

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

Subject: Bally Paragon Treasure Chamber

From: Jay St@fford

Date: Fri, October 26, 2012 5:03 pm

To: Greg Kmiec

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Hi Greg,

It was nice seeing you again this year at the Expo banquet.

The game hall stayed open all that night and while we were playing Paragon, some guy told me a story about a change on its playfield design that I did not know about. I don't think I've heard you mention it. I forgot to ask the guy how did he know this, but I knew I was going to verify everything with you anyway.

Attached is a picture of the kick-out hole at the upper left playfield. You will note on the right side of the hole is a metal ball guide and on the left side is a protruding plastic ball guide. The metal ball guide sits under a plastic light shield which has a transparent area like a half-circle that you can see through, and has the words "Treasure Chamber" next to it.

Several of us players had always wondered why the protruding plastic ball guide was needed, as it made it harder for the ball to land in the kick-out hole, squeezed by the metal ball guide. But the story is not so much about this plastic guide as it is about the placement of the kick-out hole itself.

The story I was told is that this kick-out hole originally was placed on the playfield to the right of where it now is, where the metal ball guide is plus the area to the right of it, to be fully visible through the clear light shield half-circle, and the protruding plastic ball guide was necessary to route the ball to this original kick-out hole position. The story then goes that something made you have to move the kick-out hole to where it now is, adding the metal ball guide to close off the original area, but the protruding plastic ball guide was not removed, thus that is why we have the narrow access to this hole.

It's a great story but how much of it is true? If the kick-out hole was originally under the light shield, which way did it kick-out the ball, upwards, or downwards? Either direction would suggest that post placement would have been different to allow the ball a path to be kicked out? How was that supposed to work exactly?

Why did this hole have to get moved? I see the game on the flyer shows the hole where it is today so I wonder if any games ever got made with the hole in the alleged original position. Now that I think about it, it does seem peculiar to have transparent space on the light shield for an area not used. Also, did this Treasure Chamber have a different or larger purpose than it ended up having?

As always, I hope you can compose a reply and permit me to quote you in our listing. Paragon is an interesting game in several ways.

Thanks,

Jay

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

Subject: Re: Bally Paragon Treasure Chamber

From: Greg Kmiec

Date: Sat, October 27, 2012 10:13 am

To: jay@ipdb.org

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J,

The saucer was always in the position that you see. It was always meant to kick up towards the top of the playfield. The thick clear plastic piece on the left side of the channel, that protrudes into the ball lane, directs the pinball into the metal deadening piece on the right side. When the ball hits the metal deadening piece, it loses momentum and falls into the saucer.

What that person might be referring to is that the original whitewood had a straight shot through the ball lane into the saucer. The ball lane had to be somewhat wide to allow a smooth shot to the saucer. Many times, the pinball would be going too fast and jump the saucer and proceed to the top of the playfield, thus negating the Treasure Chest feature. (The shot was *too* smooth.) The thick clear plastic on the left of the ball channel, that protrudes into the ball lane and directs the pinball into the metal deadening piece on the right, as well as the deadening metal piece itself, were added.

One clue is that all of the "top" plastics that had artwork on them were .090" thickness. The "bottom" plastics that came into contact with pinballs anywhere on the playfield were always clear and .125" in thickness. Both "top" and "bottom" plastics were made of the same material.

The clear area to the right of the saucer on the "top" plastic was always there. It allowed the player to see the Treasure Chest saucer when standing at the foot of the game (normal playing position.) The artwork on the playfield to the right of the saucer couldn't be seen by the player unless he/she were looking directly down at the saucer. That artwork is for aesthetics only.

Hope this helps.

Greg

OK for publication.