**The Benefits of Pinball for Those with Dementia**

First some history. You can read more here at this link <https://www.bmigaming.com/pinballhistory.htm>

Pinball has gone through various versions throughout the centuries. Here is a timeline on the history of pinball.

1750’s-1770’s - The game Bagatelle was invented in France as well as the spring launcher

1800’s - The “ball shooter” was patented

1931 - The first commercially successful pinball machine, "Baffle Ball" is introduced by Gottlieb.

1933 - The first mechanical "tilt" mechanism is introduced by Gottlieb in "Broker's Tip", and the

 very first electrical tilt mechanism is introduced by ABT Manufacturing in "Autocount".

1936 - The first "bumpers" in a pinball machine are introduced by Bally in "Bumper".

1947 - The first pinball machine to use ball "flippers" is seen in "Humpty Dumpty" by Gottlieb.

1948 - The first use of "active" or rebounding bumpers is introduced by Williams in "Rainbow".

1951 - The first playfield "slingshot" kickers (mostly triangular shaped in modern games) were

 introduced with the "Double Feature" pinball machine made by Gottlieb

1953 - The first two-player pinball machine is released. (pinball machines before this were

 strictly one player affairs) and the first use of "score wheels" ("Army Navy" - Williams)

 and also, the first use of "ramps" on playfields ("Nine Sisters" from Williams Mfg.)

1954 - The first multiple player pinball machine, "Super Jumbo", is released by D. Gottlieb.

1956 - The first "multiball" feature is featured on Bally's "Balls-A-Poppin" pinball machine.

1957 - The first use of a "match" bonus feature (a number in your final score is matched at

 random to a number the machine picks, resulting in a free game, or "credit") in

 pinball is introduced.

1960 - The first moving target in pinball is introduced with the "Magic Clock" from Williams.

 The first "add-a-ball" (extra ball) game called "Flipper" is developed by D. Gottlieb.

 The add-a-ball award was developed to counter various laws in effect during this

 period that made it illegal for a game to award replays in certain parts of the country

 because it was considered a "gambling" activity, especially in New York City

1962 - The first "drop targets" were introduced by Williams Manufacturing in "Vagabond".

1963 - The first "spinners" on a pinball playfield are introduced.

1964 - The first "mushroom" bumper (common in all of today's modern games) was

 introduced by Bally.

1966 - The first digital scoring pinball machine, "Rally Girl" is produced by a French

 company called Rally, using "Nixie Tube" (cold-cathode) glowing display tubes.

1968 - The first modern flippers (3 inches) are introduced on "Hayburners II" by Williams.

1975 - The first solid-state, or electronic pinball machine, "Spirit of 76", was first introduced

 by Micro Games. It marks the beginning of the switch from electromechanical (EM)

 machines to electronic (or "solid-state") pinball machines. And the first pinball

 to be based on a licensed movie "theme", "Wizard!", is introduced by Bally.

 The Magnificent Marble Machine, the largest non-commercial pinball machine ever

 made (20' high x 12' long) was introduced on a NBC TV show of the same name.

1976 - The first widely available "solid state" pinball machine was introduced by Bally and

 is called "Freedom". Many of the games from the mid 70's were produced in two

 separate versions (both electronic and electromechanical), including Freedom.

 The first "wide-body" pinball, "The Atarians" is introduced by Atari. Also in this year,

 the long-time pinball machine manufacturer Chicago Coin makes its very last game,

 and Chicago Coin is taken over by Sam Stern (father of Gary Stern), and renamed

 "Stern Electronics" (now Stern Pinball). Also, Gottlieb is sold to Colombia Pictures.

1977 - The first electronically produced sounds in a pinball machine were introduced, and the

 first photographic / "3D" backglass display is introduced by Bally on "Lost World".

1979 - The first "talking" or electronic speech game, which included 7 words, was introduced

 by Williams and was called "Gorgar", along with the first pinball machines to have a

 continuous electronic background "soundtracks". This was also the year in which the

 very last electro-mechanical (EM) pinball machine was made by Gottlieb. And finally,

 the largest commercially-produced pinball machine, "Hercules" is introduced by Atari

1980 - The first "multi-level" pinball machine, along with the first "magna-save" player-controlled

 ball magnet feature is introduced by Williams in "Black Knight", along with the first "lane

 advance" feature introduced in "Firepower", also by Williams Manufacturing.

1982 - The first combination of a mechanical pinball machine with a video arcade game is

 introduced in a hybrid pinball machine game called "Caveman" by Gottlieb

1984 - Colombia Pictures, owner of D. Gottlieb, decides to close the firm. The company is

 then taken over by Premier Technology, but the Gottlieb name remains alive.

1985 - The first "alphanumeric" digital pinball machine scoring display is introduced by

 Gottlieb in the "Chicago Cubs Triple Play" pinball machine

1986 - The first automatic replay percentage feature, along with the first use of a commercial

 soundtrack and songs, and the first "jackpot" to carryover between games is introduced

 in "High Speed" by Williams. Also, the first pinball machine to use an actual photograph

 duplicated on the pinball backglass is introduced with "Raven" by Premier Technology

1987 - The first pinball machine with digital stereo sound ("Laser War") is introduced by Data-

 East, and the first automatic ball-save feature is seen in "F-14 Tomcat" by Williams.

1988 - Bally Manufacturing is taken over by Williams Electronics, but the two companies

 continue to produce separate lines of pinball machines under both names.

 Also in this year, the first pinball machine with a video scoring display monitor is seen

 in the "Dakar" pinball machine made by Mr. Game, a firm based in Bologna, Italy.

1989 - The first "wizard" (or expert) mode is introduced in "Black Knight 2000" by Williams

1990 - The first solid-state (electronic) flippers are introduced by Data-East.

1991 - The first "dot-matrix" scoring display is introduced by Data-East in "Checkpoint"

 along with video "modes" that animate certain parts of the game part on screen.

 Also in the year, electronic plungers become common and the "ball-saver" feature

 is introduced, in part due to laws in the UK (England) governing games of chance.

1993 - The first use of a ceramic, or non-magnetic pinball, called the "Powerball" is first

 introduced in the "Twilight Zone" pinball machine from Bally Manufacturing. Also

 in this year, the first player-controlled "mini playfield" is seen in "Indiana Jones".

1994 - Sega buys out Data-East and is renamed "Sega Pinball".

1996 - Gottlieb (Premier Technology) goes out of business for good.

1998 - The first pinball machine with a video screen integrated into the playfield design

 is introduced by Williams in their new "Pinball 2000" series pinball machines.

1999 - After just two Pinball 2000 releases, Williams Manufacturing (WMS) exits the pinball

 machine business for good, but continues on as a maker of gaming devices for the

 global gambling industry. Also in this year, Gary Stern buys Sega Pinball, renames

 the combined firms as Stern Pinball and continues on as the only large scale

 commercial pinball producer in the world in for most of the new decade.

2002 - A prototype of the first truly digital pinball machine, "Virtual Pinball" is introduced

 at the 2002 IAAPA Amusement Show in Orlando by TAB Austria, and comes with a

 a flat panel monitor replicating the playfield and housed in a non-standard cabinet.

2006 - The first digital video pinball machine that replicates the look, play and feel of a

 traditional pinball machine on a flat screen monitor that replaces the traditional

 playfield called "UltraPin", is introduced by UltraCade (GlobalVR), and features

 12 digitally re-created classic pinball machine playfields from Funhouse, Eight Ball,

 Pin-Bot, Medieval Madness, Black Knight 2000, Attack from Mars, F-14 Tomcat,

 Fathom, Firepower, Strikes and Spares, Sorcerer and Xenon, all in one unit.

 2013 - The first "new age" pinball machine that replaces the static "backboard" or marquee

 of a pinball machine with a LCD Monitor and also introduced full, multi-colored LED

 lighting throughout the entire playfield along with other innovative pinball machine

 enchantments is introduced by Jersey Jack Pinball, and called the "Wizard Of Oz".

So, now you know some history about pinball. What benefits does the game have for those with dementia? Pinball stimulates the mind and is good for people of all ages. It helps in gaining math and physics knowledge. Here are 16 ways pinball is beneficial for people with dementia. (15 and 16 for children). Pin Pinball Rewards You For Paying Attention

1. Pinball Rewards You for Paying Attention
2. Pinball Offers Social Interaction
3. Pinball Improves Hand-Eye Coordination
4. Pinball Is A Safe Game To Play
5. Pinball Can Be Played In Any Weather
6. Pinball Teaches You Patience
7. Pinball Teaches Understanding Of Physics
8. Pinball Can Build Self Confidence
9. Pinball Builds Motor Skills
10. Pinball Can Be Used For Trust Building Games
11. Pinball Can Help You To De-Stress
12. Pinball Is Suitable For Most Ages
13. Pinball Has Mental Health Benefits
14. Pinball Improves Children’s Development Skills
15. Pinball Can Teach Kids Math Skills

Information taken from Gamesaver

<https://www.gamesver.com/why-is-pinball-so-great-and-special-real-benefits-advantages/#google_vignette>

**Here are some Toledo-area pinball establishments**

These can also be found at <http://toledopinball.com/>

**The Basement** –**11 Pinball Machines**

 4311 Heatherdowns Blvd, Toledo, Ohio 43614, basement of The Distillery, Toledo, OH 43614.

 Phone 567-343-0355

**Monday:** Closed
**Tuesday:** Closed
**Wednesday:** 4:00 PM – 10:00 PM
**Thursday:** 4:00 PM – 10:00 PM
**Friday:** 4:00 PM – 10:00 PM
**Saturday:** 4:00 PM – 10:00 PM
**Sunday:** 4:00 PM –10:00 PM

**The Distillery (Upstairs)** – **2 Pinball Machines**

4311 Heatherdowns Blvd, Toledo, Ohio 43614

Phone 419-382-1444

**Monday:** 12:00 PM – 2:00 AM
**Tuesday:** 12:00 PM – 2:00 AM
**Wednesday:** 12:00 PM – 2:00 AM
**Thursday:** 12:00 PM – 2:00 AM
**Friday:** 12:00 PM – 2:00 PM
**Saturday:** 12:00 PM – 2:00 AM
**Sunday:** 12:00 PM – 2:00 AM

**Heavy Beer Company Underground (in the basement of Toledo Spirits)**

– **6 Pinball Machines**

1301 N. Summit Toledo, Ohio 43604

Phone 419-662-9521

**Monday**-**Wednesday:** Closed
**Thursday:** 4:00 PM – 10:00 PM
**Friday-Saturday:** 4:00 PM –1:00 AM
**Sunday:** 4:00 PM – 10:00 PM

**Miss Cue-South - 3 Pinball Machines**

1720 S Reynolds Rd. Toledo, Oh 43614

Phone: 419-865-3792

**Monday:** 11:00 AM – 2:15 AM
**Tuesday:** 11:00 AM – 2:15 AM
**Wednesday:** 11:00 AM – 2:15 AM
**Thursday:** 11:00 AM – 2:15 AM
**Friday:** 11:00 AM – 2:15 AM
**Saturday:** 11:00 AM – 2:15 AM
**Sunday:** 11:00 AM – 2:15 AM

**Wildside Brewing Company-Downtown Toledo** – **at least 10 pinball machines**

20 N Saint Clair St, Toledo, OH 43604

Phone: 419-830-3044

**Monday:** **Closed**
**Tuesday:** 4:00 AM – 10 PM
**Wednesday:** 4:00 AM – 10 PM
**Thursday:** 4:00 AM – 10 PM
**Friday:** 4:00 AM – 10 PM
**Saturday:** 4:00 AM – 10 PM
**Sunday:** 4:00 AM – 9 PM