

# **Frisco Eddie's Revenge: The Return**

**A series by Balboa Ron Schweikert**

*(In the last episode, Frisco Eddie and Lil had spent two days at the Wet River Bar & Grill in Detroit, Michigan, shooting against some of the "big guns" from that state along with some visiting Hoosiers. On their trip back West, they made stops in Oklahoma and Colorado as Lil worked toward her goal of getting Eddie "seasoned" for the big Reno tournament. They had checked into the Sands Regency and headed for the shuffleboard room.)*

Eddie was totally amazed when they walked into the main room of the Reno shuffleboard tournament. He had a feeling of awe, coupled with a feeling of assurance when he remarked to Lil: "...I have arrived!"

Lil gave him a knowing look and said: "It's pretty awesome, isn't it?" She took him across the hallway then and showed him another room, which was smaller, but filled with several more boards.

There weren't too many players around yet, as they had showed up early, and the crew was just finishing getting the boards set up. The players who were there, though, recognized Lil, and many "Hi's," hugs and kisses were given.

No one was allowed to practice so Lil suggested that they walk down the one flight of stairs to the main Casino and have a look around. There were more "Hi's" and hugs as they entered the main gambling area. Eddie noticed one rather tall, good-looking guy greet Lil with a hug, and a kiss that seemed to last way too long, and Lil was also returning that kiss! After the embrace, she introduced him to Eddie as Dick Moyer.

Eddie questioned Lil about the familiarity that was displayed there, and she just blew him off by saying he was no more than a "good, old friend." Eddie wondered just how "good" and just how old a friend he really was.

It wasn't long before things started to get organized and the "calcutta" for the Pro-Am team event took place. Eddie had now been rated a -1 due to the reputation that had proceeded him to the tournament. There were still a whole lot of people who had no notion of who he was, and what he could do with a set of weights.

Lil's team drew the highest dollar of the auction; they went for "many bucks." The team that Eddie led was ranked about 8th in the draw, which suited him just fine. His team was doing pretty good, with the exception of a couple of "cliff hangers" where it took a four lag to win. They finished 7th after several rounds of play. Unfortunately, they ended up losing money because of the stake for the calcutta. Eddie was getting warmed up, though, and began to concentrate now on the big event -- the pro singles. Lil's team won

the Pro-Am, which assured them a profitable trip, regardless of what else happened, due to the huge prize and calcutta money she had received. (She had also secretly bought out a couple of the other players on her team who happened to be a little short on cash.)

With few exceptions, all of the top players in the country were there for the Pro Singles event. Eddie didn't go for very much in the calcutta, mainly because he wasn't known that well. Again, this suited him just fine. He immediately bought his 50 percent back (at what he knew was a bargain price). Lil's sale was very high, as was expected. Eddie noticed that her "kissing cousin" from downstairs was also entered.

Before the singles matches actually began, there was another very important event that took place. The husband and wife team who publish the major shuffleboard magazine called the "Board Squawk" were inducted into the Shuffleboard Hall of Fame. Their names were Don and Georgia Filmore, and it was a grand event indeed! Virtually everyone who was at the tournament came forward to congratulate them on their so well-deserved award. It was a very heartwarming and memorable experience for everyone.

It was a little humorous, though, when during the acceptance speech, Georgia thanked one of the contributors, who submits a monthly short story series, whose name was Laguna Don. He received a standing ovation -- but he was nowhere to be found in the room. It turned out that he thought the ceremony was over after the congratulations, and had gone downstairs to do a little gambling. The poor devil had lost his 10 seconds of fame!

Now was the time Eddie had waited for so long. He was on his own now, with no Lil, or anyone else to offer advice. It was kind of a good feeling to be free! He knew that at some point, he would be facing Lil as an opponent, but his confidence level was so high he wasn't worried about that -- or anything else. All he wanted to do now was play shuffleboard!

Eddie was sharp -- really sharp! He had that invincible feeling, the kind where you don't have to think about where the weights are going to go -- you KNEW where they'd go, and your mind was constantly kicking off an offensive plan. He was always two or three steps ahead of his opponents, and he was mowing them down left and right! He was hitting, sticking, sliding, wrapping, and lagging with unreal accuracy. After several games, he was starting to get a gathering of spectators who followed his play.

As it turned out, he didn't have to undergo the big face-off with Lil. The way things worked out, she was

forced to take third place -- by the man Eddie would have to play for the entire championship! His name was Robby Doorhers. He was known as "Robby D," and he was also the guy Eddie had come up against two weeks earlier in Detroit. After several hours, they had come to a stand-off.

They were down to the final game now....this was it! The game was totally intense, with each player executing much the same way a champion chess player would. There was silence in the area now, with the score at 14 to 12 in Eddie's favor, and Robby D's hammer. Eddie hit-and-went on his third weight. Robby took his time, and then lagged a duece, which ended up partially hanging off the right rail, and deep in the two zone.

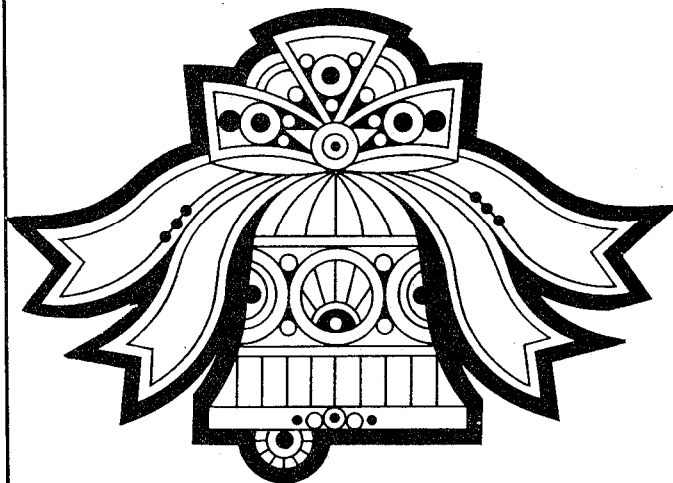
The pressure was on Eddie now, to either stick the weight, or hit-and-go, as he had his last one. He took a long time sizing things up. The tension was overwhelming. This shot could end up being the key to the championship!

He had the weight in his left hand for the cross, but then his whirling mind dictated the right-hand thumb shot, which he had relied on so heavily throughout the tournament. He would take the weight off and go, forcing the lag. If Robby's hammer was anything but a three or four, he had the championship sewed up.

He, his right arm, and his right thumb were extended over the board now. He drew the weight back and forth slightly a few times to get the feel -- and then he made his release. Man, it looked good -- it.....

--TO BE CONTINUED NEXT MONTH --

***To All My Shufflin' Friends:  
HAPPY HOLIDAYS!***



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### **New Products**

## ***"Shuffleshot" Video Game Now Available***

Incredible Technologies, Inc., 4010 Winnetka Ave., Rolling Meadows, Illinois, announces the availability of the new "Shuffleshot" video game, consisting of four different games based on shuffleboard action: ShuffleAlley, Bullseye, ShuffleBoard, and Bocce.

Players use the trackball to shoot their pucks into the highest scoring zone. The tension builds as the puck glides smoothly down the play field, gently slowing at the end of the lane. If the puck is "thrown" too hard, it will slide off the edge of the table and not score. Catchy background music and speech commentary add to the action and excitement as play progresses. Skill and strategy are necessary for offensive throws to high scoring areas, as well as defensive moves to block out the opposing pucks. Players get four pucks per round, with four rounds per game. The factory default for a game of four rounds is 50 cents and is adjustable by the operator.

One to four players can compete at the same time on any of the four games in "ShuffleShot," making the game perfect for group play. A four player game, with up to 16 pucks on the table at once, becomes a game of cutthroat, where every throw changes the play field and player strategy.

Single player games have been designed to attract challenging skill play. Players compete against computer-thrown pucks, which are thrown in recognizable patterns. A player can learn these patterns and utilize them to optimize his/her score by blocking out the computer's throws, and using the computer to push the player's pucks into better scoring areas. In addition to a player's score, one player games utilize a unique point-spread system. The difference between the player's score and the computer's score is added in as bonus points. Therefore, players can improve their final scores dramatically by getting their best score possible, while making sure that the computer score is as low as possible. High score screens for all four games are displayed in the game's attract sequence.

"ShuffleShot" is available in JAMMA-compatible kit form, as well as dedicated upright, cocktail and countertop cabinets. It's ideal for tournament play, and audits, high score screens and operator-adjustable settings support locally-run tournaments. An ITS version of "ShuffleShot" is also in the works and national tournaments may begin as early as spring of 1998.

For sales information on "ShuffleShot" or any Incredible Technologies product, call your coin-op distributor or Bulldog Amusements at 425-869-6400, or FAX 425-869-6401.