



THE SIX MILLION DOLLAR MAN (1978)

In the late '70s, there wasn't a kid alive who didn't want to be Steve Austin and hang out with Farrah Fawcett. Despite its reputation as a serious gutter monster, the 10,320 units of Six Million Dollar Man sold like hotcakes. The machine was designed by pin hero Greg Kmicc, who created 30-plus games over the course of his career, including Xenon, Wizard and Night Rider. Greg worked really closely with artists, in particular Dave 'Mad Dog' Christensen, a bloke who was writing manuals at Bally when his artistic talents were noticed. Dave famously described his style as "the three Bs – boobs, broads and buckles" and ended up creating a lot of sexy machines (including Dolly Parton and the lesser-known but well-endowed ladies of Captain Fantastic). He was also one of the first guys to inscribe artist and designer names on a pin and stamp it as an individual creation – a work of art. **Playability:** Six Million Dollar Man was an art piece, not a player. Although the 'six player' set-up sounds impressive, one industry insider described it as: "A waiting-for-your-turn sleep fest; not entertaining enough to garner six players anywhere but the Outback, with no other pinballs around for hundreds of miles." Ouch. **Machine value:** \$2500. **Trivia:** Greg Kmicc reckons the six-player function was more about marketing than design, but despite a heap of press fans never really clicked with its six-player capabilities.

Bally's head of pinball at the time, Norman R. Clark, is reported to have said that this was one of his biggest disappointments in pinball design.