

GAMEROOM PINBALL, LLC
PO Box 749
Norton, MA 02766, USA
Mobile: 978-930-4425 | email: brian@custompinballmachines.com
Website: custompinballmachines.com IG: gameroompinball



September 2023

Game Types

Type 1 (Electro-Mechanical) games – true vintage / classic pinball from its heyday 1950s to mid 1970’s. Very mechanical operation. Slightly more maintenance than other models, but has the true vintage feel. Donor games readily available \$\$

Type 2 (Solid State / digital) games – late 1970’s / 1980’s vibe. Early digital scoring and sounds. Most popular style. Replacement “PC type” boards running the operation are updated with modern technology. Most readily available donor games \$\$\$

Type 3 (late solid state) games – late 1980’s / early 1990’s. Digital scoring and sounds. Often have deeper cabinets and ramps, metal rails. Popular, but more difficult to obtain and customize. Limited availability for donor games \$\$\$\$

Type 4 (DMD) games 2010-2016. Fully featured games, video display. Most complex as it requires, rewrite of software, design of gameplay modes, video updates, audio recordings and editing. Limitations of available memory for changes. **Major project that is not recommended and would require extensive consideration before accepting.** \$\$\$\$\$

Type 5 (Vintage / modern tech) games 2014-2018. Most modern games, but with vintage look. Not as complex as Type 4 but does require some rewrite of software, audio recordings and editing. Limitations of available memory for changes. Limited availability for donor games \$\$\$\$

Details:

All the machines, regardless of type, will be cosmetically stripped and re-themed per request. Electrical and mechanical assemblies driving the operation will be reused and only replaced if it affects the game’s operation. Digital displays to be replaced with modern LED displays (if type 2 or 3). Electronic boards replaced (if type 2 or 3). The game will be considered a novelty item and be set for free play.

Layout and graphics will be agreed upon before final painting and printing. The final design will have the look and feel of a classic pinball machine. Every effort will be made to build it as “new” pending part availability.

Exterior cabinet / head

- (Type 1, 2, 3) Cabinet to be stripped, filled, sanded, painted, and decaled and clear coated per design request. Paint: Automotive (Dupont color palette) Finish: High gloss clear coat
- (Type 4, 5) Cabinet to be stripped, filled, sanded, and decaled with a proprietary laminated decal protected by a durable high gloss finish
- Metal side trim to be new stock
- Legs - New standard chrome finish, black smooth, black textured or custom powder coated per request
- Shooter Assy – New Stock
- Optional custom shooter rods can be manufactured
- All light bulbs replaced (w/ standard #47 bulbs or LEDs per request)

Playfield

- Artwork to be printed on a commercial quality vinyl with a clear gloss laminate.
- Components and fasteners will be new stock
- Plastic set to be laser cut and decaled
- Pop bumpers to be rebuilt
- Metal and wood trim will be reconditioned as necessary
- New rebound rubber kit will be installed
- Flippers to be rebuilt for proper operation
- New playfield glass
- All light bulbs replaced (w/ standard #47 bulbs or LEDs per request)

Backglass (score board)

- Artwork to be digitally reverse printed on 1/8” clear plastic and masked appropriately for lighting

Delivery:

(Type 1, & 2 games) Approx. 12 -14 weeks from receipt of approved finished artwork

(Type 3 games) Approx. 16 weeks from receipt of approved finished artwork

(Type 4 games) TBD ~ 52 weeks from receipt of approved finished artwork; will require pre-approval of all audio and display images

(Type 5 games) Approx. 14 weeks from receipt of approved finished artwork, will require pre-approval of audio

Start date to be discussed

*** A project plan with milestones & estimated durations for each phase will be provided if necessary. ***

Terms:

* **Refer to Master Services Agreement**

GAME TYPES

TYPE 1 (Electro-Mechanical) – Before (Donor game – Sky Jump)



After (Hershey Bears)



TYPE 2 (Solid State / digital)

Before - Donor Game (Flash)



After - Custom Game (Monkey Boy)



TYPE 3 (late digital era) ***TOYS ON PLAYFIELD***

Before - Donor Game (Cactus Jacks)



After - Custom Game (St Louis Blues)



DETAILS SHEET

TYPE 4 (DMD era) *TOYS ON PLAYFIELD*****

Before - Donor Game (Mustang)



After – Custom Game (Matt Hardy's Expedition of Gold)



Example TYPE 5 (vintage / modern tech) (Similar to game shown)

Classic layout, vintage style rotating scoring reels and bells / chimes; operates by the newest technology; ability to include custom audio including music and game call outs; full control of audio levels or music and sounds, in game feature adjustments and more!)



Options:

Shooter Rods



Pop bumpers



Toppers: (advertisement / toy on top of the game):



Under cabinet LED's



Pricing:

- \$\$ 16-18k (Type 1)
- \$\$\$ 20-25k (Type 2 & 3)
- \$\$\$\$ 29-34k (Type 5)
- \$\$\$\$\$ 100k + (Type 4)

Options pricing:

Sound system (Type 1-3), shooter rod, custom pop bumper covers, playfield parts, game topper, and more - \$\$\$ TBD