Nut Hunt! - Home EM Game by Terry Cumming

The full Nut Hunt! game. Two top-mounted flipper buttons control the Gottlieb EM flippers at the bottom of the playfield. Player rolls the pinball down the field.

This game was built around Christmas 2001. It is sort of a rolldown/pinball/redemtpion style game, and decidedly low tech.

I had wanted to build something, *anything*, for quite awhile. After moving into our new house in 2001, I finally had enough room in the basement to attempt some crude construction.

I started with a hunk of 24 by 48 wood from Home Depot. I used a Gottlieb Pin Up EM game for relay and electrical parts. From that game I scammed flipper assemblies, pop bumper assembly and pop bumper relay and probably another relay or two.

Another large source of parts was Williams Pinch Hitter, supplying a lot of raw wiring, connectors, lights and sockets.

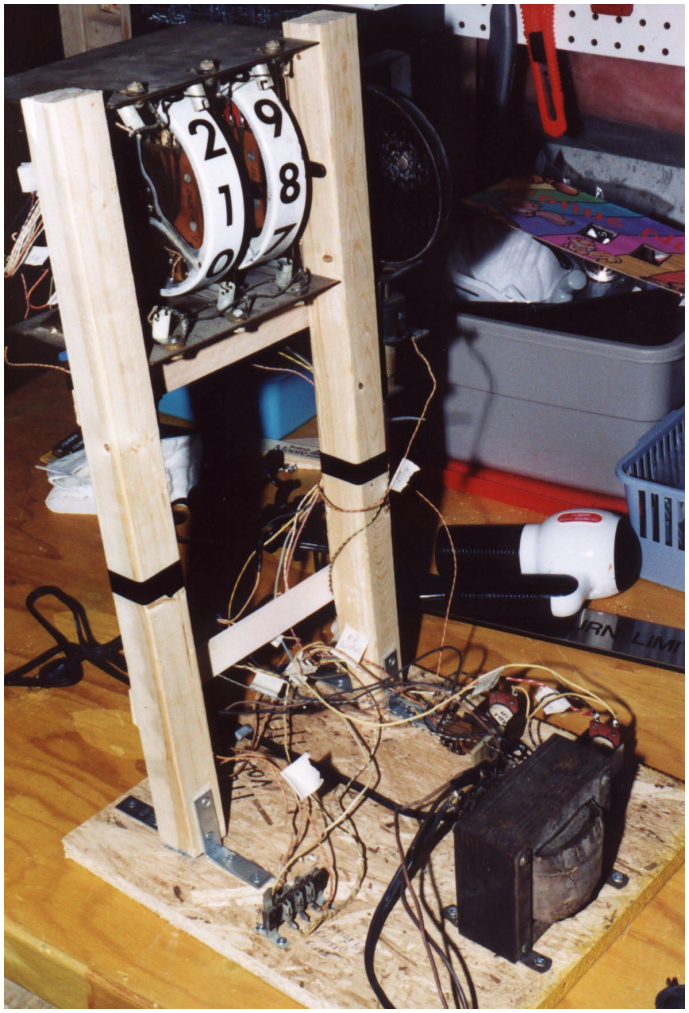
The score reels and transformer were courtesy of a Slick Chick head I had at one point.

Some of the red plastic bumpers were from anonymous donors, probably of 1940s vintage.

The triangular wood piece for the head was a left over part from our Home Depot-purchased shed.

Artwork was done by creating simple designs on my computer and printing it off. Clip

The back part containing the "guts". Contains the transformer, relays and score reels. Standard connectors are used to interface to the playfield. That and some standard two-prong electrical plugs. I always have to ensure that I don't get the 6V and 24V circuits reversed!



Back end of the game. The balls eventually end up in one of the six slots, awarding the number of "nuts" indicated at the slot entrance. Flippers can be seen at left and right. One light above the lanes is chosen with the Sunbeam mixer selector control at the front. The lit lane scores double or triple for the game, depending upon the color (yellow - triple, green - double).

art helped my lacking artistic skills.

And lets not forget the Sunbeam mixer, which contributed the 6 position selector switch at the front of the game!

I had some troubles along the way whilst building this. The drill I used to bore out the flipper button holes got away from me once, leaving a nice scratch on the playfield. One button is countersunk and one isn't.

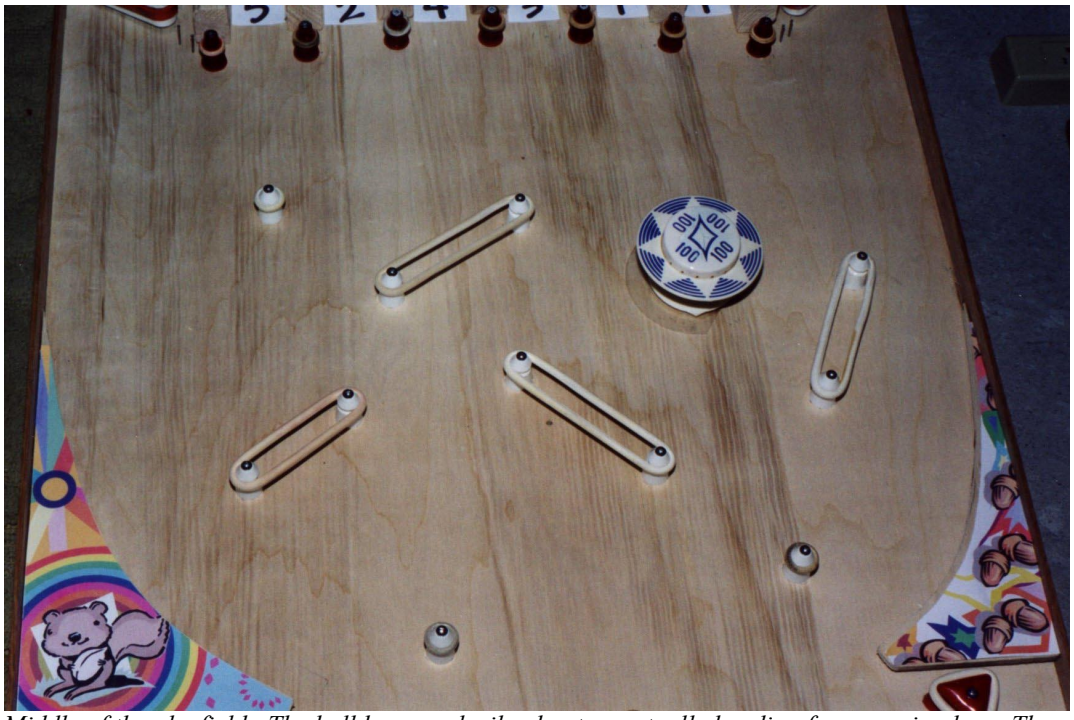
The biggest disaster occurred when I tripped over my milk carton seat and fell backward onto the playfield, smashing off my side rail!

Fortunately, I whacked it back on with a hammer and nails, but it was split up.

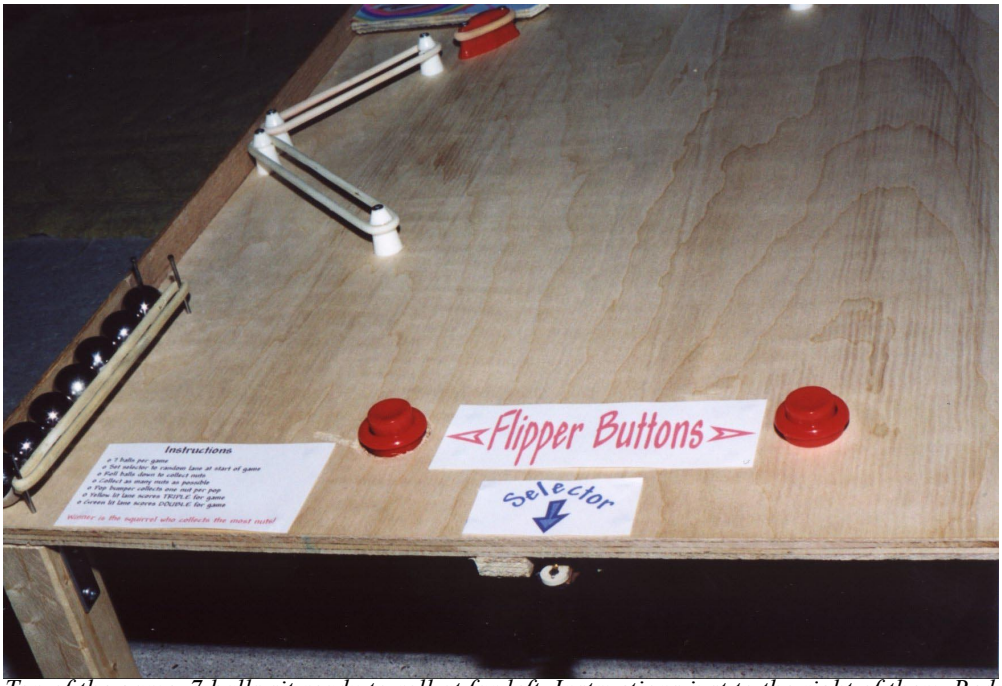
At first I thought I had crushed the pop bumper and possibly split the entire playfield!

Secondary back board for counting up the Bonus Nuts. Bonus Nuts are gathered simply by hitting the pop bumper. This rings the Gottlieb gong and adds one point.

Bonus Nuts are reset manually by flicking the two light switch controls unitl the unit is back to zero. No motors available for automated control! At least the stop-at-zero logic was implemented.



Middle of the playfield. The ball bounces lazily about, eventually heading for a scoring lane. The posts prevent one from aiming directly for any lane. The flippers propel the ball nicely up the two side lanes for some nice bouncy action.



Top of the game. 7 balls sit ready to roll at far left. Instructions just to the right of them. Red flipper buttons and the Sunbeam mixer selector switch at the very front between the buttons. The selector is used to light one of the six lanes at the other end before the game starts. This alters the game objectives slightly each time.

Artsy fartsy straight-on view from playfield level. Normally a perspective reserved for the ball.

My two daughters enjoy playing the game, and I have a blast playing it occasionally as well. Originally this was to be a quick prototype, quickly followed by a second one with the kinks ironed out.

However there was too much work so it was one only!

In hindsight I should have sanded and coated the playfield before attaching components.

All in all it turned out fairly well and I'm glad I built it. I would love to build this in electronic form, and add a DMD. Maybe in a year or two ...

The messy wiring underneath the playfield. I could use a few lessons from the Chicago factory folks ...