



PLAYBOY (1978)

Pinball might have faded from public spaces, but machines such as Bally's Playboy remain classic. 18,350 units of the four-player machine were created during the company's heyday in the late '70s; Bally had recently claimed the manufacturer's crown and Playboy (one of the best-selling pins of all time) made its crown stick. The machine was designed by one of the most prolific guys in the industry, Jim Patla, who put together over 40 pins, including icons such as Mata Hari and Centaur. Playboy's artwork was (and still is) pretty sexy. Created by Chicago artist Paul Faris, the playfield and backglass feature various aspects of mansion life. Hugh Hefner took pride of place, sandwiched between centrefold playmates Patti McGuire (1976) and Sondra Theodore (1977) in their smalls. To perfect the artwork Paul took not one, but four trips to the Playboy Mansion for personal 'consultations' with Mr Hefner.

Playability: Players immediately scored: on inserting a coin the machine wolf whistled. Read into this what you will, but hitting all Playmate targets would also light up an extra ball. The game's highest scorers zeroed in on the 'Playboy Grotto', Mr Hefner's subterranean swimming pool, located on the upper left of the playfield. Lucky punters could increase their score (and inflate their egos) five fold by targeting the area. **Machine value:** \$3750.

Trivia: Hugh Hefner was an avid supporter of the pinball industry. He worked with various manufacturers (Bally, Data East and Stern) on three different Playboy machines and still maintains a (completely aboveboard) games room/man cave at the Playboy Mansion today.