

GAMEROOM

Your Guide to the Ultimate Home Game Room

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Seeburg's Ray-O-Lite

Shooting with a beam of light, circa 1939

Coinocopia: Adventures in Coin-Op

A new column by Jimmy Rosen

Top 40 Electromechanical Pins

Bruce Moyer shares his faves

be developed for major gaming consoles, handhelds, and mobile platforms, including, yes, the iPhone... To some extent, the information age has impacted, if not the magazine's sales themselves, the sense of wonder that was once to be had when perusing the magazine's articles and images."

Read all about it here:
<http://tinyurl.com/589l5r>

Brookhaven Lab honors pioneer video game



As many of you may know, the first video game was not designed by Nolan Bushnell or even Ralph Baer. It was Dr. Higinbotham a scientist at the Brookhaven National Laboratory in NY.

Basically, he had taken a piece of computer equipment (an oscilloscope) and turned it into the first game version of what became Pong in 1958. Take that, Atari.

From the New York Time's article:

"The Brookhaven lab celebrated the game's 50th anniversary last month. The guests included Mr. Higinbotham's son, William B. Higinbotham of Bellport, who said that as a young man he enjoyed early arcade games like Donkey Kong but at the time was unaware of his father's role.

Robert Dvorak Jr.'s younger brother, Charles, 55, of Milford, Conn., recalled standing on a milk crate to play Tennis for Two. Recalling the lab in that era, he said matter-of-factly, "I think they were building the second atomic reactor at the time."

Read all about it here:

<http://tinyurl.com/6gxxlw>

Coney Island to get a facelift

The games and rides have been sold and packed up, but don't forget that some gaming and rides do still remain. Until the area is totally revitalized and re-zoned (currently in progress by local NYC politicians) a non-profit group has hired a creative team to

come up with designs to restore Coney to its former glory as a world-class amusement destination once again.

Locals are up in arms about the current potential plans that still may include a re-zoning of the amusement area to mixed use including housing in addition to gaming/rides; and this plan is in response to those concerns. As of today, currently about 60% of the former amusement area had been put aside for government assisted housing that was last rezoned in the 1960's and early 1970's as a effort to eliminate the blight that had taken over the area over time.

The remaining 40% or so is fully zoned for amusements only, and with waterfront property being—uh, hot property, you can understand why this land is in such dispute.

Here's an excerpt from the MSNBC.com article covering this story:

"A nonprofit group has asked a creative team to come up with designs to restore Coney Island to its heyday, after years of decline. The Imagine Coney initiative was announced by the Municipal Art Society on Monday. The team will consist of world-renowned amusement designers, architects, and economists, working on new ideas for Coney Island's structures, amusement rides and events. The initiative also features a global Web site, www.imagineconey.com that invites creative and entrepreneurial concepts from the public. Coney Island was the most popular resort destination in the country in the early 20th century. The city has announced a rezoning initiative for the historic park."

Read the full article here:

<http://tinyurl.com/5vpdlc>

New Back Alley Creations

Back Alley Creations is gearing up in a big way with the pinball mods. They've just come out with a whole line of custom rails and lockbars for pinball machines, including the gold rail kit for Stern's *Pirates of the Caribbean* or *Indiana Jones*, shown below.



They've got a bunch of other unique rail kits

coming up, including "3D" web rails for *Spiderman*, and "atomic green" glow-in-the-dark rails for the *Simpson's Pinball Party* (yes, I said "glow-in-the-dark"!)



Matt at Back Alley Creations is creating so many new add-ons that it's hard to keep up! If you want to see everything that he's got for sale, just check out the web site:

www.backalleycreations.com

Got a Hot News Tip?

New coin-op, game room, and retrogaming product releases, industry announcements, coming events, updates on stories we're tracking—they're all fair game for inclusion in the pages of GameRoom News. If you've got something you feel is news-worthy, please send it in!

Send news tips to:

news@gameroommagazine.com

