

WarGames The Pinball Machine

DRAFT PROPOSAL

(forgive the mistakes, AI was NOT used to write this)

WarGames was one of the most Iconic Films of the Cold War. The film accurately captured the feeling that one mistake, miscalculation or HACK could put us on precipice of global annihilation! This film popularized hackers and served as one of the major interest drivers for the first generations of technologists, hackers, phreakers and young tech enthusiasts that are now leading Corporate America today! The cold war ended (or did it?) and the world became a safer place.

Fast forward to 2024. History has repeated itself; the cold war appears to be alive and well. The US is in a proxy war with Russia, the proliferation of nuclear weapons has continued and the world is in a most dangerous position. A simple mistake or HACK cause global catastrophe.

The Game: War Games is an iconic game that will captivate multiple generations of players and potential buyers. The movie resonates with Silicon Valley, the hacking community (DEF CON) and globally with anyone that grew up in the 80's. The film is filled with cut scenes and call outs that would lend well to a pinball theme and keep people coming back.

The approach: The game attract mode brings players in with a W.O.P.R or W.P.P.R. (pun intended for the Pinball Community) simulation of a nuclear war. "Welcome Professor Falcon, shall we play a "Pinball" game?". The attract screen (Green Screen) lists game options and simulates a user selecting "Global Thermonuclear War'. This selection cuts to cut scenes of DEF CON Levels, planes scrambling, missile silos opening and radar images of inbound missiles and flashes a countdown (key element of the game).

The rules (starting point):

A player starts the game with you playing as David, a young super Hacker that has unknowingly dialed into the defense mainframe through a modem to play games against a worthy opponent. As a player you have the option of playing several modes at the start of the game. Some of the pinball modes include (Shall We Play a Game Unlock the W.O.P.R, Locate Professor Falcon, Escape from the Feds, Stop the Simulation and Global Thermonuclear WAR!

Playfield and Rules: The W.O.P.R. features, a scoop or subway lock that sits behind an inline drop target) is used to randomly select a game to play against the WPPR. The game choices will be the same as we saw in the film. The Global Thermal Nuclear WAR option is qualified and

available only after minor modes are completed and selected. In Global Nuclear WAR the game will begin with DEFCON 2 mode where shots will be lit to complete DC2 and the mode will be collected, completed and advanced with the scoop and the next DEFCON level will be enabled. Once the DEFCON 5 mode is achieved the game enters a timed mini-wizard mode where specific shots must be made in order and balls must be relocked to stave off a nuclear event which drops the flipper power to end the mode. If the player fails to achieve this result within a time window of 90 seconds all progress will be lost and they must restart.

The ball locks mech/toy will be a physical lock to open the **missile bay** (physical lock1, post lock on right orbit), put subs in position (physical lock ball 2 or subway lock on left side) scramble bombers (physical lock 2 behind a drop target, with a magnet behind it in center right) and to complete the triad (land, sea and air).

Insider Connect (assuming Stern is engaged): The game records progress for each individual user and awards badges for accomplishments connected to starting and completing the major modes or completing the mini-wizard or primary wizard mode. The Insider Connected Platform allows the W.O.P.R. (Jacob) to start thermonuclear war games on its own with push notifications that are sent to ALL players and provide limited IC badge collection and engagement opportunities for players. The game has the concept of a Doomsday clock and that timer will begin and end on a recurring basis (monthly interval recommended) where the game will change and the rules (similar concept to D&D and Venom) and badges will change. This dynamic is important to keep the game fresh and fun.

Rule progression: Will add more.

Video Mode: A video mode to intercept missiles (paying homage to the Missile Command arcade game) is a must. The video mode should get faster and faster and cannot be won! Tic-Tac-Toe seems too tedious to include, but it may be fun to add this as an easter egg in the game.

Playfield layout and toys: With a Functional WPPR device and three physical locks (posts to hold lock one and balls behind a drop target (similar to another popular game I won't mention) and a scoop) and a working subway on the Premium/LE.

Marketing: This will be a huge hit based on gameplay and with conferences and communities like DEF CON, BlackHat and CES I expect this game to develop a following. The game will resonate with home pinball collectors, competitive players and help to establish players/ new customers in the Technology community. The game is also a great fit for these uncertain times.

Licensing: MGM studios owns the rights to WarGames, TBD on licensing cost.

Toys: Nuclear Triad locks, with ICBM missile launcher (working on preliminary design ideas), drop target lock with magnet behind it or Subway in premium models and molded WOPR Super computer.