

*"Genesis"—the game was inspired by the German silent movie Metropolis (Fritz Lang), which I had seen some time before, thanks to the local PBS station in Chicago (WTTW). I was fascinated by the whole movie. This was a first for me personally. I had never really gotten into any of the old silent films before (my loss, I guess), so I tried to get the flavor and Spirit of the movie into a game. Even the artwork was monochromatic to some extent. I actually did want the game to be in black and white originally (especially the backglass photo), but I was outvoted to some extent. The resulting combination was agreed upon by all. Hats Off to Larry Day for a GREAT piece of work!*

*The game has the player trying to complete the creation of the robot by collecting various parts of the robot's anatomy on the playfield. Kind of Frankensteiney, but I think the player caught on to the rules a lot easier. Completing the assembly revealed the robot in the window for a few moments. You had to be on your toes to see her because the cover shield did a 360 degree turn with no stops. It ran slowly enough (about twenty seconds for the round trip) for the player to get a good look, but then covered it back up again. I don't believe the ball was captured either. So one had to pay attention...*

*Now, from what I heard, the enterprising street location (local watering hole) took the robot out of its place and replaced it with a variety of things. Some of these "things" were in the form of pictures from men's magazines and such. The "hook" was then to see what was in the game every time you went back in. Some of the pictures were nice and some were not so nice but the element of humor is surely not lost here. I thought this was a scream and the operators and location owners didn't mind the extra coins in the cashbox. I believe a good time was had by all.*

*—John Trudeau*

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