of "Ausgeflipt!" installed at the Phaeno in Wolfsburg, Germany. 2017: the "Art and Science of Pinball" at Chabot Space and Science Center in Oakland, CA with guest artist Mark Gibson combing his "Fun With Pinball" series with PPM exhibits.



Imoto Harney is the Director of Marketing for Marco Specialties, Inc., where she plays a pivotal role in promoting pinball and pinball parts across the industry. She works closely with companies like Stern Pinball to foster and nurture the growth of the pinball community. In addition to her marketing work, Imoto is the co-owner and operator of Captain Crazy's Paradise Arcade in Gulf Shores, Alabama- a haven for pinball and arcade enthusiasts. In 2011, as a traveling cinematographer, Imoto launched her YouTube channel, Imoto Arcade, to highlight arcade locations around the world and the communities that thrive within them. This venture was born from her passion for arcade social culture and the vibrant connections these spaces create. Beyond her marketing and media work, Imoto has become a central figure in the pinball world, hosting weekly PinTech LIVE livestreams with MarcoTV and organizing and recording educational workshops on pinball maintenance and repair at shows. Her love for the hobby and her dedication to fostering a strong, inclusive community have made her a prominent advocate for both arcade and pinball culture. Through her channel and professional roles, she strives to inspire and engage enthusiasts, helping to keep pinball alive and thriving.



Michael Hasanov - Born in 1968 in Chicago, Illinois, Mike Hasanov was introduced to furniture making while studying art and architecture at the University of Illinois in Chicago. After exposure to many great architects, Mike was drawn to the work of Frank Lloyd Wright, Charles Limbert, Charles Rohlf and Charles Rennie Mackintosh. Mike has an affinity for their styles and ability to push the limits of what had previously been considered standard. The ability to take risks and expressing yourself has always been something Mike has admired and chose as the foundation for his approach to wood working. In 1993, Mike began making custom pieces for the clients of a well-established local architectural firm. From there, he dabbled in creating pieces to furnish his own home. A few years later, Mike established Prairie School Interiors, Inc. For over 12 years his pieces were available through a Chicago gallery. Now, Mike sells his work by attending art shows, via his website and the recommendation of previous clients. Within the past year, Prairie School Interiors, Inc. was awarded a license from the Frank Lloyd Wright foundation to exclusively recreate and produce pieces from the Heritage-Henredon Collection. Each piece within the Heritage-Henredon collection has been individually crafted. Every corner has been hand-mitered and constructed out of cherry wood. The rich color, natural luster and silky texture of the wood add to the charm and distinctiveness of this collection. Prairie School Interiors, Inc. has superior standards in quality and workmanship. Any variations in color and wood grain are a reflection of the uniqueness of each piece. Mike lives with his family in the northwest suburbs of Chicago, where his home is a showcase for his talent. In addition to being a firefighter and paramedic, Mike continues to foster his appreciation for the designs of artistic masters. Their inspiration and innovation helps Mike create his pieces and reproduce museum quality designs.



Ken Head got interested in pinball at the age of 8, collecting pop bottles for the deposit and then spending the nickels on the likes of Turf Champ and Miss Annebelle at the corner store. After graduating college in 1980 with a EE degree he bought his first games, Kings&Queens and Sweet Hearts. Ken began restoring games 25 years ago and has repainted/restored 100+ games over that time. After 40 years in the communications industry he retired in 2021 and began working in pinball, restoring full time. First major project was retheming Gottlieb's Team One into Wizard, a concept game Gottlieb never produced beyond a few sample games. Ken ultimately built and delivered 16 complete "licenced" Wizards to the pinball community. Ken's current project is reworking Bally Night Rider games into the more rarer Bally Evel Knievel (ElectroMechanical). Currently 4 complete games have been produced and he anticipates producing 4 more. Ken currently resides in Colleyville Texas (DFW area).



Cale Hernandez was a full time musician that grew up playing pinball in sub shops, suspicious video stores, and gambling fronts. He started working at a cool pinball parts supplier around the corner from his house, Marco Specialties. At Marco he met Rachel Bess and they got married a few weeks later and now together they run Electric Bat. The Bat has the largest single location pinball league in the world and hundreds of regulars make it their home away from home. Cale and Rachel have a blast running this arcade that's basically open all the time. We'll tell you how we do it and answer your questions about running an indie arcade bar.

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Rebecca Hinsdale is the Senior Service Manager for Parts, Accessories, and Merchandise at Stern Pinball, bringing over 15 years of experience in customer service and sales support. She is not only a key figure in helping streamline Stern's parts and accessories operations but also an influential presence in the broader pinball community. In addition to her professional responsibilities, Rebecca co-founded Hot Nudge, a popular pinball streaming channel on Twitch. Through Hot Nudge, she and her co-hosts engage with the pinball community, providing entertainment and fostering enthusiasm for the game. Rebecca's involvement in the pinball world extends to her participation in competitive tournaments, as well as her appearances on multiple pinball podcasts, where she shares her experiences and insights. Her passion for pinball, combined with her expertise in customer service, makes her an integral part of both Stern Pinball and the vibrant pinball community.



Rens Hooijmaijers (aka Rensh on Pinside) - If you have an issue with your DP-DPX pinball, he is the man to speak with!



Mike Jacobson began his pinball journey in 2017, living just down the street from a local pinball arcade. In no time, he transitioned from casual player to tournament competitor, amassing over 250 tournament appearances, including notable participation at the 2020 unofficial Minnesota state championship and the 2023 North Dakota state championship. Mike's passion for the game led him to purchase his first pinball machine just before the pandemic, where he discovered a knack for repairing games. In June 2023, Mike took the next step by opening Bad Penny Pinball, turning a hobby into a thriving business.



Matt Janeczek started his arcade collection in 2014 with a handful of cabinets and just a basic understanding of digital and analog electronics. As his collection grew, vector games started to trickle into his lineup. He soon found a Sega Star Trek: Strategic Operations Simulator (SOS) with the infamous "Flaming G08" color vector monitor. Were the urban legends of the monitor spontaneously combusting true? How difficult could it be to repair? Ten years later, he can whip a G08 into shape in no time and now offers mail in repair services, virtual consultations and OEM hardware sales worldwide. The G08 monitor is beautiful when rebuilt properly and many shuttered games have been brought back to life over the past decade.



Keith Johnson has been in the coin-op industry for over 25 years with over 20 years of that in pinball. He worked on 20+ games over 3 companies: Williams, Stern, and Jersey Jack Pinball. Currently the Director of Software at JJP, he has been involved in many of the most groundbreaking pinball machines including Revenge From Mars, The Simpsons Pinball Party, The Lord of the Rings, The Wizard of Oz, and, most recently, Avatar: The Battle for Pandora.



John Jundt is a life long enthusiast of arcade games and pinball machines. He began playing in the mid 80's and played heavily through the mid 90's. He played in his first pinball tournament at SS Billiards in 2009 and won that event. There was another tournament that night and he finished in 2nd

place. His competitive fire was now lit. John started playing in every local tournament and when there were too few he started running events, leagues and launch parties. He found success, winning 9 Stern Launch Parties and better than 1 out of every 4 events he entered. In the inaugural IFPA SCS, he finished 2nd to Paul Madison and in the third year he won the title of Minnesota State Champion defeating Luke Nahorniak. John also started playing in larger national events including the Chicago Pinball Expo Tournament where he finished in the final four. As John's children began to get older, he made the decision to give up competitive pinball in 2017 to spend more time with his family. Still wanting to give back to pinball, John started the Minnesota Pinball Facebook group to act as an informational hub for all of Minnesota. John also became an admin for the Pinball Map where he helped get location information up to date across all of Minnesota. Still desiring to do even more, John also began the Pinside Secret Santa Program in 2017. That program takes participants from Pinside and matches them up with a "Secret Santa" to buy and receive gifts in anonymity. That program started out with 61 participants and has since grown to over 250 from around the globe. It continues to grow and has become something that he never could have imagined would have so much meaning and bring so much joy to so many people.



Dominic Kacich joined The Pinball Company in 2021 and he brings a wealth of business and pinball knowledge in with him. Dominic will help lead the company's growth going forward. He is also a world class pinball player. His favorite pinball machine to play is Jurassic Park.



Tanio Klyce is a lead game developer for Stern Pinball and has worked on pinball machines including Star Trek, Mustang, KISS, Game of Thrones, Ghostbusters, Deadpool, The Mandalorian, and most recently worked on the design team for Foo Fighters.



Kevin Kolodziej joined Stern Pinball as a Mechanical Engineer in December 2021, bringing with him over two decades of experience designing and building competitive robots. His deep passion for mechanical systems and hands-on experience with robotics have seamlessly translated into his role at Stern, where he collaborates closely with game designers to develop intricate, high-performance pinball machines. Kolodziej has worked on some of Stern's most notable titles, including The Uncanny X-men (2024) and Venom (2023), where he served as the lead mechanical engineer. These pinball machines highlight Kolodziej's skill in creating complex mechanics that enhance the player's immersive experience. With his background in competitive robotics, Kolodziej's expertise continues to push the limits of what is possible in modern pinball engineering. His ability to merge mechanical ingenuity with the demands of creative game design keeps Stern at the forefront of the pinball industry.



Wade Krause's background in graphic art and screenprinting along with his hobby of collecting pinball machines led him to reproduce backglasses in the early 90's. He recreated pinball and arcade glasses by Gottlieb, Chicago Coin, Williams, Mutoscope, Exhibit Supply and Sega. This skilled process eventually expanded into plastics, playfields, and cabinets. His combined set of skills was used to collaborate on custom pinball machines including The Hellcopters, Metallica,

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Beatniks Koolsville (with Dirty Donny), the Visible Pinballs and self playing machines (with Michael Schiess of the PPM), Only One Earth Punball (with William T. Wiley), Evil Mansion (with Soviet and Tilt Warning) and Faile and Bast's machines for their DeluxxFluxx arcade installation (with Tilt Warning). These custom art machines have been seen at arcade shows, car shows, art shows, and museums including the Smithsonian, the Exploratorium, the Phaeno Science Center, and the Pacific Pinball Museum. Wade's primary focus is now on reproduction playfields, most of which have been EM Gottlieb titles. For a fascinating look into Wade's shop and to learn more about his work, watch Anna Newman's award winning short documentary film "Wade Krause: Pinball Artist".



Jackson Kuebler is host and producer of the "Two Consoles Too Late" podcast, exploring retro video games through reviews and recent sales! Jackson navigates the culture of retro video game nostalgia and collecting through game reviews and a segment called Auction Alert, highlighting rare and strange finds on online auction sites. He has also interviewed authors and fellow video game content creators on collecting and exploring retro game classics. Jackson has previously worked for a national reseller researching, cleaning and preparing vintage game consoles and games for auction. He podcasts from his studio in his Baltimore home, where he lives with his wife, son, and two cats.



Josh Kugler, Multimorphic Lead Developer After creating a few custom pinball machines for fun, Josh made a career shift into pinball game development. His passion began at age 10 when he built his first pinball machine out of nails and rubber bands, but his journey as pinball developer, truly started back in 2013 when the first of his custom games was exhibited at Expo. A few years later he joined American Pinball, where he helped launch the company with their debut game, Houdini: Master of Mystery. He went on to develop Oktoberfest, Hot Wheels, and Galactic Tank Force. Now, Josh returns to Expo to showcase his latest creation: Multimorphic's The Princess Bride. "The Princess Bride holds a special place in my heart as one of my all-time favorite movies," Josh shared. "When presented with the opportunity to merge its full assets with the remarkable features of the P3 platform, I couldn't resist. I believe this will set a new standard for integrating beloved movie licenses into pinball machines." Josh will be talking about the development of The Princess Bride pinball adventure and Multimorphic's P3 Pinball Platform.



Pat Lawlor's pinball career began as an engineer for Williams in 1987 when he designed Banzai Run with Larry DeMar. His first individual design project was Earthshaker, released in 1989. Pat went on to design other fun games including WHIRLWIND, FunHouse, and the best selling pinball game of all time - The Addams Family. Other games to his credit include Twilight Zone, Road Show and more recently Monopoly, RollerCoaster Tycoon, Ripley's Believe It or Not, NASCAR, Family Guy, and CSI - all for Stern Pinball. His "Pat Lawlor Show" has always been a favorite at past Expo's.



David Lawton is the youngest son of the late Bob Lawton, co-founder of Funspot family entertainment center in Weirs Beach, NH, and is part of the second generation of the family that continues the legacy started by Bob and his brother John in 1952. Through the 70s and 80s David worked doing various jobs in the family business as the company developed.

Attractions came and went as consumer tastes for entertainment changed. With the boom in video games of the 80s Funspot grew exponentially and had six satellite arcade locations. In 1989 David joined the team at Funspot full time after graduating from Bentley College. In 2008 Funspot was recognized by Guinness World Records as the largest arcade in the world. The 70,000 square foot facility spans three levels with over 600 games, indoor mini golf course, 20 lane bowling center, restaurant, Tavern and bingo hall. When Bob passed away in 2021 at the age of 90 years, David stepped into a new role as operations director. Over the past two years he has focused on the restoration of the pinball collection, added modern pinballs and created a space for league and tournament competition called the Pinball Outpost.



Jeff Lee is the original video artist at D. Gottlieb and Company. He is best known for creating the character of Q*Bert, the popular arcade game from 1982. He also produced the video graphics for Cave Man (a video-pinball hybrid), Mad Planets, Krull, Q*Bert's Qubes, The Three Stooges, Quizimodo, M.A.C.H. 3 and Us vs Them. He also developed graphics for a number of video games that were never manufactured, such as Protector, Tylz and Wiz Warz.



Doc Mack is the owner of Galloping Ghost Arcade, one of the world's largest video game arcades. It's a place so massive and filled with so many vintage games, that it generates 19 separate electric bills. Doc's collection features arcade games that are only available to the public at Galloping Ghost Arcade. He's not hoarding these games; he's sharing them with video game lovers across the entire country. He started playing video games at the age of five, and today he has over 1,000 games in his collection! He's living every kid's dream.



Don Marshall is the Amusement Machine Industry's Leading Innovator in Cabinet Graphics. He began his career owning a studio producing Live action and Stills for Advertising Agencies. In the very early 80's. As a side business, began operating pinball and video games, in high volume bars and nightclubs. He found a way to bring his Commercial Art business to the Arcade industry by creating and perfecting the worlds first digitally produced pinball back-glass. Don Marshall also produced the first digital video game cabinet art package. The inventor of photographic back-glass, control panels, and was the first creator of vinyl side graphics. Marshall not only designed the artwork, but also provided the actual printed parts to Gottlieb, Konami, Namco and many other manufacturers. Don Marshall continues a major role in the arcade amusement business being on Exec. Board of Directors of the American Amusement Machine Assn., Chairman of the Industry National Promotions Committee. Continuing to work with Stern, Namco, Raw Thrills, and many other leading manufacturers. Don Marshall was inducted into the Pinball Hall of Fame, 2016.



David Marston has been into pinball since 1967 as a collector, operator (for a few years), and historian. He was involved in the creation of the rec.games.pinball online forum, and he has written for most of the pinball hobbyist publications, particularly PinGame Journal. He helped to run the New England PinFest from 1991 to 1995 and is now an Executive on the staff of Pintastic New England. He has attended all the Expos so far, first presented at Expo '88, and was inducted into the Pinball Expo Hall of Fame for Service and Support in 2016.

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Neil McRae, named after the first man to walk upon the moon, works in the technology and telecommunications space. He is a recognised industry game changer and thought leader in telecommunications with a special attention on customers. Neil's purpose is to connect people and enable everyone to benefit from the power of connection, something we in pinball can all relate to. Neil is a pinball collector, tournament player, event organiser and location operator – his “pinball career” started in the late 80's playing pinball in Edinburgh. Neil then had a pinball hiatus of almost twenty years and found his route back to the silver ball at a telco industry event in the US in 2016. He co-founded the UK's best pinball venue Pinball Republic . Neil is the promotor and TD of the largest UK tournament the UK Open. His favourite games are The Walking Dead and Nine Ball. Neil works with the National Autism Society in the UK and holds several pinball events a year for young adults with autism.



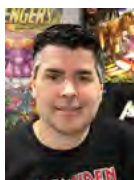
Eric Meunier – Designing electromechanical devices is a passion, and being at the helm of the design of future pinball machines is a dream come true. I have been living and breathing the arcade life since I was 4 years old. My degree in Electrical Engineering, and my additional Masters degree in Mechanical Engineering have given me the technical aptitude to breath life into new layouts and new designs.



Mike Minchew - I grew up playing pinball every Saturday afternoon with my father at Bally's Aladdin's Castle in the local mall. In the early days, there were 2 long rows of games - all pinball machines at our Aladdin's Castle. My afternoon of play ended when our quarters were all spent - so I leaned quickly how to identify machines where I could win the most free games and stay for hours. I loved the mechanical feeling of these games, and it began a lifelong obsession. Fast forward and now I have a fantastic collection of games from the early mechanical Rock Ola pinballs to the latest Stern LE games. Along the way, I realized that I would never have all the pinball machines that I wanted, but there was a solution. I could collect the manufacturer's flyers for every game ever made and in effect “have them all”. Over the past 30 years, I have become the most dedicated (and some would say obsessive) pinball flyers collector in the world. I have also had a lot of help from the generation of flyers collectors that came before me. My collection is currently 6,427 unique pieces from 1932-2024, all countries and all languages.



Travis Murie joined The Pinball Company in 2022. He oversees our marketing efforts and creates all the company's YouTube content ranging from game showcases, tutorials, and how to's. He is a great ambassador for pinball and is also a world class pinball player.



Rick Naegle - At Stern Pinball, Rick has led the software development of all of Keith Elwin's cornerstone pinball machines, including Iron Maiden: Legacy of the Beast, Jurassic Park, Avengers Infinity Quest, Godzilla and Jaws. Rick Naegele has his roots at Midway Games, where he worked with George Gomez and contributed to iconic titles such as NBA Ballers and Mortal Kombat. Rick transitioned to Electronic Arts in 2005, where he worked on projects like Fight Night Round 3 and Def Jam: Icon, focusing on XBOX and PlayStation console games. In 2010, he joined WMS Gaming working on slot machines before assuming the role of Lead Software Engineer at Stern Pinball in 2017.



Tom Nieman has extensive senior management, marketing, public relations, strategic communications and industry association experience. His most recent roles include serving as a member of senior management team leader of Sales, Marketing and Operations at JCM Global; Executive Board member and President of Association of Gaming Equipment Manufacturers (AGEM); Board Member of the Washington based American Gaming Association (AGA), along with executive VP Sales and Marketing positions at Shuffle Master, Inc., and Bally Gaming. Prior to his 28 years in Las Vegas, he was critical in the product development at Bally Pinball and Midway Video games in Chicago where he introduced the concept of high profile, third party licensing for some of the industry's largest production runs – Capt. Fantastic; Playboy; Kiss; Star Trek; Harlem Globetrotters; Evel Knievel and Bobby Orr's Power Play, plus the video game Tron! His innovative approach to game development and marketing earned his induction into the International Pinball Hall of Fame. Tom has been a participant and speaker at countless gaming and amusement industry seminars and conferences in North America, Latin America, Europe and Asia. He has a close relationship with the gaming, lottery and e-sports industry media, providing insight to numerous articles over his 50 years in business. In 2019 after retirement from JCM Global, he established the Apollo Gaming Group in the Midwest to serve as a vehicle to provide business consultation in areas of his expertise. He remains optimistic regarding the emerging technologies that fuel continued growth in the gaming and amusement areas on a global basis. He is a steadfast supporter of the University of Michigan in Ann Arbor, where he attended as an undergraduate on a football scholarship, playing for the Wolverines during their Big Ten Championship and Rose Bowl run in 1969/1970.



Paul E. Niemeyer is probably best known for being the artist of the first Mortal Kombat, the game cabinet, control panel, and header, including illustrating the Mortal Kombat logo. Paul's artwork appears on dozens of iconic and famous games. The most notable are TRON, Tapper, Satan's Hollow, Spy Hunter, Wacko, Super PacMan, PacMan Plus, Professor PacMan, and Demolition Man Pinball. Just recently he did the sculpts for the American Pinball game “Legends of Valhalla”, and a myriad of other games and prototypes in the years of doing electronic game art.



Brad Oldham is a software engineer and arcade/pinball machine enthusiast. He recently developed the circuit boards, software, and firmware used in the Alien Apron & Lighting Mod. This led to his development of The Pinnunciator (a solution that allows anyone to create similar mods without writing a single line of code.)



Lloyd Olson has spent most of his life in coin op. He was sorting 45-rpm records by the pictures before he could read and cleaning playfields for his Father by the time he was 6 years old. He worked for his Father at his arcade and the Minnesota State Fair until 1972. He went to work for one of the largest operators for one year, moving equipment and loading cigarette machines. His Mother bought SS Billiards with his help in September 1972. She sold him her interests in it in 1979. He has been involved there for over 37 years now. Lloyd has been active on Rec Games Pinball newsgroup for about ten years now, trying to help people get the most out of their games and enjoy pinball more. He's known there as LTG:). His old video game initials plus the smiley, in hopes that whoever reads one of his posts has a great day. He loves pinball – “Always has, Always will.”

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Kim Oswald - So I started playing pinball in around 1963 as a 10 year old first game I played was a Woodrail which I can't recall the name of but I think it was Atlas by Gottlieb, then I found Tropic Isle which I own one today. Worked in the office and business machine industry for 45 years. When I retired a guy asked me to see if I could fix his Gottlieb Surfer, I had a look and managed to repair one part but not the other I made enquires and found out about Graham I met Graham McGuiness in around 2013 and told him I'd like to learn to fix pinball machines he agreed and here we are today The Goat Shed EM Pinball Repair Specialists. We've been doing this together now for just on 8 years. I'll explain the origins of the name at the chat night.



Ed Owens is general manager for Victory Glass restoration jukebox parts, oversees parts reproduction and overall operation. Ed has been active in the coin op hobby for over 20 years restoring jukebox's pinball and arcades. Active YouTube co-host of Pinball Mayhem.



Nic Parks is the publisher of GameRoom Magazine and President of The Pinball Company in Columbia, Missouri. He received his B.S in Business Administration in 2002 and Masters of Business Administration in 2005, both from the University of Missouri. After graduate school he moved to St. Louis where he founded The Pinball Company, a leading online retailer of pinball machines and other game room products in 2006. The company was moved to Columbia, Missouri in 2008, where he currently resides with his wife Brooke and their son Beckett. Nic is involved with several other businesses in the areas of retail, amusement, real estate, and publishing. More information about his current business ventures, along with contact info, can be found at www.nicparks.com.



Caitlyn Pascal is a lifelong pinball addict from Canada who researches the more obscure corners of pinball and arcade history. She is currently fixated on prewar arcade games from Japan, archiving Canadian Coin Box magazines, and preserving international arcade history. Find her pinball research at <https://pinballnovice.blogspot.com> and her research on Japanese arcade machines at <https://earlyarcadesjapan.blogspot.com>



Mark Penacho has a long career in developing software for coin-op and home gaming system. He wrote the software for five Bally/Williams pinballs from five different game designers, starting with Earthshaker! and continuing with Elvira and the Party Monsters, Rollergames, Hurricane and finally Fish Tales. From the pinball division, Mark moved to Midway's video games section where he helped create the hit Mortal Kombat series of five titles and the NBA Jam title in which his avatar appears as a secret character. Since then, Mark has developed software for high speed trading system before his appointment at Stern Pinball. His network and low-latency connectivity skills would appear to be a good fit at Stern as the company looks to launch its internet connectivity offer for features such as online software updates, remote diagnostics and networked gameplay.



Evan Phillippe joined the Pacific Pinball Museum in 2019 as the Marketing Manager and was elected Executive Director in early 2024. Fascinated by all things mechanical from classic cars and aircraft to watches and pinball machines, Evan maintains the museum's social media presence and also supports daily museum operations along with strategic

planning and fundraising initiatives. A lifelong Bay Area resident with multiple terms of PTSA Presidency at his children's local school and several board of directors seats, Evan graduated from San Francisco State University with a BA in Industrial Design and earned a Digital Marketing Certificate from Cornell University. Evan firmly believes in the PPM's mission to connect pinball and learning through play, and is dedicated to securing a permanent home for the museum's vast collection of 1300 machines.



Andy Pira - My passion began when I was a child, when I went to street bars with my friends to play pinball and video games. One day I tried to repair a friend's Pinball machine that was a Data East Torpedo Alley. There I understood even more that this was my path, repairing and restoring pinball machines. The biggest challenge was the ruined graphics of the playfield, so I started working on the project to restore the original graphics, with many hours of work on the computer I managed to reproduce the drawings as in the original and reprint them directly on the original playing field, arriving today to be able to customize the playfield and the aesthetics of the Pinball machine.



Bryan Redshaw - After a chance encounter with pinball at a friend's house in 2015, Bryan (better known as Berz, or sometimes “The Ice Cream Man” - IYKYK) quickly fell in love, and started his collection (going from 0 to 4 pins in about 6 weeks). This, inevitably, led to trips for conventions, and his first visit to TPF in 2017, where he discovered the History of Pinball booth and a new obsession with pre-war pinballs. Since then he's been on the lookout for interesting 1930s pinballs (If you know where to find a Double Shuffle, let him know!) and hauling them to as many shows as possible to share them with everyone he can.



Chris Rhodes has been a route operator for 20 years, and his collection of roughly 150 pinball machines from all eras are used to rotate in and out of Wedgehead's ever changing 24 machine lineup. Wedgehead differentiates itself in an extremely crowded Portland pinball scene through meticulous maintenance of their machines, the variety of games they put out to play (including EMs and rare early solid state machines), their own cooperative team league pinball format “Howdy Pardner!”, a limited edition artist series merchandise line, and killer food and drink programs.



Ron Richards - Favorite pinball machine: Guns N' Roses (Data East 1994). Born and raised on Long Island, NY, Ron Richards is an established content, marketing and community expert, podcaster and pinball player. He has worked for such companies as The Walt Disney Company/Marvel, Starwood Hotels & Resorts, Revision3, Image Comics and is the co-founder of iFanboy, the most popular comic book podcast of all time (per Apple Podcasts).



Stefan Riedler (born 1982 in Vöcklabruck/Austria) is the founder of RS-Pinball GmbH and President of the Pinball Club FlippArena Vöcklabruck. His pinball passion started in the mid 2000s when he purchased his first machine and came home already with two. The education in electrics and electronics (A-Level) as well as his Study in Automotive engineering helps him a lot in his work on and with Pinball machines. As First career he was nearly 20 years project Manager in the automotive industry as example as the first employee and project manager for the KTM X-BOW Sportscar. He is a very active member of the Austrian/German Pinball community and was also for several years IFPA country director for Austria. 2015 he decided to create the company

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RS-Pinball which is now a major Pinball Distributor in Europe where customers can buy each pinball brand. He is for example the European main distributor for Spooky Pinball and the Major partner for Barrels of Fun in Europe. His showroom is used as the headquarters of the Pinball Club "FlippArena Vöcklabruck" which has regularly open days and organized tournaments and a pinball league on its location. The Highlight of the Pinball Events will be next years European Pinball Championship which will be held in Vöcklabruck from 28th May to 1st June where he is the main organizer.



Steve Ritchie is an acclaimed pinball and video game designer. He has been called "The Master of Flow" by pinball aficionados due to the emphasis in his designs on ball speed, loops, and the like. Steve is the older brother of fellow pinball designer Mark Ritchie. Steve has an impressive list of games he's designed over the years. Here's just a few of them: Airborne Avenger (1977), Superman (1979), Rollergames (1990) Terminator 2: Judgment Day (1991), Elvis (2004), Spider-Man (2007), and AC/DC (2012).



Alan Robertson is a 20 year veteran of the restaurant industry, running kitchens ranging from fine dining to fast casual, and is the reason Wedgehead has a full, from scratch food program and an entire craft cocktail menu as well. Wedgehead differentiates itself in an extremely crowded Portland pinball scene through meticulous maintenance of their machines, the variety of games they put out to play (including EMs and rare early solid state machines), their own cooperative team league pinball format "Howdy Pardner!", a limited edition artist series merchandise line, and killer food and drink programs. A year ago, Alan also started the Wedgehead Pinball Podcast, a free weekly show that releases a new episode every Monday!



Bob Rose is an Emmy Award Winning television producer/filmmaker from Tampa, FL and the director of Token Taverns: An Arcade Bar Documentary. This is Bob's 3rd movie but it's the first film where he is actually part of the community that is being documented. Bob's first video game system was the Atari 2600 and he grew up going to the arcade with this Dad, so directing Token Taverns was a no brainer. Token Taverns was filmed over 2 years in Tampa but with some interviews and footage actually taken at Chicago Pinball Expo. Bob will be doing a panel Sat at 12:30 and things are about to get super meta as the movie is screening here Saturday night at 7:15. Bob will be out on the floor all weekend promoting the film's release on Amazon and getting in some Pinball.



Jim Schelberg has been publishing the popular internationally acclaimed pinball hobby magazine, PinGame Journal for over 18 years. His interest in pinball began when his wife, Marilyn, gave him a Gottlieb Straight Shooter for his 40th birthday. He has about 60 machines from the 40's to the 90's but most of his time currently is spent producing the PGJ and collecting pinball related video. He has produced a series of DVDs including Williams, promotion segments and two volumes of his PGJ Media Clips. Proceeds from the sale of these videos go to support the Las Vegas Pinball Hall of Fame. Jim has recently (2009, 2010) begun publishing a yearly pinball calendar as part of the PGJ subscription. He is also the Official Photographer of Pinball Expo.



Michael Schiess is an engineer/artist skilled in electronics, fabrication, design and well-versed in pinball. He worked for the Exploratorium and Chabot Space and Science Center representing them at museums throughout the world. He designed and built exhibits for these and other museums and installed/deinstalled large traveling shows performing

on site repairs. He founded the Pacific Pinball Museum in Alameda, CA and is currently assistant director for the warehouse holding the PPM collection, shop and exhibits of the PPM, a 501 c 3 non profit dedicated to the Art, Science and History of Pinball.



Aaron Schmitt is the Owner of Victory Glass Restoration parts. He has been a long time Pinball, Jukebox and Arcade collector. Oversees all new products and operation of Victory Glass. Grew up around jukeboxes in the living room as his family has a history with operating and collecting CoinOp machines.



Cliff & Colleen Schoon (aka Tap91): Modern Collectors with Vintage Hearts - With a love for arcade games and history, Cliff and wife Colleen have created their own little niche in the 1930s pinball world. Cliff's fascination with pinball began by chance when Colleen noticed a 1933 Bally Blue Ribbon at a local estate sale in 1999. After playing 20+ games they could not resist the urge to bring it home. The art deco designs, mechanical ingenuity, and simple yet captivating gameplay lured them in. What started as a casual interest quickly evolved into a passion. As avid collectors, they have built an impressive collection of 1930's pins. You can often find them road tripping thousands of miles to make sure these games get home safely. Before any machine goes into the Tap 91 Game Room it is meticulously restored, preserving its original charm while ensuring it remains functional for future generations to enjoy. Cliff and Colleen's enthusiasm for 1930s pinball is infectious, inspiring others to explore and appreciate the history of this unique form of entertainment. Their journey is a testament to the enduring allure of the past and the joy of keeping history alive through a simple, yet timeless, game.



Nick Schwartz - World traveler and German-American pinball enthusiast. Seen roughly 100 pinball locations all over the world and still hungry for more!



Erika S. is the creator of "Erika's Pinball Journey," combining her 10 years of film industry experience with a passion for pinball. Driven by a desire to see more diverse voices in the pinball community, Erika started her channel to create the kind of content she felt was missing. She holds her work to high standards of quality in lighting, sound, and storytelling, making her videos both engaging and accessible. Honored to be invited to media days by industry giants like Stern and Jersey Jack, Erika is excited to continue spotlighting events, welcoming newcomers, and growing the community through her unique perspective and dedication."



Tim Sexton has spent the last six years leading game development teams at Stern Pinball, where he has worked on a range of top-tier entertainment IPs, including Stranger Things, Jurassic Park, Led Zeppelin, James Bond 007, Rush, Deadpool, and Iron Maiden. His most recent project was John Wick Pinball, where he played a key role in creating the game's intricate code architecture and immersive features including AI integration. With nine years of professional experience, Tim has honed his skills in object-oriented programming languages like C++ and Java, while also working on side projects in Python to bring advanced analytics and data science to the world of pinball. At Stern, as Lead Software Engineer, Tim manages the entire game development lifecycle, ensuring high standards in coding,

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audio, and gameplay experiences. He collaborates closely with mechanical and electrical engineers, as well as system and server engineers, to integrate cutting-edge technology like Stern Insider Connected into their pinball machines. Tim is also dedicated to mentoring junior engineers, helping to shape the next generation of pinball development talent.



Roger Sharpe is an author, pinball game designer, historian, licensing impresario, co-founder/developer of P.A.P.A., co-director of the new I.F.P.A., member of the Pinball Hall of Fame, and star of "Pinball: The Man Who Saved the Game."



Ernie Silverberg - Having multiple hobbies throughout my life, I have found that pinball / building custom machines is the hobby for me. I have never felt more accomplished in something more than building League of Legends and Beavis and Butthead. Having an engineering background and tinkering nature (ADHD induced), it has felt very natural and I love seeing what can be envisioned and built. Knowing that there are tons of people like me who love to tinker but might be afraid to make the leap, I started offering homebrew kits to people to help kickstart their builds. It has been very rewarding watching people have an idea and create it. It has also been one of the best communities I have been involved with. People who love doing it and care just as much about helping others succeed than their own success. My goal is to continue making pinball machines that I love and get as many people as possible to build their own.



Stephen Smith has been a psychologist for over 40 years and a passionate collector and player of pinball machines for even longer. His love for pinball began in the late 1970s when he would spend hours at the local pinball centre with friends after school. To help pay for his university education, Stephen purchased a pinball business, operating machines in milk bars and pizza shops, and built a collection that included iconic titles like Playboy, Kiss, Centaur and Black Knight. After selling the machines upon graduation to focus on his psychology career, Stephen and his wife Cassandra reignited their pinball passion 15 years later, filling their games room with over 40 machines from renowned brands such as Gottlieb, Williams, Bally, Sega, Stern, and the Australian company Hankin. Stephen's first Hankin pinball was Empire Strikes Back, completing his Star Wars pinball collection, and it led him to collect other rare Hankin pinballs like Orbit, FJ Holden, Howzat, and Shark. These highly collectible machines, produced in limited numbers in the early 1980s, are a source of pride for Stephen, and he loves sharing the Hankin story and his enthusiasm for Australian pinball history with others. Contact: HankinPinball@GMail.com



Tasker Smith is a shop manager and technical instructor at Boston University's Engineering Product Innovation Center (EPIC) where he teaches the practical use of digital fabrication technologies and the practice of iterative prototype development. He came of age in the heyday of early digital gaming systems, but always fostered a deep love of pinball. He lives in Natick Massachusetts with his wife, two boys, two cats, and a dusty barn full of pinball machines.



Gary Stern is a towering figure in the pinball world, often regarded as one of the most influential forces behind the survival and resurgence of the industry. Born into the business, he began his career at Stern Electronics, a company founded by his father, Sam Stern, one of pinball's pioneers. Over the decades,

Gary's involvement has spanned numerous key roles across industry-leading companies like Pinstar, Data East Pinball, and Sega Pinball, where he helped shape the evolution of pinball from its electro-mechanical roots to its digital renaissance. In 1999, Gary solidified his legacy by purchasing Sega Pinball and transforming it into Stern Pinball, the largest pinball manufacturer in the United States. Under his leadership, Stern Pinball has not only sustained but thrived, producing cutting-edge games year after year. His vision has merged traditional pinball mechanics with modern innovations, leading to hit titles like Star Wars, The Mandalorian, and Jurassic Park, while also launching the revolutionary Insider Connected platform, which integrates social gaming into pinball. Gary Stern's passion and expertise have made him a legend, securing his place as the driving force behind pinball's enduring relevance in modern entertainment.



Corey Stup is a software engineer at Stern Pinball, where he has contributed to the development of several major pinball titles since 2015. His work focuses on creating engaging and complex rule sets and integrating software that enhances the interactive experience of Stern's pinball machines. Some of his recent contributions include high-profile titles such as Venom (2023), Godzilla (2021), and The Mandalorian (2021). Stup has been instrumental in shaping the gameplay dynamics and ensuring smooth integration of various game features across these machines. Throughout his career at Stern, Corey has worked closely with other engineers and designers, such as Dwight Sullivan and Keith Elwin, to produce some of the most beloved modern pinball experiences.



Dwight Sullivan is a renowned software engineer and game designer in the pinball industry, recognized for his contributions to some of the most iconic pinball machines of the past three decades. He began his career in 1990, working at industry giants such as Williams and Bally before joining Stern Pinball, where he currently creates intricate, dynamic rulesets and software. His expertise has shaped classic titles like Star Trek: The Next Generation, Terminator 2, The Simpsons Pinball Party, and Lord of the Rings. Sullivan is particularly celebrated for his ability to develop deep, complex gameplay mechanics, a hallmark of games like Ghostbusters, Star Wars, and Game of Thrones. His attention to detail and passion for immersive, multi-layered experiences has cemented his reputation as one of the top pinball programmers. Each game he touches is packed with special moments, memorable modes, and engaging player interactions, making his work highly sought after in the pinball community. Beyond his technical prowess, Sullivan's contributions to the industry continue to inspire new generations of players and developers alike. His dedication to pushing the boundaries of pinball design ensures that he remains a pivotal figure in the evolution of the game.



Oscar Terol - Pinball collector and enthusiast since over 10 years, based in Barcelona. Already speaker at Expo on past editions and fully in love with anything that breathes Pinball.



Michael Thomasson is one of the most widely respected videogame historians in the field today. He was the first academic professor and has been teaching college level videogame history, design, and graphics courses for a quarter decade. For television, Michael conducted research for MTV's video game related program Video MODS. In print,

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he authored Downright Bizarre Games, and has contributed to over a dozen textbooks. Michael's historical video game and pinball columns have been distributed in newspapers and magazines worldwide. He has written business plans for several vendors and managed a dozen game-related retail stores spanning three decades. Michael consults for multiple video game and computer museums and has worked on or published nearly a hundred titles on Atari, Coleco, Sega and other console platforms. In 2014, The Guinness Book of World Records declared that Thomasson had "The Largest Video Game Collection" in the world. His organizations sponsor gaming tradeshow and expos across the US and Canada. Visit www.GoodDealGames.com



Waison is a seasoned software engineer and game designer at Stern Pinball. With over 18 years of experience in the gaming industry, Waison's career began developing games for the Nintendo GameBoy and DS systems, where he worked on various titles for children and young adults. He then transitioned to arcade and coin-op games, contributing to the Golden Tee series at Incredible Technologies before finding his home at Stern Pinball in 2011. At Stern, Waison has worked on many iconic pinball machines, including Aerosmith, Star Trek, KISS, Game of Thrones, Wrestlemania and Avengers. Currently, Waison serves as the lead software engineer for Stern's newly released The Uncanny X-Men pinball machine, where he combines his technical expertise with creative game design to bring the Marvel universe to life. His role involves game programming, theme integration, and collaborating closely with designers, engineers, and artists to craft immersive pinball experiences. Beyond game development, Waison is an active participant in the pinball community, attending trade shows and playing in tournaments. His passion for games, from video games to pinball and board games, continues to drive his contributions to the world of pinball design



Doug Watson - Starting his pinball art career back in 1979 at the original Advertising Posters, Doug Watson went on to create games for Gottlieb, Stern, Bally and Williams. In all, Mr. Watson contributed illustration and game design for 30 pinball games and nearly 50 arcade video games. He was a major creative force during the Golden Age of Pinball, renowned for his talent for integrating popular contemporary art elements into the pingame format, for his strong, dynamic figurative compositions and for the strength of his portraiture of contemporary movie stars. Mr. Watson's career spanned the period of memorable original themes from the 1980's to the transition to motion picture license titles of the 1990's. Right out of college Doug began working alongside the great Gordon Morrison and studied the techniques of pinball art legends like Dave Christiansen, Paul Faris and Kevin O'Connor. Later he went on to work alongside the great Greg Freres and John Youssi. You may know Doug's work from his long list of original titles like Quicksilver, Barracora, The Getaway, F-14 Tomcat, Black Knight 2000, and Attack from Mars. Or you may recognize Doug's work on Hollywood-based projects like Terminator 2, Indiana Jones, The Shadow and Demolition Man. Doug's long list of arcade video titles included Discs of Tron, Gaplus, and NARC. Mr. Watson's illustration career also included years of illustration work for TSR Publishing; the creators of Dungeon's and Dragons as well as providing primary art assets to the home video game market such as EA's The Lord of the Rings. Most recently Mr. Watson has been teaching at San Francisco's Academy of Art University for the schools of Illustration, Foundations, and Visual Development.



Brett Weiss has been a gamer since 1975 and a professional writer since 1997. He's the author of countless articles and 13 books, including The NES Omnibus, The SNES Omnibus, and the 100 Greatest Console Video Games. With his Classic Home Video Games series, he wrote the world's first complete guides to numerous video game consoles, including the NES and Genesis. He also wrote the world's first and only encyclopedia about the rock band KISS. Weiss has appeared in video game documentaries and is the host of the YouTube show, Tales from a Retro Gamer.



Martin Wiest - Born 17.12.1961 in Luebeck, North Germany Study of Electronics Engineer 1983-1987 Living in Munich (South Germany) from 1987 till 2022 and back in Luebeck 2022 till now. Till 2024 Working in Telecommunication Business (NOKIA) as Senior Engineer in Software Development and Testing Married with Anja since 1989. 2 children (Ramona 30, Lukas 32) both love pinball. Pinball enthusiast since mid of the 70s, 1978 first own game. Co-founder of German Pinball Association in 1996 - leading role in GPA for ~ 20 years. (Co)Organizer of many Pinball Conventions in Germany from 1997 till 2019 Owning > 80 Pinball machines, 10 Videogames + tons of parts and other Coinop stuff. Since 2022 owning a huge real estate with a large house and a 3200 ft² hall for the games, planned and almost setup as a museum. For > 10 years working as an operator with a few pinballs on location and doing commercial pinball machine and PCB repair Speaker at the pinball expo for 2 (soon 3) times. Nickname: Mr. Startrek. Favorite Games: Star Trek TNG, RFM, Safecracker, BBB, Cactus Canyon, Roadshow, Circus Voltaire, Flash, Firepower.... can't decide.



Melvin Williams started, together with Barry, a subsidiary of Dutch Pinball: Dutch Pinball Exclusive (DPX). Melvin is responsible for development and engineering within DPX and DP future, and is the creative mind behind Alice's Adventures in Wonderland. He supervises all aspects of making this unique pinball, from artwork to mech's to gameplay to ruleset to audio. A man of many skills. His extensive background in the pinball world working for several pinball companies behind the scenes makes this possible.



Ben Willms - Hailing from Canada's capital city, Ben Willms is a 25-year-old filmmaker, visual artist, writer, musician, and former junior tech for Ottawa's largest pinball arcade. Ben is known to some in the pinball sphere as the award-winning director of the love-letter documentary Full Tilt (2021), now released on YouTube. In the early 2000s, Ben first took the plunge with a spacebar and a copy of Windows 98 Space Cadet, to which he was perpetually glued as a young homeschooler. Only years later would he drop his first quarter into a beat-up F-14 Tomcat (without any prior knowledge that pinball existed outside of the home office Dell). More recently finding himself in his 20s and at the height of film school woes, the silver ball would once again serve as an unlikely beacon to Ben, kickstarting an inescapably deep passion for that kinetic world under glass. It's a journey that's since blended and intertwined with his every hobby, leading him to all-new skills, friends, career ambitions, and the slight infiltration of his local IFA leaderboard (though he insists he plays much better when nobody is watching).



Gregory Yanish, MD, FACS is a passionate entrepreneur and pinball enthusiast who has successfully merged his medical expertise with his love for gaming. As the Founder and CEO of The Operating Room Arcade chain and Operation

Pinball Expo 2024 Speakers

Pinball, a national pinball distributor, he has transformed his vision into multiple thriving businesses. He is double boarded in general surgery and hand/micro surgery. Dr. Yanish brings a unique perspective to the arcade industry. From the operating room to the playfield. His experience in surgery has translated into a meticulous approach to business, striving for every aspect of his operation to run smoothly and successfully. From being a national pinball distributor to routing arcade games to launching successful arcade startups, Dr. Yanish has a wealth of knowledge to share. Join him at the Chicago Pinball Expo 2024 as he discusses pearls of wisdom in routing pinball and arcade games and developing your own profitable arcade startup.



Fred Young is a pinball voice actor. Fred does voices, and by his own count, has over 998 different voice signatures at his disposal. He has performed voice-overs in about 50 different coin operated games including all the Alvin G pinball machines and most of the DataEast/Sega/Stern pinballs.



Jim Zespy is the owner of Logan Arcade, a venue showcasing his extensive collection of over 25 pinball machines and 45 vintage arcade games that he collects and restores. Zespy runs a Local Pinball League to encourage players to explore different games while fostering connections, all while ensuring that the arcade features popular titles based on player preferences.

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PINBALL EXPO 2024 – SCHEDULE OF EVENTS

**** All Seminars will be held in the Nirvana AB Seminar Rooms *Unless Noted* - FLIP OUT! Tournaments will be held in Schaumburg East ****

TUESDAY • OCTOBER 15

10:00 a.m. **Pinball Expo Registration**
11:45 a.m. **Buses Depart Hotel for the Chicago Gaming & Galloping Ghost Arcade Tour**
(meet across from convention center escalator)
**Food served at Galloping Ghost Arcade*
7:30 p.m. **MOVIE NIGHT** Showtime #1
Euphoria "Pinball: The Man Who Saved the Game" (2023)
Special Guests: **Roger & Ellen Sharpe**
9:30 p.m. **MOVIE NIGHT** Showtime #2
Euphoria "Tommy" (1975)

WEDNESDAY • OCTOBER 16

7:30 a.m. **Pinball Expo Registration**
8:00 a.m. - 8:00 p.m. Vendor Setup
9:45 a.m. **Buses Depart Hotel for the Logan Arcade & American Pinball Tour**
(meet across from convention center escalator)
**Food served at Logan Arcade*
5:00 p.m. **Registration For FLIP OUT! Opens**
(Schaumburg East)
FLIP OUT! Main Tournament Seeding
5:00 p.m. - 12:00 Midnight
5:45 p.m. International Attendees load buses for the Bumper Blast Welcoming Party at **ENTERRIUM**
(meet across from convention center escalator)
6:45 p.m. Remaining Attendees load buses for the Bumper Blast Welcoming Party at **ENTERRIUM**
(meet across from convention center escalator)
10:00 p.m. Bumper Blast Welcoming Party concludes & buses return to Hotel

THURSDAY • OCTOBER 17

7:30 a.m. **Pinball Expo Registration**
7:30 a.m. - 11:30 p.m. Vendor Setup
8:15 a.m. - 2:15 p.m. **Buses Depart Hotel throughout the day for the Jersey Jack Pinball Tour**
(meet across from convention center escalator)
8:45 a.m. "Adventures in Repairing Foreign Pinball Machines Part 2"
Nirvana C Speaker: **Ron Coon, Jr.**
9:00 a.m. "Pinspotting"
Speaker: **M.G. Brown, Terri Brown**
9:30 a.m. "Pinball: A Quest for Mastery"
Nirvana C Speaker: **Tasker Smith**

10:00 a.m. "Pinball Keychain Plastics! (& Other Factory Promotional Collectibles)"
Speaker: **Dann Frank**
10:00 a.m. "Easily Add Integrated Light Shows, Servo Motors, & More to Your Existing Pinball Machine"
Speaker: **Brad Oldham**
10:00 a.m. **Registration For FLIP OUT! Cont.**
(Schaumburg East)
10:00 a.m. - 11:00 p.m.
Main Tournament Seeding
10:00 a.m. - 11:00 p.m.
Women's Qualifying
10:00 a.m. - 12:00 Midnight
Classics Qualifying
10:00 a.m. - 12:00 Midnight
Kids (Age 14 & Under) Tournament
10:00 a.m. - 10:00 p.m.
Registration for Pinball Expo World Cup Tournament
10:00 a.m. - 1:00 p.m. (Main Hall)
10:30 a.m. "Australian Pinball - The Story About Hankin"
Speaker: **Stephen Smith**
10:30 a.m. "The Perfect Stack: Art & Pinball"
Speaker: **Elijah Farrales**
11:00 a.m. "Thinking Big - The Visionaries"
Speakers: **Rob Berk, Doc Mack, Dave Lawton, Mike Jacobson**
Moderator: **Emily Brooks**
11:00 a.m. "How to Run a Successful Arcade Bar"
Speakers: **Rachel Bess, Chris Rhodes, Cale Hernandez, Jim Zespy, Alan Robertson**
12:00 Noon "Master Class in Pinball Playfield Art"
Speaker: **Doug Watson**
12:00 Noon "Game Restoration Tips & Tricks"
Speaker: **Ken Head**
12:00 Noon **EVENT HALL OPENS**
12:00 Noon **Registration For Pinball Expo 2024 Virtual Pinball Tournament Opens**
Pinball Expo 2024 Virtual Pinball Tournament 12:00 Noon - 10:00 p.m.
12:30 p.m. "What's New With Captain & The Auction"
Nirvana C Speaker: **Chris Campbell**
1:00 p.m. "The Early Years & More"
Speaker: **John Borg**
1:00 p.m. "Little Shop of Games: My How We've Grown!"
Nirvana C Speaker: **Marshall Dickson**
1:30 p.m. "The Voice Behind the Machine Returns"
Nirvana C Speaker: **Fred Young**
2:00 p.m. "Inside View of the Terra Technica Pinball & Jukebox Museum"
Speaker: **Günther Freinberger**
2:00 p.m. "Pinball Republic Closure & Reopening"
Nirvana C Speaker: **Neil McRae**
2:30 p.m. "Pinball Sport in Austria"
Speaker: **Stefan Riedler**
2:30 p.m. "Script Flipped: From Film Student to Ottawa's Youngest Playfield Tech"
Nirvana C Speaker: **Ben Willms**
3:00 p.m. "Pinball Restoration: Moving Forward from 'Radical' to 'Scared Stiff: Red Chrome Edition' by Pinball Italy"
Speakers: **Ivan Cicognani, Andy Pira, Giorgio Avato**

3:00 p.m. "The History of Pinside & Secret Santa Holiday Program (Treats & Gift Giveaway!)"
Nirvana C Speakers: **John Jundt, Eric Meunier**
3:30 p.m. "Restoration is NOT a Dirty Word."
Nirvana C Speaker: **Mike Hasanov**
4:00 p.m. "Collecting Pinball Machines from the Birth of Pinball to the 1930s"
Speakers: **Mike Minchew, Caitlyn Pascal, Bryan Redshaw, Cliff Schoon, Colleen Schoon**
Moderator: **Jeff Frick**
4:00 p.m. "45 Years Addicted to Pinball, from Playing Pinball After School to Building Our Own Pinball Museum"
Nirvana C Speaker: **Martin Wiest**
4:00 p.m. **Pinball Expo World Cup Tournament (Main Hall)**
4:30 p.m. "XPIn Lets Loose"
Nirvana C Speaker: **Brett Davis**
5:00 p.m. "Suggestions in Launching a Successful Pinball Campaign"
Speakers: **Oscar Terol, Roberto Almarza, Nick Schwartz**
6:00 p.m. "If You Can Work on Pinball You Can Work on Jukeboxes"
Nirvana C Speakers: **Ed Owens, Aaron Schmitt**
6:00 p.m. "Scorbit: Advancing Connected Pinball To The Next Phase"
Speakers: **Jay Adelson, Ron Richards**
6:30 p.m. "PinWiki: 13 Years On"
Speakers: **Casey Gardner, Chuck Gardner**
7:00 p.m. "Funhouse Reimagined: Rudy is Back!"
Speakers: **Nic Parks, Dominic Kacich, Travis Murie, Brian Allen**
7:00 p.m. "40 Years of Clips, Media, & PINBALL!"
Nirvana C (Free Pinball Candy and Plastics!!)
Speaker: **Jim Schelberg**
8:00 p.m. "The Visible Pinball/Exhibits for Museums"
Speakers: **Michael Schiess, Wade Krause**
8:00 p.m. "Women Working in Pinball"
Nirvana C Speakers: **Kristin Browning-Mezel, Rachel Bess, Rebecca Hinsdale, Elizabeth Gieske, Erika S., Krystle Gemnich**
Moderator: **Imoto Harney**
9:00 p.m. "Pinball Museums - Keeping Pinball Alive"
Speakers: **Michael Schiess, Evan Phillippe, Melissa Harmon**
9:00 p.m. "Playfield Restoration: Preserving Economic and Historical Value of Your Pinball Machine"
Nirvana C Speaker: **Marcelo Blanco**
9:30 p.m. "Goat Shed Ramblings - Looking Towards the Future"
Speaker: **Kim Oswald**
10:30 p.m. "What's Happening at American Pinball?"
Speaker: **Dave Fix, The Team**
10:00 p.m. "Fencing, Fighting, Torture, & Revenge - The Making of The Princess Bride Pinball for the P3"
Nirvana C Speaker: **Josh Kugler**

*****PLEASE NOTE: SCHEDULE AND TIMES ARE SUBJECT TO CHANGE*****

Speaker Introductions by: Dave Marston, David Fix, Gary Flower, Jim Schelberg, **Moderators:** Emily Brooks, Jeff Frick, Aaron Davis, LJ Greene, Imoto Harney

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PINBALL EXPO 2024 – SCHEDULE OF EVENTS

**** All Seminars will be held in the Nirvana AB Seminar Rooms *Unless Noted* - FLIP OUT! Tournaments will be held in Schaumburg East ****

11:15 p.m. "Pinball Degeneracy on Social Media"
Nirvana C Speaker: **Joe Ciaravino**
12:00 Midnight **EVENT HALL CLOSES**

FRIDAY • OCTOBER 18

7:30 a.m. **Pinball Expo Registration**
9:00 a.m. **Buses Depart Hotel for the Stern Pinball Tour**
(meet across from convention center escalator)
10:00 a.m. **EVENT HALL OPENS**
10:00 a.m. **Main A & B Division Finals Begin 10:00 a.m. Classics Qualifying Cont.**
10:00 a.m. - 11:00 p.m.
Women's Qualifying Cont.
10:00 a.m. - 11:00 p.m.
Kids (Age 14 & Under) Tournament Cont.
10:00 a.m. - 10:00 p.m.
Pinball Expo 2024 Virtual Pinball Tournament
12:00 Noon - 10:00 p.m.
12:00 Noon "From a Collection to a Museum: Pinball is More than Fun & Games"
Speaker: **Mischa de Muynck (Dutch Pinball Museum)**
1:00 p.m. "Collecting Beyond Pinball - Electromechanical Arcade Games"
Speakers: **Larry Bieza, Phill Emmert**
2:00 p.m. "What is Your Game Worth?"
Speaker: **Ted Finlay**
2:30 p.m. "Hard Lessons from Building the World's Most Complex Pinball Game"
Speaker: **Andy Cavatorta**
3:00 p.m. "Making Pinball, Making Friends: Meet the Future of Homebrew Pinball"
Speakers: **Lin, Kyle Reed, Ernie Silverberg, And More**
Moderator: **Aaron Davis**
4:00 p.m. "Licensing: Behind the Scenes Stories from these Marketing Masters"
Speakers: **Jody Dankberg, Tom Nieman, Roger Sharpe**
Moderator: **LJ Greene**
5:00 p.m. "Dutch Pinball - Where We Are & Where We Are Going"
Speakers: **Melvin Williams, Barry Driessen, Rens Hooijmaijers**
Pinball Expo Hall of Fame Presentations
6:00 p.m. "40 Years of Pinball Expo"
Speakers: **Rob Berk, Dave Marston**
6:30 p.m. "40 Years of Pinball Expo as Told by Some of the Talented People Who Made it Happen"
Host: **Pat Lawlor**
Panelists: **Larry DeMar, Greg Freres, Roger Sharpe, Chris Granner, Keith Johnson, Bill Grupp, Jack Guarnieri, Steve Ritchie**

9:30 p.m. "An Evening With Jersey Jack Pinball"
Speaker: **Jack Guarnieri & Team**
10:30 p.m. "LTG :)"
Speaker: **Lloyd Olson**
12:00 Midnight **EVENT HALL CLOSES**

SATURDAY • OCTOBER 19

8:30 a.m. **Pinball Expo Registration**
9:00 a.m. "Solid State Repair Tips"
Speaker: **Mike Gullo**
10:00 a.m. "Comics & Watches & Neon Oh My! Behind the Scenes of Ryan Claytor's Pinball Art"
Speaker: **Ryan Claytor**
10:00 a.m. **EVENT HALL OPENS**
10:00 a.m. - 4:00 p.m. **Project Pinball Silent Auction**
10:00 a.m. - 4:00 p.m. **Cosplay Check-In**
10:00 a.m. **Main A & B Division Finals**
Continue at 10:00 a.m.
Classics Qualifying
10:00 a.m. - 12:00 Midnight
Kids (Age 14 & Under) Tournament
10:00 a.m. - 4:00 p.m. (Highest score wins)
Women's Qualifying 10:00 a.m. - 3:00 p.m.
Women's Finals 5:00 p.m. Start
Pinball Expo 2024 Virtual Pinball Tournament
10:00 a.m. - 8:00 p.m.
11:00 a.m. "Remembering the Old Times at Bally Pinball Development, 1975-1981"
Speaker: **Ray Gay**
11:00 a.m. "Retro Game Talk"
Nirvana C Speakers: **Barry Evans (World Record Holder - Sonic the Hedgehog Collection), Michael Thomasson (Retro Gaming Collector & Historian), Michael Bergeron (Youtuber & Homebrew Developer)**
11:00 a.m. **Captain's Game & Pinball Auction**
Auctioneer: **Chris Campbell**
Exploration Room
DON'T MISS IT!
12:00 Noon "The Man Who Brought Digital Printing to the Amusement Industry"
Speaker: **Don Marshall**
1:00 p.m. - 2:30 p.m. **Pinball Author, Artist, & Designer Autograph Session**
Utopia AB Room
1:00 p.m. "The Magic Behind Chrome Plating"
Speaker: **Craig Bierman**
1:00 p.m. "Two Consoles Too Late Podcast"
Nirvana C Speaker: **Jackson Kuebler**
(Host/Producer of "Two Consoles Too Late")

2:00 p.m. "Building Pinball Machines from Scratch"
Speaker: **Wally Gorcowski**
2:00 p.m. "How to Avoid the "Flaming G08" Syndrome Podcast"
Nirvana C Speaker: **Matthew Janeczek**
(Podcaster & Retro Game Enthusiast)
3:00 p.m. "Starting Your Own Arcade & Routing Pinball & Arcade Games"
Speaker: **Greg Yanish**
3:00 p.m. "YouTuber Discussion"
Nirvana C Speakers: **Brett Weiss (Retro Gaming Author & YouTuber), John Hancock (Retro Gaming Collector & YouTuber)**
4:00 p.m. "Gary Stern Presents: 40 Years of Pinball"
Speakers: **Gary Stern**
5:00 p.m. "The Making of JAWS"
Speakers: **Keith Elwin, Harrison Drake, Rick Naegle, Elizabeth Gieske, Jerry Thompson**
5:00 p.m. "The Art of Video Games"
Nirvana C Speakers: **Paul Niemeyer (Mortal Kombat & Video Game Artist), Jeff Lee (Q*Bert Artist & Video Game Developer)**
5:00 p.m. **Women's Finals 5:00 p.m. - 11:00 p.m.**
5:00 p.m. - 6:00 p.m. **Cosplay Competition (awards given)**
6:00 p.m. "The Making of John Wick"
Speakers: **Elliot Eismín, Tim Sexton**
6:00 p.m. "Token Taverns"
Nirvana C Speaker: **Bob Rose (Director & Emmy Award Winner - Producer/Filmmaker)**
7:00 p.m. "The Uncanny X-Men Seminar"
Speakers: **Jack Danger, Waison, Kevin Kolodziej, Jerry Thompson**
8:00 p.m. "Greg Freres: A Career Retrospective"
Speaker: **Greg Freres**
8:00 p.m. **Pinball Drawing at Discovery Hall**
8:30 p.m. **MUSIC NIGHT**
On Stage 7th Heaven Band
9:00 p.m. **Pinball Expo 2024 Virtual Pinball Tournament**
9:00 p.m. - 12:00 Mdnight
9:30 p.m. "Let's Make a Deal"
Speakers: **Dwight Sullivan, Corey Stup**
Crew: **Tanio Klyce, Mark Penacho, Kyle Spiteri, Damon Beals, Jerry Thompson**
10:00 p.m. **PinballArt USA Backglass Drawing**
2:00 a.m. **EVENT HALL CLOSES**

SUNDAY • OCTOBER 20

7:00 a.m. - 7:00 p.m. Event Hall Tear Down
9:00 a.m. **Classics Finals Begin**
Meet 8:45 a.m. - Start 9:00 a.m.

*****PLEASE NOTE: SCHEDULE AND TIMES ARE SUBJECT TO CHANGE*****

Speaker Introductions by: Dave Marston, David Fix, Gary Flower, Jim Schelberg, **Moderators:** Emily Brooks, Jeff Frick, Aaron Davis, LJ Greene, Imoto Harney

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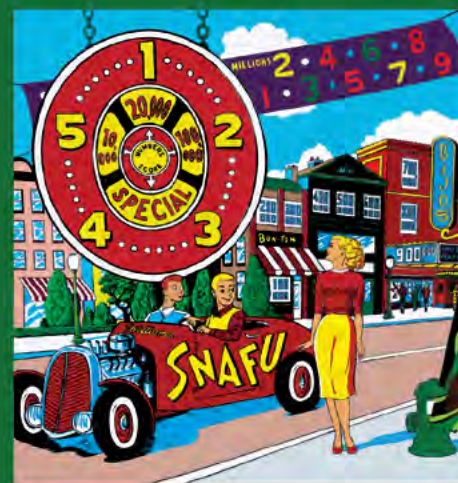
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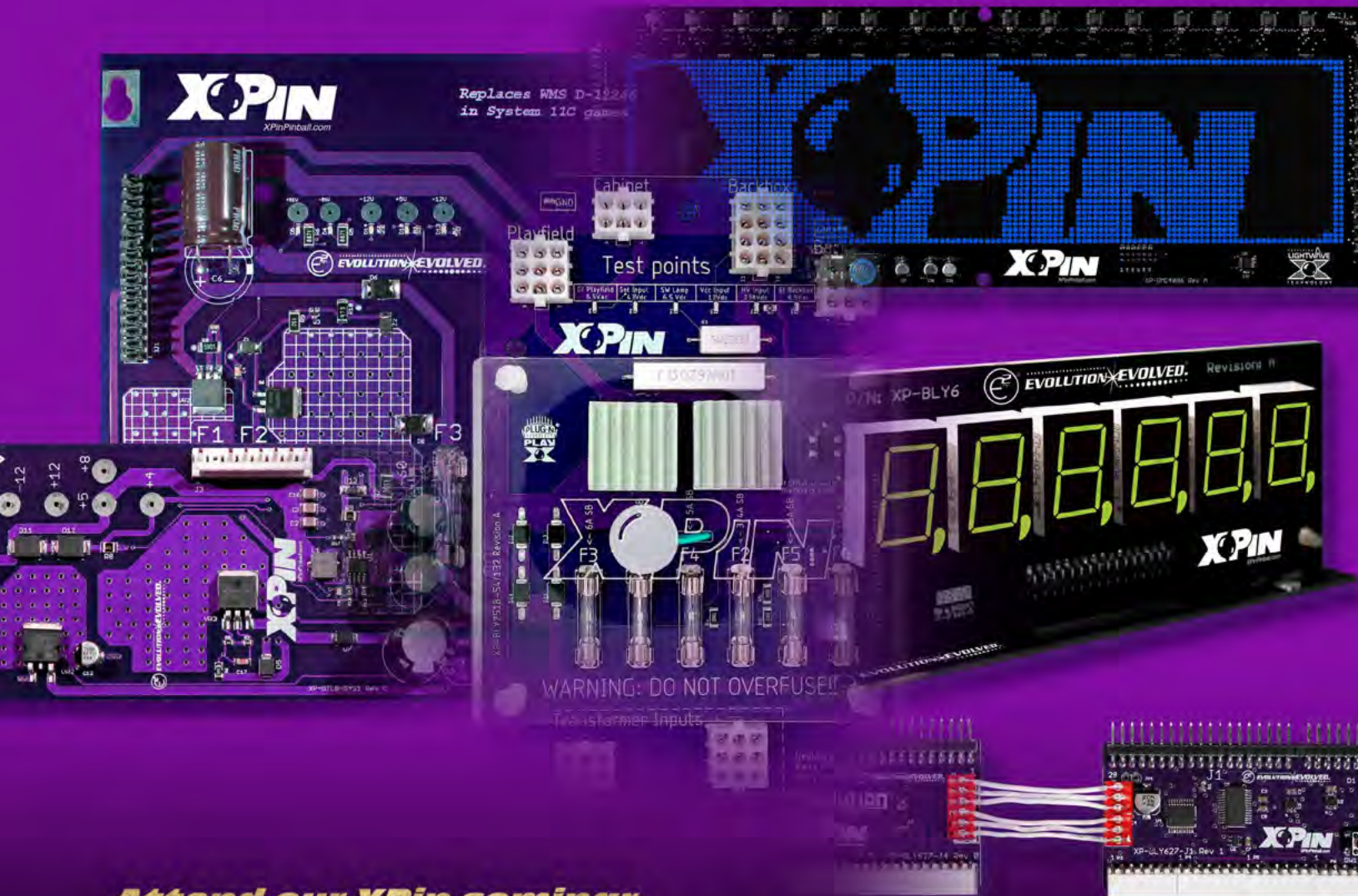
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HOURS OF OPERATION:

| Thursday | Friday | Saturday | Sunday |
|-----------|------------|-------------|------------|
| 4pm - 9pm | 4pm - 11pm | 11am - 11pm | 11am - 7pm |

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SUPPORT PROJECT PINBALL



Pinball Expo is proud to support the charity, **Project Pinball Charity**, at this year's event. Headquartered in Bonita Springs, Florida, Project Pinball Charity is a registered 501(c)(3) organization that places pinball machines in Children's Hospitals and Ronald McDonald Houses to provide recreational relief to patients, family members, and hospital staff. Founded in 2011, Project Pinball Charity has donated 78 pinball machines placed in 69 Children's Hospitals across 29 states.

During Pinball Expo, our attendees can support Project Pinball Charity by purchasing tickets for a chance to win a **Stern Lightning** pinball machine donated by Rob Berk, chairman of Pinball Expo.

Check out their website for more information and look for their booth inside the Vendor Area!

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For over 20 years, Pacific Pinball Museum has been a unique destination for visitors from all over the world. Pinball fans and casual players of all ages can experience the fascinating history of this classic American pastime, learn about the science and technology behind the game, and discover the artists and designers who make it come to life.

No coins are needed, your paid admission includes unlimited play on over 100 machines spanning the early electromechanical era all the way to today's modern games. Located in the heart of the San Francisco Bay Area, Pacific Pinball Museum is a quick trip by auto, ferry, and public transit.



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2024 FLIPOUT! TOURNAMENT

OCT 16-20TH, 2024 AT PINBALL EXPO

**WELCOME ONE AND ALL TO PINBALL EXPO'S PINBALL FLIP-OUT!
BROUGHT TO YOU BY TILT AMUSEMENTS, FOX CITIES PINBALL,
STERN PINBALL, AND DRAINS TOURNAMENT MANAGER!**

A STERN CIRCUIT EVENT!

Pinball Expo's flipOUT! is here again - A Pro Circuit event featuring The Main Big Bracket Certified Tournament - with A and B divisions, a Classics Certified multi-day tournament (Herb style qualifying), Womens Mini-Big Bracket Tournament and Kids Tournament! Everyone registered for the Main Tournament plays in the final! ("A" Restricted players WPPR ranked 1-250, must seed in the top 50% of the qualifying field to be eligible to play in the finals). As always we will be using Drains Tournament Manager queuing and SMS system and our friends at Fox Cities Pinball will be there to stream every shimmy and slap save! And, as always, the winner gets to take home A PRO STERN PINBALL MACHINE of their choice used in the tournament!!!

REGISTRATION

- Registration for Main opens at 5pm Wednesday! Players have from 5-midnight Wednesday & all day Thurs to play their 24 entries. Players MUST register for Main NO LATER than 11:00pm on Thursday in order to participate in the Main Tournament. • Classics, Kids, & Womens registration is open during qualifying hours - see schedules to the right!

Entry fee \$110 for Main • Signup onsite (prior to paying for Pinball Expo admission!) • No player cap!

MAIN CERTIFIED

- 24 seeding entries per person; top score on as many as 16 distinct machines count toward seeding.
- Seeding/Qualifying: • A and B Divisions • Top 50% go to A, bottom 50% into B
- If you choose not to seed, you will be randomly placed at the bottom of the B Division bracket; "A" restricted players (WPPR rank 1-250) MUST seed in the top 50% of all players to compete in finals.
- A and B finals start 10:00am Friday. • Top 32 in A finals are in the money. Top 16 in B.
- Bounties! Most matches won in A and B - \$100 each.

A FINALS

Phase 1:

- Head-to-head, double elimination; match sets are best 2 out of 3 in winners & losers bracket.
- Every 8 spots in seeding gets you another bye.

Then this way comes...Phase 2:

- Top 16 Qualifiers seeded directly into Phase 2 (with top 8 Qualifiers receiving a bye); these 16 players are joined by the last 8 players standing from Phase 1;
- Phase 2 double elim, head-to-head; winners bracket best of 5, losers bracket best of 3 until a winner is declared.

NOTE: • Phase 1 - players cannot choose same title within a match • Phase 2 - choose a game title once, until all games are chosen, rinse and repeat. • BOTH: You CAN choose the same game opponent has chosen, if you have not yet chosen it.

B FINALS

- Head-to-head, double elimination, matches are best 2 out of 3 in winners and losers bracket.

***PLEASE NOTE - For finals we will work with Womens players who have scheduling conflicts with Main Finals, as necessary!

CLASSICS CERTIFIED

- Herb style qualifying, unlimited entries. • \$10 for 3 entries • All machines count toward qualifying.
- Finals head-to-head, double elimination; matches best of 5 in winners and best of 3 in losers bracket.
- Top 32 scorers qualify; top 32 are in the money.

WOMENS MINI BIG BRACKET TOURNAMENT

- Format: Limited Best Game • 24 entries max, best 12 scores taken* • Entry fee \$40
- A and B Divisions • Top 50% go to A, the rest into B
- Finals - Mini Big Bracket! Finals begin Sat 5:00pm**

* Finals format - double elim bracket. Top of A bracket is best of 5 games, bottom best of 3. B top/bottom is best of 3
determined by # of games available *PLEASE NOTE start time may shift to accommodate player need, at TD discretion

VOLUNTEERS

- 2 shifts @ 2hrs apiece = 10 classics fix • PERKS: Optional Show Entry • VIP Area • Snacks & Bev • Swag! • & MORE
- Want to know more about volunteering for flipOUT! ? - message Deborah (deborah@tiltamusements.com)

Curious about flipOUT? Contact deborah@tiltamusements.com See you there!

TOURNAMENT SCHEDULE

WED - THURS

Main Qualifying Wed 5pm-12 midnight; Thurs 10am - 11pm
Classics Qualifying Thurs 10am - 12 midnight
Womens Qualifying Thurs 10am - 12 midnight
Kids Qualifying 10am - 10pm

FRIDAY

Main Finals - start 10am
Classics Qualifying cont. 10am - 12 midnight
Womens Qualifying cont. 10am - 3pm, 4pm - 11pm
Kids Qualifying cont. 10am - 10pm

SATURDAY

Main Finals cont. - 10am
Classics Qualifying cont. 10am - 12 midnight
Womens Qualifying cont. 10am - 3pm
Kids Qualifying cont. 10am - 4pm (winner announced after qualifying ends)
Womens Finals - 5pm start

SUNDAY

Classics Finals - start 9am

IMPORTANT

Check bracket for match times. 5 minutes grace time or you forfeit your match if a TD has not heard from you!

**OVER \$17,000
IN CASH & PRIZES!**

A DIVISION

• 1st - \$5000 plus pot % OR a Stern Pinball Machine
• 2nd - \$1500 • 3rd - \$1000 • 4th - \$750
• 5th & 6th - \$400 • 7th & 8th - \$300 • 9th thru 12th - \$150
• 13th thru 16th - \$125 • 17th thru 24th - \$100 • 25th thru 32nd - \$75

B DIVISION

• 1st - \$1000 • 2nd - \$500 • 3rd - \$250 • 4th - \$150 • 5th & 6th - \$75
• 7th & 8th - \$60 • 9th thru 12th - \$50 • 13th thru 16th - \$40

BOUNTY PRIZE

Most matches won in A and B - \$100 each.

CLASSICS

• 1st - \$750 • 2nd - \$500 • 3rd - \$300 • 4th - \$200
• 5th & 6th - \$150 • 7th & 8th - \$100 • 9th thru 12th - \$75
• 13th thru 16th - \$60 • 17th thru 24th - \$50 • 25th thru 32nd - \$40

SPONSORED BY TILT AMUSEMENTS, FOX CITIES PINBALL, STERN, AND DRAINS TOURNAMENT MANAGER

CHECK OUT SOME MORE OF THE FUN THAT'S HAPPENING THIS YEAR!

ATTENTION PINBALL PLAYERS FROM AROUND THE WORLD!

Do you think your team has what it takes to be World Champions? Countries from around the globe are sending their best to decide who's best in the first ever Pinball Expo World Cup Tournament! Represent your country with pride and take on the top competition in the world!

MAY THE BEST TEAM WIN!

TOURNAMENT INFORMATION

NOTICE: Eligible participants must be ranked below the top 1,000 IAPA players. Don't know your ranking? Check today online at ipapinball.com/rankings/overall.php

Participants must reside in the country they are representing. Dual citizenship will not be considered.

- \$1,000 Team Cash Prize!
- Custom Jacket for Each Winning Team Member
- Custom Walter Day Trading Card Featuring Winning Team
- Entry Fee - \$50 per Team
- Teams of 2 - can be Mixed
- Register at PinballExpo.com
- 2 Teams per Country Maximum
- Teams are Matched at Random
- Win Best 2 out of 3 to Advance
- Single Elimination Format



The Fun Begins
Thursday, October 17th
At Pinball Expo 2024!

REGISTER YOUR TEAM TODAY!

THE PRE-EXPO FLIP OUT '24

TUESDAY OCTOBER 15TH

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BHOP E-SPORTS

WILL BE HOSTING

SUPER SMASH BROS. TEKKEN8 STREET FIGHTER 6

TOURNAMENTS AT PINBALL EXPO 2024!

COSPLAY CONTEST

2ND ANNUAL FREEDOM TO PLAY PINBALL TOURNAMENT

THE 40TH ANNUAL PINBALL EXPO - OCT 24

FREEDOM TO PLAY PINBALL

October 18-19 at the Project Pinball Charity booth

Project Pinball and Inclusive Gamewerks are excited to present the most accessible and inclusive way to play pinball - now for its 2nd Annual Tournament! Freedom to Play Pinball is more than a first of its kind tournament, it's the groundbreaking event to bring pinball players together and ensure pinball is accessible for everyone.

In this event, all players will be required to use the Inclusive Controller to play the games in the bank. No Nudging or contact to control the ball will be allowed on machines.

Registration opens: 10am Friday

Qualifying begins: Friday from 11am to 11pm, continuing Saturday from 10am to 4pm.

**Scorekeeper Volunteer Qualifying 11pm-Midnight - Friday

Tiebreakers: 4pm to 4:30

Finals check-in: 4:30pm with the first round beginning at 5pm

SECOND ANNUAL PINBALL EXPO VIRTUAL PINBALL RETRO GAMING TOURNAMENT AT PINBALL EXPO 2024

PINBALL EXPO VIRTUAL PINBALL RETRO GAMING TOURNAMENT 2024 INFO

Set scores and compete on 9 different tables (3 different games) to be crowned the Pinball Expo Virtual Pinball Retro Gaming Tournament 2024 Champion. Each day the top winner will receive half the entry fee total. For the finals there will be 1st 2nd 3rd place trophies designed by Rob Berk!

The tournament will take place on Thursday-Saturday, October 17-19, 2024, with 3 different tables being revealed at the start of the competition each day. The finals will have a surprise game. The tournament is \$10 to enter with your paid Pinball Expo admission and gamers of all skill and experience levels are encouraged to participate. You can play each table 2 times each day with your highest score standing. Player must alternate turns with other players.

The scoring for the tournament is the standard points-based structure. You accumulate points based on how many people play in the tournament. You earn 1 point for each person you score ahead of; for example, if there are 10 people in the tournament, 1st place would be worth 10 points and a 2nd place score would be worth 9 and so on. The top 3 players from each day will play during the finals (should be 9 players).

TOURNAMENT 1 (\$10 to enter), Zaccaria Pinball, THURS 12PM-10PM

TOURNAMENT 2 (\$10 to enter), Pinball Arcade, FRI 12PM-10PM

TOURNAMENT 3 (\$10 to enter), Pinball M, SAT 10AM-8PM

FINALS (free for finalists), mystery game, SAT 9PM-12AM Midnight

If you want to compete, notify Paul Zimmerman in the Event Hall Retro Games area at the Paul Zimmerman/Video Game Centre booth. Cash prize will be given each day at 10:30PM (4:30PM for Tournament 3) at the Paul Zimmerman/Video Game Centre booth. The finals prizes will be given at 10:30PM. The winner(s) each day must be in attendance to receive the prize.

Thanks and good luck!
Paul "world champion, video game trading card #1" Zimmerman

RETRO CONSOLES GAMING AREA

Come play retro consoles in the gaming area.
Here are just some of the consoles open to play for everyone.

Atari 2600 • Atari Jaguar • Coleco Gemini • Mattel Intellivision • NES • Super Nintendo • N64 • Gamecube • Sega Master System • Sega Genesis • Sega CD • Sega Saturn (Japanese) • PS1 • Playstation 2 • Turbo Grafx 16 • PC Engine Duo • Original Xbox

Brandon Davis will be available in this area for questions and answers of the old school retro games and history, and to keep all the systems running smoothly.

SURPRISE GIVEAWAY

Attend the Video Game Summit for up to FOUR (4) chances to win exclusive PAC-MANCAVE pint glasses featuring your favorite retro Namco characters!

LEVEL UP your rec-room at www.pacmancave.com

AND LOOK OUT FOR MORE TOURNAMENTS AT THE SHOW!



We Recognize...

INTERNET PINBALL DATABASE

The IPDB

The **Internet Pinball Machine Database**—also known as the *IPDB*—is a comprehensive, searchable listing of virtually every pinball machine ever made. It is an ad free, popup free, registration free resource. The database is constantly expanding and includes images other game related files, as well as links to other pinball web sites, all arranged by machine. The database also includes pitch & bat baseball games, cocktail table machines, bingos and payout machines, with a pinball theme.

The data in the database has been gathered from books, photographs, flyers, web sites, pinball manufacturers, collectors' personal records, and of course the machines themselves. The photographs in the database have been provided by collectors themselves.

Jay Stafford

Senior Editor

Jay is the primary editor for the IPDB and is a roving editor who explores various impromptu information sources for new information that the IPDB does not have, including eBay auctions, other web sites (such as new international sites), and pinball reference books. His work has abundantly and conspicuously expanded the information in the current IPDB since it's inception. A self-described "Minister of Images" for the IPDB, Jay wears a powdered wig while uploading.

Kevin Martin

Kevin Martin is the owner of both PAIR Networks and the Professional and Amateur Pinball Association (PAPA). PAIR Networks is an environmentally friendly hosting company based in Pittsburgh, Pennsylvania, established in 1996. It is one of the largest and most stable hosting companies in the world, hosting hundreds of thousands of websites around the world, including that of the Professional and Amateur Pinball Association(PAPA). PAPA is an organization dedicated to preserving and improving the quality of competitive pinball play. With the benefit of the pinball community in mind, the staff at PAPA have come to an agreement with PAIR Networks to ensure that web-hosting for the IPDB will be upgraded and secure for many years to come.

PAIR Networks completely hosts the IPDB and provides the bandwidth and computers at no cost to the pinball community, ensuring fast and stable access to the database!

Christopher Wolf

Coordinating Editor & Webmaster

Christopher functions as the Webmaster and Coordinating Editor. The resident tech, he wrote and maintains the software that the IPDB runs on. Owner of 15 pinball machines, Chris is not quite smart enough to think up a snappy comment about himself.

Rob Hawkins & Don Mueting

Historians

Don and Rob published the seminal Pinball Reference Guide in 1979 and they continue today to research images and information on pinball machines. Their Pinball Collectors Resource Millenium Edition has been an invaluable help to the IPDB. Rob and Don provide us much documentation from old Billboard magazines and are helping to improve the accuracy of the timelines for which the older games are associated.

Clint Dimick

Generous Webmaster

Of the opinion that one can never have enough bandwidth, for many years Clint donated some of his in the form of IPDB's first 'mirror' site. Because that donation benefited every visitor to the site, this was an especially generous gift! Up to 50% of the image traffic was offloaded to the mirror, resulting in faster page load times for everyone. When not playing pinball or running Linux servers, Clint is dreaming of a basement gameroom to hold all the games he doesn't own.

History

The starting data for this, the second instance of the IPDB, was taken from the original IPDB at The Pinball Pasture (no longer online). From that data, a new site was designed with new web-based information submission features and was moved to the site at www.ipdb.org.

For more information on the people who created the originalIPDB, see the names at the bottom of the list below. For information on the people contributing to the current IPDB at this site, see below.

The People

Following are those people who have made significant contributions towards the new data and features of the current Internet Pinball Machine Database:

Frank Laughlin

Editor, Retired

Frank was a member of the original IPDB team and continued his work at the current site. He had accumulated a collection of data on over 4,000 machines over a 15 year period, including previously unavailable information on production counts and model numbers. This information was used to greatly expand the original IPDB. Frank became the primary maintainer and coordinator for the original IPDB, setting the style and classifications still in use by the IPDB today.

The following people were the project members responsible for the original IPDB at lysator. liu.se (no longer online), in alphabetical order. This text was taken from the original IPDB. These are the people who devised the concept of the IPDB and created the original look and feel.

Chick Canterbury

Chick Canterbury originally developed the original Internet Pinball Database from data contained in a variety of publications including books, periodicals and flyers. The first database was intended for his personal use and was limited to machine name, manufacturer, production year and number of players. After completing an initial database of over 2,800 records, Chick posted a message to the rec.games.pinball newsgroup to see if anyone else was interested in the project.

David Byers

David Byers expressed an interest in expanding the initial database and offering Web access through the Pinball Pasture. David and Chick developed specifications for an expanded database and David created the software required to access and search the database online.

Russ Jensen

Russ Jensen supplied an enormous number of photographs to the original IPDB.

Frank Laughlin

Frank Laughlin also responded to the r.g.p posting. He indicated that he had a database of almost 4,000 machines compiled over a 15 year period. Frank contributed his information to the initial database including previously unavailable data on model numbers, production date and production runs. Frank was the primary maintainer of the original IPDB web site database.

Scott Tiesma

Scott Tiesma maintained the bibliography that was cross-referenced through the photos field of the original IPDB. He also developed the Internet Pinball Database Windows™ application.

Mark Valentine

Mark Valentine did considerable proof-reading of parts of the original database and came with very useful suggestions for improving the IPDB, some of which were even implemented.

SOME INTERESTING READING

UPDATED FOR 2024 BY DAVID MARSTON

DOES NOT INCLUDE WORKS OF FICTION OR POETRY THAT HAVE PINBALL-RELATED CONTENT, OR WORKS THAT JUST USE PINBALL AS A METAPHOR.

All About Pinball

Steve Kirk & Bobbye Claire Natkin

Arcade Treasures

Bill Kurtz

Bally Bingo Pinball Machines

Jeffrey Lawton

The Bingo Pinball War: United vs. Bally 1951-1957

Jeffrey Lawton

BOSS Electronic Pinball Repair and Maintenance

Star-Tech Journal

Coin-Op Carnival

Ryan Claytor & Nick Baldrige

Coin-Ops On Location

Richard Bueschel & Eric Hatchell

Collectors Guide to Vintage Coin Machines

Richard Bueschel

The Complete Pinball Book

Marco Rossignoli

Drop Target Omnibus

Jon Chad & Alec Longstreth

Encyclopedia of Pinball (2 volumes)

Richard Bueschel

The Flipper Pinball Flyer Book (3 volumes)

Mike Pacak

From Pinballs to Pixels

Ken Horowitz

Keeping the Ball Alive: 30+ Years of Stern Pinball

Dameon Guess & Joseph Rubinstein

Mad Dog and His Art

Gene Cunningham

Mr. Pinball List and Price Guide (20+ editions)

Daina Pettit

101 Pinball Puzzles*

Stephanie Lesser

Pinball

Santiago Cluffo

Pinball

(translated by) Phil Goddard

Pinball!

Roger Sharpe

Pinball Adventures (3 volumes)

Andrew MacBain, Ed.

Pinball: A Graphic History of the Silver Ball

Jon Chad

Pinball: An Illustrated History

Michael Colmer

Pinball Art

Keith Temple

Pinball Collectors Resource

Donald Mueting & Robert Hawkins

Pinball Compendium (4 titles) 1930s - 1960s

1970 - 1981

1982 - Present

The Electromechanical Era

Michael Shalhoub

Pinball Machine Maintenance

Henk de Jager

Pinball Machines

Heribert Eiden & Jurgen Lukas

Pinball Machines for Italy

Federico Croci

Pinball Machines: How They Work and Troubleshooting

Norbert Snicer

Pinball Memories

Marco Rossignoli

Pinball 1

Richard Bueschel

Pinball Perspectives

Marco Rossignoli & Graham McGuiness

Pinball Portfolio

Harry McKeown

Pinball Price Guide

Larry Bieza (7 editions)

Eric Kantor (2 editions)

Pinball Snapshots

Marco Rossignoli & Graham McGuiness

Pinball: The Lure of the Silver Ball

Gary Flower & Bill Kurtz

Pinball Troubleshooting Guide

Russ Jensen

Pinball Wizard: Jackpots, Drains, and the Cult of the Silver Ball

Adam Ruben

Pinball Wizardry

Robert Polin & Michael Rain

The Pinbotz Guide a.k.a. Classic Pinball Machines from the 80's and 90's

Kevin Strasser

Slot Machines & Coin-Op Games

Bill Kurtz

Special When Lit

Edward Trapunski

Tilt: The Pinball Book

Jim Alan Tolbert & Candace Ford Tolbert

Total Pinball Restoration Guide

Keith Holbrook

Your Pinball Machine

Bernard Bear Kamoroff

FOR COMPLETISTS ONLY

All Collectibles Book

Richard Bueschel

Alte Munzautomaten

Friedrich Struckmeier & Dieter Kirchhoff

American Play & Emozioni a Gettone*

Carlo Porcedda et al.

American Premium Guide to Coin-Op Machines

Jerry Aylyffe (3 editions)

Amusement Machines

Lynn Pearson

Arcade Game Parts Catalogs

MechanicalArcade.com

Arcade Sports Games

Richard Bueschel

Arcadia*

Jean-Claude Baudot

Art of Atari

Tim Lapetino

Attract Mode: The Rise and Fall of Coin-Op Arcade Games

Jamie Lendino

Automatic Pleasures

Nic Costa

Bally: The World's Game Maker

Christian Marfels

Before the Crash

Mark J. P. Wolf, Editor

Billiards, Bowling, Table Tennis, Pinball, Video Games: A Bibliographic Guide

Robert R. Craven

Bola Extra: La Historia del Pinball en España

Txus Algorta

Broads, Boobs, and Buckles: The Pinball Art of Dave Christensen

Mark Andresen

The Care and Feeding of Your Pinball Machine

Frank "The Crank" Seninsky

Coin-Operated Amusement: An Historical and Technological Survey

Herb Jones

Dark Side of Pinball

Cedric Berenger

Electromechanical Pinball Machine Repair and Restoration

Mark Gibson

Electronic Pinball Electronics (2 volumes)

Robert Hornick

Every Picture Tells a Story (2 titles: Main and Supplement)

Bill Howard

Flip! Flash! Pinball Art!

Ed Paschke

Flip Flipper Left, Flip Flipper Right*

Brooke Plays Pin

Flipper

Abraham Meizer

Flippermyten

Hans Andersson

Flippers 1977-1978

Olivo Barbieri

Flippers Stories

Claude Vandeloise

For Amusement Only

Thomas Gustwiller

Foto-Finder

Roger Hilden

Gambling and Organized Crime

Rufus King

Game After

Raiford Guins

Game of Depth

Elvira Canaveral

Glow of the Game*

Scott Elder

High Score!: The Illustrated History of Electronic Games

Rusel DeMaria & Johnny L. Wilson

History of Digital Games*

Andrew Williams

How to Play and Enjoy Pinball Machines

Brent & Ken McLean

Les Machines a Sous*

Jean Lemaître

The Liz's Tech Reprints (6 volumes)

Joel Cook & Vickie Huisenga

The Medium of the Video Game

Mark J. P. Wolf

Modern Pinball Machines

Dan Schindler

No Balls, No Glory

Jim Jansen & Danny Schwarz

Nos Annees Flipper

Nadine Champenois & Laurent Locurcio

Oxford Handbook of Video Game Music and Sound*

Gibbons & Grimshaw-Aagaard, Editors

Pachinko Monogatari

Wolfram Manzenreiter

Pinball Ad Catalog (3 volumes)

Terry Cumming

Pinball and World War 2

Terry Cumming

The Pinball Book

Paul Taylor

Pinball Graffiti

Masaya Horiguchi

Pinball Literature Index

Doug Landman

Pinball Machine Care and Maintenance

Bernard Bear Kamoroff

Pinball Machine Repair Manual

Joel Miller

Pinball Reference Guide

Donald Mueting & Robert Hawkins

Pinball Reflections: The Story of Pinball Game Design

Kenny Tomb

Pinballs for Profit

Ben Sheets

Pinballs: Le Temps des Flippers

Jean-Pierre Cuvier

Pinball Tournaments

Herb Gross

Pinball Wizards and Blacklight Destroyers

Dirty Donny Gillies

Reel Amusement*

Tom Gustwiller

Retro-Electro

Pepe Tozzo

Same Player Shoots Again

David van Oosten, Hans Heynen, Bart van Leeuwen, & Peter Hartingius

Scarne's Complete Guide to Gambling

John Scarne

Shoot Again

Hartmut Huff

Shoot Again: Die neue Lust aufs Flippern*

Herbert Bieri

Slots and Pinballs : How to Win the Las Vegas Way

Mike Goodman

Spiel Mit Munzen

Mathias Walther

Tilt! Pinball Machines 1931-1958

Pat McCarthy

Tilt: Vetrofanie per una Archeologia

THANK YOU!

Stern Pinball Inc.
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for giving our attendees
a tour of your factories!



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Thursday @ 4:30 in Nirvana C

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OCTOBER 16 - 19TH, 2024
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OCTOBER 15-19TH

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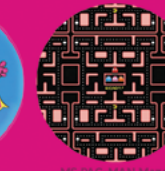
Video Game Originals



PAC-MAN Blue



Ms. PAC-MAN



Ms. PAC-MAN Maze



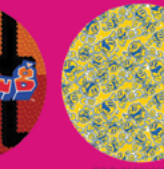
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PAC-MAN Maze



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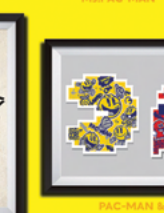
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Sam Stern, Harry Williams

Nov. 14, 1992

Harvey Heiss, Harry Mabs

Sep. 11, 1993

George Molentin, Steve Kordek

Nov. 12, 1994

Wayne Neyens

Oct. 26, 1995

Norm Clark, Wendell McAdams

Nov. 16, 1996

Dave Christensen

Nov. 15, 1997

Dick Bueschel, Steve Ritchie

Oct. 24, 1998

Gordon Morison

Oct. 23, 1999

Larry Demar, Greg Kmiec

Oct. 21, 2000

Pat Lawlor, Roger Sharpe

Oct. 11, 2001

Gary Stern, Steve Young

Oct. 19, 2002

Christian Marche, Jim Patla

Oct. 18, 2003

Edward Krynski, Tom Nieman

Oct. 16, 2004

Robert Berk, Ed Cebula, Greg Freres, Gary Gayton,
Joe Kaminkow, Kevin O'Connor, Mike Pacak

Nov. 19, 2005

Margaret Hudson, Roy Parker

Nov. 4, 2006

Paul Faris, Judd Weinberg

Oct. 27, 2007

Alvin Gottlieb, John Youssi

Oct. 4, 2008

George Gomez, Ted Zale

Oct. 17, 2009

Dennis Nordman, Barry Oursler,
Jim Schelberg, Michael Stroll

Oct. 23, 2010

Python Anghelo, Gary Flower,
Clay Harrell, Michael Shalhoub

Oct. 22, 2011

Mark Ritchie and John Popadiuk

Oct. 20, 2012

John Borg and Steve Kirk

Oct. 19, 2013

Lonnie Ropp, Eugene Jarvis, Suzanne Ciani

Oct. 18, 2014

Nolan Bushnell, Brian Eddy

Oct. 17, 2015

John Rothermel, David Thiel, Lyman Sheats, Jr.

Oct. 15, 2016

Don Marshall, Connie Mitchell

Oct. 21, 2017

Gordon Horlick, Dwight Sullivan,
Pat McMahon, Brian Schmidt, Neal Falconer

Oct. 19, 2018

Elliot Eismen, Jon Norris, Ken Fedesna

Oct. 17, 2019

Mike O'Donnell, Cassandra Peterson, Pat Powers

Oct. 17, 2020

Tommy Grant, Eulogio Pingarrón, Jack Guarnieri

Oct. 29, 2021

Gil Pollock, Keith Johnson

Oct. 21, 2022

Ray Tanzer, Zofia Bil Ryan

Oct. 20, 2023

Chris Granner, Mark Galvez, Mark Weyna

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Oct. 17, 2015

Marco Specialties

Oct. 15, 2016

Jay Stafford, Dave Marston

Oct. 21, 2017

Walter Day, Lloyd Olson

Oct. 19, 2018

Martin Ayub

Oct. 17, 2019

Pinball Life

Oct. 17, 2020

Todd Tuckey, Chas Siddiqi

Oct. 29, 2021

Eddie Adlum, Pinball Life, Planetary Pinball

Oct. 21, 2022

John Jaidinger – Jaidinger Mfg., Richard Cesario – C&C Ent.

Oct. 20, 2023

Mark Patzke, LJ Greene



Send your suggestions for future inductees to Rob Berk at: brkpinball@gmail.com

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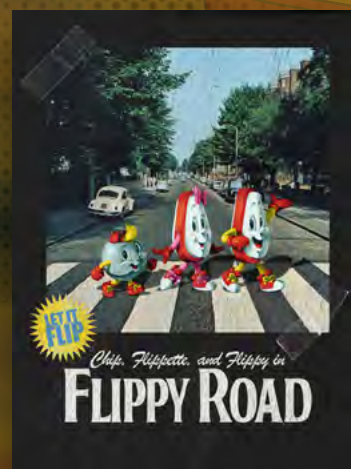


(POSTER)

"FLIPPY"

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(POSTER)

Flippy Road

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(COMIC BOOK)

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Available in Black.
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Premium quality.



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Available in Black, Green,
and Yellow. 9 inches tall.

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330-716-1194
holygrailvgs@gmail.com

Pinball Expo 2024 thanks our Expo staff for their dedication and commitment to the details that make this show what it is. There were many long hours, late nights, and weekends spent to make Pinball Expo the event it is expected to be. It simply could not be done without them.



Brigitt Berk
Bring this lady chocolate any day at Registration!

THANK YOU!

THANKS FOR COMING TO PINBALL EXPO 2024!
Make plans now to attend our upcoming show, October 15-18th, 2025.
Watch for further details at: www.PinballExpo.com

THANK YOU!

To all of the
Homebrew and Custom Pinball Artists and Creators for bringing your Machines to Pinball Expo!

PINBALL EXPO 2025

RETURNS TO THE RENAISSANCE HOTEL & SCHAUMBURG CONVENTION CENTER

DON'T FORGET TO REGISTER EARLY!

OCTOBER 15-18TH, 2025
WATCH FOR FURTHER DETAILS AT:

PINBALLEXP.COM

MEMORY LANE

We asked Pinball Expo patrons to submit their favorite photos and memories from past Expos, and we gathered them here for your enjoyment!



92
PINBALL TOURNAMENT
ROSEMONT HOTEL
ROSEMONT, ILLINOIS
NOVEMBER 12-14
ENTRY #2
ENTRY #1

Pinball Expo 2002

Pinball wizards' dream

Collectors are game for first expo in Rosemont

By Sharon Egan
T he pinball community has long dreamed of a place where they could gather to share their passion for the game. That dream is now a reality as the first Pinball Expo is set to take place in Rosemont, Illinois, on November 12-14. The event is being organized by the Pinball Expo Committee, a group of dedicated enthusiasts who have worked hard to make this a truly special occasion. The expo will feature a wide variety of pinball machines, including rare and hard-to-find models. There will also be a large collection of pinball-related merchandise, including books, magazines, and collectibles. The event is expected to attract thousands of pinball enthusiasts from all over the world. For those who are new to the hobby, this is a great opportunity to meet other enthusiasts and learn more about the game. For those who are experienced, it's a chance to show off their collection and share their knowledge with others. The Pinball Expo is a must-see event for anyone who loves the game. Don't miss it!



PINBALL MYTHS
LE



PINBALL EXPO
NOV. 22-24
REGISTRATION



PREMIER PINBALL FACTORY TOUR



7 DON'T PRY OPEN COIN DOORS!



PINBALL EXPO
NOV. 22-24
85



GENERAL RULES

ON DIGITAL GAMES, KEEP YOUR LINE COORD STRAIGHT! THISTS AND KNOTS IN YOUR POWER CORD CAN BE DANGEROUS!
THAT'S RIGHT! IF YOU HAVE A POWER CORD THAT IS KNOTTED OR TANGLED, IT CAN CAUSE A SHORT CIRCUIT AND DAMAGE YOUR MACHINE. SO PLEASE, KEEP YOUR CORDS STRAIGHT AND TIDY.
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13 REPLACE THIN-FLANGE FLIPPER BUSHINGS!



TOUR
STERN PINBALL, INC.
THURSDAY, OCT. 17
9:00 AM



WARNIN
METAL OF DEATH!

Thank you to all of the fans who submitted photos!
It was a fun stroll down memory lane!

What tools are in YOUR Toolbox?

When discussion of what is important to you as a pinball tech.



| QTY | PRICE | COMMENT |
|------|-------|---------|
| 47 | 6.3 | 25.90 |
| 1047 | 6.3 | 15.50 |
| 55 | 6.3 | 15.38 |
| 46 | 6.3 | 15.41 |
| 1846 | 6.3 | 15.50 |
| 45 | 6.3 | 15.50 |



NEED TO KNOW ABOUT YOUR PINBALL MACHINE





Pinball Expo is the brain child of Rob Berk who grew up playing pinball.

From humble beginnings, Rob's dream was to recognize his heroes - the pinball designers and artists that created the games he loved. With the help of Bill Kurtz and Mike Pacak, Pinball Expo became a reality taking place in Chicago, the home of pinball. Founded in 1985, Pinball Expo is the longest-running event dedicated to pinball.

THANK YOU FOR A GREAT 40TH EXPO!

Congratulations, Rob!

The Pinball Expo staff and supporters would like to congratulate Rob on a successful 40th Pinball Expo! Your hard work and passion turned the event into a fun experience for all who joined us, and this anniversary was for sure one to remember.

Your attention to detail made everything seamless, from the awesome lineup of machines to the fun tournaments. It was a blast connecting with fellow pinball enthusiasts, sharing tips, and cheering each other on. You truly brought the pinball community together!

Thanks again for making this convention one for the books. Can't wait to flip out some more at next year's Pinball Expo!



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