

Subject: RE: Re: Williams "Strike Force"
Date: Wed, 16 Jul 2014 11:50:42 -0500
From: Mark Ritchie
To: 'Jay St@fford' <jay@ipdb.org>

Jay,

I do remember this game- It was not a Steve Kordek game. This was a Dan Langlois design under contract to Williams, which was being championed by Steve Kordek.

Steve was the guy who handled the day-to-day game development rigors with all outside designs.

I remember that its special feature was a player controlled sling shot near the bottom of the Jet Bumper array at the mid-section of the playfield, which would simulate machine gun fire. It could be activated through the use of an extra flipper button-which I recall wasn't that fun and didn't produce the desired result. I believe it was a wide body game as well. Ken is correct regarding the art which was done by Tim Elliot.

I don't recall why exactly we never put it into production- but possibly could have been that perhaps the theme was too close to Gottlieb/John Trudeau's "Raven" which was also released in 1986.

-That's all I can recall-

MDR

----- Original Message -----

Subject: Re: Williams "Strike Force" reply from Ken Fedesna 7/7/14
Date: Mon, 7 Jul 2014 21:05:53 +0000 (UTC)
From: Ken Fedesna
To: jay@ipdb.org

Hi Jay,

Sorry for the delayed response, but it took me a while to search through my operating meeting notes from back then. I am also sorry to say, but I do not remember this game at all, so everything I do have on the game is from the notes I took back then.

The first reference to this game that I had in my notes refers to a game called "Machine Gun" on 4/2/85 and that we were sending out for the first white wood playfield to be made. The playfield came back on 4/19/85, and we started building it up. On 5/10/85, my notes refer to

this game being a "wide body", and we were in the process of programming the first rules. On 6/11/85 we discuss changing the theme of this game to a "commando theme, and my notes indicate that we needed to design a "different front molding". My notes also state that we were designing some sort of "machine gun" mechanism for this game. On 8/28/85, my notes refer to this game being titled "Strike Force", that it was a wide body pin, that John Morgan was programming it, Romeo Ishaya was responsible for the mechanical design, and Tom Elliot was designing the art for it. On 11/20/85, my notes state that the game electronic system had to be converted to System 11. On 12/3/85, my notes refer to this game incorporating a "ball eater" mechanism, and that we were having problems with this mech working properly.

On 1/26/86 my notes indicate that this game was being converted over to System 11, that the cabinet art had been sent out to our supplier (Electronic Sound), that the front molding was "under control", and that we released 120 playfields to be routed at our wood supplier with a targeted sample production date of 4/1/86. My notes also refer to this game being classified as a "novelty" product rather than a "pinball". My best guess about this last "novelty" comment is that because it was a wide body pinball and that everything else we were doing at the time was a "normal sized" playfield (High Speed, Grand Lizard, Road Kings, Pinbot), that we referred to and classified this game as a "novelty" product. In my 2/19/86 op notes, I state that the latest playfield was due in tomorrow, that the cabinet was due on Friday, that it was working on System 11, that the ball eater problems appeared to be under control, and that Steve Kordek was to follow through getting the game built up asap. On 3/4/86, my notes state that all novelty games were to be put on hold with the exception of "OddBall" and "Strike Force", and that both of these were "low priority". On 3/3/86 my notes refer to this game to be sold for \$1595 to the distributor.

This 3/3/86 is the last that any reference to Strike Force appears in my notes. Why exactly was this game never put into production, I really do not know. If I had to guess, it was because it was a wide body pin and thought of as a "novelty" product, that our regular pins were doing well but all of the "novelty products" that were "experimenting with" were not doing well, and because of this, it was decide to stop all work on any and all novelty game designs including Strike Force. I really wish I remembered something about this game, but my mind is completely "blank". Sorry that I can't be of more help, but this is the best I can come up with. You might try contacting Barry Oursler or Mark Ritchie, or Steve Ritchie and see if they remember anything else.

Take care,

Ken