



NEPTUNE BEACH AMUSEMENT MUSEUM

1029 CENTRAL AVENUE • ALAMEDA, CALIFORNIA 94501

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Neptune Beach Amusement Museum's (NBAM) goal is to become a world-class destination that combines the disciplines of Science, Art, and History conveyed by paralleling the history of Neptune Beach and the multi-faceted role that pinball plays in society. NBAM will provide a center housing vintage pinball collections, as well as display artifacts from Neptune Beach and other significant memorabilia from Alameda.

Project Overview

NBAM is proposing to occupy Building 3 of the former *Alameda Naval Air Base*. Sections of the Museum will include:

- Historical overview of *Neptune Beach* through murals, photography, memorabilia and antique machines; and *Alameda's Bureau of Electricity*
- Science & Physics Hall with a large assortment of *Exploratorium* interactive exhibits. There will be a permanent collection as well as a section for traveling exhibits and special events.
- Arcadium, featuring the largest public collection of vintage pinball machines in North America, dating from the late 40's to the late 70's, open for public enjoyment and set for free play
- Art Galleries for Pinball Art, Carnival Art, and Local Art
- Lecture Theater for presentations, teaching, and special events
- Work Shop that will be utilized for the restoration of artifacts, exhibit construction/maintenance, instruction/lab for teaching electromagnetic theory, logic and practical construction

Objectives

- Create an interest in the local history of *Neptune Beach* and Alameda
- Inspire an interest in electricity, physics, math and the wonders of Science
- Stimulate an interest and appreciation for art
- Provide a Mentor center to encourage mid to high school students to learn about science, art and history
- Create the first pinball museum in the US and preserve a valuable collection of pinball machines
- Educate the public on the history of the pinball machine and its impacts upon American history, art, and technology
- Create a destination that is educational and entertaining and can be enjoyed by the whole family



Space Odyssey

WILLIAMS, 1976, 2 PLAYER
HIGH SCORE: 147,980 6/04/2003 MCS
RATED 7.0 ON THE PLAY-O-METER

Another space-themed tribute to science from Williams. It is a rare acknowledgement of the Soviet/American endeavor to build two separate space vehicles that could dock in space. The 2 teams working independently, managed to fabricate mating male and female apparatus to successfully allow the astronauts and cosmonauts to meet in orbit. This is another artistic triumph for the Frenchman, Christian Marche. It is a fun machine to play with a moving target, spinner, bonus, double bonus, extra ball and special. The play field is fairly straight forward and can pick up speed like any Williams machine.