

**World's Series**  
**Rock Ola Manufacturing Company**  
**1934**

**Release Notes**

Who would have thought a flipperless machine is actually harder than a flippered machine? This has been the hardest reproduction I've made. I reckon it is due to the fact that what is being simulated is mechanical rather than electronic and that's more difficult to animate.

I have animated the main feature which is the baseball diamond in the middle. This is done with drop walls and a timer. The script for this section was remarkably compact, with the use of a collection it turned out to be easier than I thought. Anyway I think it works quite well. I've never done an animation before so this worked better than I thought it would.

There is another animation I could have tried. When you score a hit or get out the balls in the strike and ball spots are tipped down under the playfield. There is a small part of the playfield which actually tips so the balls can go under the playfield. I didn't animate this – I just made balls disappear in their kickers. I have no idea how to animate something like this, making a ramp rise, release the balls and let them run down the ramp might work but that's beyond my skills. Also I don't quite understand what the balls do in that slot down the bottom of the machine. I think they sit there until you play them. As such I have done nothing with that slot.

One thing I realised late in making the table is that if you get an out or a hit the balls which are already strikes or balls are returned to you. As such the Balls to Play value does go up and down. This means that the most likely way to finish the game is that you get 3 outs.

This machine is actually quite difficult. I have never scored more than about 3 runs. The runs slot about three quarters of the way down the machine has room for 8 balls. If you score more than 8 runs tell me and I'll work out a way to capture those balls so they can be removed from the playfield for the next game.

Also you will notice that there is no gate at the point where the ball enters the playfield. This, combined with the fact that you may not plunge the ball hard enough means that you may be left with balls down the bottom of the table when you complete a game. You will notice that an invisible arcade operator comes and removes these when you finish your game so they're not in your way during the next game. If you get a couple stuck down there they can fall under the apron – there's not much I can do about this.

That's about it for the release notes except a couple of special thank you's to the people who helped me make this particular game.

A huge thank you to JonPurpleHaze – he sent me pics of this game which allowed me to see the game at many angles which is a great help. The films of the game he gave me were invaluable in working out how the machine operates, I would have got it quite wrong otherwise, especially since I am not a baseball fan and have never seen a baseball game (baseball is not a major sport in Australia). Also a big thanks to TiltJP who pointed out that you can enable and disable kickers, invaluable on this machine.

Score is the number of balls in the runs slot – this is the only scoring mechanism on the machine. Please install all included fonts for best effect. See the table for keys to use. The tilt is generous but this one does tilt. If you really want to see the diamond animate press M for an instant hit, I left it in so people can see how it all works.

This is a really enjoyable and challenging flipperless, enjoy.

Merry Christmas and if you enjoy this table why not give the gift that gives twice this Christmas: go to <http://www.oxfamunwrapped.com.au/> (AUS) <http://www.oxfamunwrapped.com/> (UK) and buy someone you don't know a goat! In the USA you can donate and get a card for the person you are giving for at <https://secure.ga0.org/02/gifttofoxfam/>? For other countries look at <http://www.oxfam.org/> for your local Oxfam website.