



How many mistakes can you see in this picture?

**Exclusive interview**

# Reformed addict reveals all

Avoid broken homes, and wasted talents: read this exclusive interview with a reformed addict, special to Pinballer magazine.

We present this article as a public service. The experiences of this one person are by no means to be interpreted as typical but are published only to show the potential danger extreme pinballers face if they do not play sensibly.

Remember: there's a difference between fun and foolhardiness, and be careful never to step across the thin line into danger.

**Q: HOW DID YOU BECOME HOOKED ON PINBALL?**

Well, it all started rather innocently really. I was sitting around a Games room in Halifax one day, waiting for a friend, when the man who collects the money from the machines came in.

After he took the money out of "Hi, Dolly", he flicked something in the machine and racked up six games. He looked over at me with a glint in his eye and asked, "Psst kid. You wanna few games? Won't cost ya a cent."

Well, I'd never played the game before and it seemed everyone else I knew was playing it so I decided I'd give it a try.

**Q: WOULD YOU SAY THEN, THAT PEER GRUP PRESSURE FORCED YOU INTO PLAYING PINBALL?**

Well, yes you could say that. Also, I think I was sub-consciously hypnotized by the ringing bells and flashing lights.

Anyway, I took that pinball pusher up on his offer and I naively played the six 'free' games. Those six 'free' games have been my life's bane. I was hooked from that day on. I played so much pinball that I began to lose interest in everything else. My marks dropped, my girl-friend left me, I lost all my friends, even other pinballers feared me. They thought of me as a man obsessed, obsessed with the desire to win more and more free games.

Finally I was thrown out of school, I spent all my time huddled over a pinball machine or walking alone and friendless from pinball parlour to pinball parlour.

I would become violent whenever something went wrong when I played a game. Many a time I had to run from a pinball parlour to escape the authorities after breaking the glass on a machine after missing a free game.

Once, I almost killed a man when he asked me for change while I was playing my last ball, making me lose what I thought was a sure free game.

I had to hide for weeks, afraid to show my face in any pinball parlours fearing arrest. Can you imagine the torture I went through, not being able to play pinball for weeks?

Finally my habit became too much, I couldn't make enough at my

part-time jobs to support my habit so I resorted to stealing to raise the necessary change to keep up my addiction. I was thrown out of my home when my parents realised I was pawning all the household appliances.

**G: WHAT DID YOU FINALLY DO TO SUPPORT YOUR HABIT?**

Well, one day while I was playing 'Superstar' a seedy looking fellow came up to me and said, "Hey kid."

Since I was playing a ball at the time I smashed him in the face knocking out two of his teeth.

He mumbled through a mouthful of blood, "I like your style kid. You're tough, but not so tough, you need these games."

"Yeah, and what of it," I said. "How'd ya like to play any game ya wanted for free?"

He went on to explain that I was welcome to play pinball anytime I liked, all I had to do was talk people into playing the games. I was to make friends with people and then sort of casually talk them into playing a few games. The games would be rigged: the first few times they'd get free games, just enough to get them hooked.

**Q: WHAT CAUSED YOU TO END THIS DETESTABLE WAY OF LIVING?**

Well, after a while I just couldn't live with myself, with the thought of the damage I was doing to others.

**Q: SO WHAT DID YOU DO?**

One day I went to the pinball addiction centre and asked for the whole treatment.

**Q: WHAT DID THEY DO?**

Among other things they brainwashed me into associating pinball with awful things. They'd make me watch films of war atrocities while playing the sound you hear when you get a free game over and over.

**Q: YOU MEAN, "CRACK"?**

Aaaaaaaaaaah!

**Q: SORRY**

You can't understand what torture it was, but I'm glad I did it, I'm glad it's over.

**Q: WHAT DID YOU DO THEN?**

I became Crown's evidence in an investigation of pinball in my city and helped rout out all the pinball pushers so it's once again a safe game for those who play in moderation for fun and pleasure.

## Pinball parlours surveyd

In the interests of the gaming public, we appointed an independent agency to evaluate the various games rooms on campus and report back to us.

In weighing the criteria behind excellent pinball facilities, several factors were considered, including:

- assortment and condition of games
- clientele, atmosphere and background distraction
- access to change and refreshment

To explain these terms is to enter into the fundamental preoccupations of the pinball connoisseur.

The basic conditions of a game refer to the normal elements of playability, like flipper response, sensitivity of TILT mechanism, relative difficulty in achieving free games, and all-around action.

Under clientele, special emphasis is given to politeness, willingness to exchange quarters for bus tickets, and the level of spectator encouragement not only for the rah-rah champs but also for the little guys who try just as hard.

Atmosphere covers pleasantness of surroundings, such as lighting, decor, acoustics and spaciousness. Extra points are gained for airy, cheerful tones and all-over tasteful co-ordination of accessories.

Ideally, changing a bill into silver should not cause the loss of one's current machine, nor involve a prolonged Odyssey through unfamiliar hallways, when the hot touch can easily cool.

And let's face it, we're all human, even pinballers. Sometimes the old gastro-intestinal tract just screams and when the yelp comes, it's comforting to know that food is only a few steps away.

There may be some (rank amateurs) who enjoy playing pinball with a crowd of surly pool sharks

lingering behind them. There may even be those (laughable dolts) who insist that they can concentrate with ping-pong balls striking them on their tender extremities.

But we all know how many free games they get.

After combining these separate categories, an overall rating was given to each room, based on a five star system, as follows:

\*\*\*\*\*: excellent, \*\*\*\*: very good, \*\*\*: good, \*\*: fair, \*: poor.

The evaluators satisfied us all, and never once departed from their firm critical stance, even when bribed with free games.

Here follows their report.

**BETHUNE GAMES ROOM**

- only three games, poor and overpriced at 2 games for 25¢
- sterile atmosphere, cramped and unfriendly.
- no access to change, no access to food

• consequently, to be avoided like a pestilence, overall no stars

**BUSINESS ADMINISTRATION GAMES ROOM**

- at least 12 games, good condition, largest assortment on campus
- overcrowded, hot and noisy, as well as impersonal
- tense, electric atmosphere, a definite hangout for addicts
- poor access to change and refreshment due to nearby snackbar's odd hours and shortage of silver.
- overall, a must for the hardcore player \*\*\*\*½

**CALUMET GAMES ROOM**

- four games in fair condition, antiquated but still entertaining
- friendly atmosphere, real camaraderie among players
- good access to change, excellent access to Ainger coffeehouse
- sofas in room a homey touch
- free phone to excuse ap-

pointments missed while pinballing

- overall, a funky good-time room, \*\*\*\*½

**FOUNDERS GAMES ROOM**

- six games in good condition
- impersonal atmosphere and high turnover of players
- fairly spacious, pool and ping-pong tables distract
- excellent access to change and to Cock and Bull pub
- overall, a strong contender, \*\*\*\*

**McLAUGHLIN GAMES ROOM**

- three silly machines of generally poor quality
- clientele: dull, like the college
- atmosphere fair aided by spaciousness and music
- excellent access to change
- access to vending machines, but who wastes change on machines?
- noisy distractions: pool, ping-pong tables, and rackety Air Hockey game
- overall, uninspired, \*\*½

**OSGOODE GAMES ROOM**

- four machines, poor quality
- intense atmosphere, not unfriendly, but can't help thinking they'll all be D.A.'s some day
- access to change: nil, refreshments next door
- overall, not a treat, \*\*

**WINTERS GAMES ROOM**

- three machines, fair quality
- clientele, management are very warm, atmosphere good
- excellent access to change, fair access to Absinthe coffeehouse
- ping-pong, pool tables distract but very spacious
- overall, small but nice \*\*\*

It's Thanksgiving: take a turkey to lunch

**GREAT LISTENING-GREAT PRICES**

**8 TRACK TAPES**  
HUNDREDS TO CHOOSE FROM  
**\$3.99**

**L.P. RECORDS**  
NAME ARTISTS MAJOR LABELS  
FROM **\$2.99**

**STEREO CASSETTES**  
YOUR CHOICE ONE PRICE  
**\$2.99**

**DROP IN AND VISIT OUR SOUND ROOM**  
COMPLETE STEREO SYSTEMS FROM **\$250.00**

SANSUI - CONCORD - KOSS - ELAC - ROBERTS - EMPIRE  
CAPITOL - TEAC - CONNOISSEUR - SOMA - CELESTION - ROTEL - LLOYDS

**STEREO HOUSE**

661-2849  
4699 KEELE ST.  
OPP. MAIN ENTRANCE  
TO YORK UNIVERSITY

MON-FRI. 11-9  
SAT. 10-5

Pick up your **FREE** copy of **Sound**  
Canada's National Music and Audio Equipment Magazine

**Clip out this ad**



**Coffee Shop**

**Buy one get one FREE**

**FISH and CHIPS**

*On presentation of this coupon you may have 1 order of Fish and Chips free with the purchase of a second order of Fish and Chips*

**Valid only:**

**A&W Coffee Shop — 3929 Keele Street**  
**Expiry Date Oct. 27, 1974**