



### SUPERMAN (1979)

Superman is one of the world's most recognised superheroes, but this Atari-made machine was painfully rare. For starters, the company only made a handful of pins (the official count is under 20) and these machines were in short supply. Even the creative team can't confirm exactly how many Superman units were manufactured, estimating somewhere between 3000 and 5000 worldwide. Superman was designed by 'the master of flow' Steve Ritchie – who produced more best-selling machines than any other designer, and still works in the industry today (he's just put the finishing touches on an AC/DC pin). George Opperman directed the pin art; he produced all of Atari's coin-operated machines and glasswork, not to mention the company's iconic logo in the early '70s. **Playability:** Fittingly for 'Super' man, the machine was super-wide (a somewhat clunky manufacturing phase in the late '70s and early '80s), but it still played well. In any case, the lasers were pinging and the electronics were exceptional thanks to Steve and a guy called Eugene Jarvis. Eugene reckons that he knew nothing about sound before starting at Atari, but went on to create iconic noise for machines such as Gorgar (the first talking pin) and Firepower. **Machine value:** \$1500. **Trivia:** Superman pins had a rumoured kink: if you turned one off and waited around 30 minutes before turning it back on, it would occasionally light up with a service credit. This was the stuff of dreams for kids without any loose change.