

'Drumscape' Electronic Drums Brings Beat To Coin-Op Marketplace

CARLSTADT, N.J. — Picture this fantasy.

You take your seat on the drummer's throne, behind a set of electronic drum pads and bass pedal. The pads are programmed to provide digital audio replication of snare, bass, tom-toms, high-hat and ride-crash-splash cymbals. The pulsating stage lights come up, the first power chords explode from the speakers, and the crowd cheers, as you embark on your rhythmic journey with drumsticks and pedal.

You begin a 3/4 pattern on the high-hat, snare, and bass pad, breaking your crash pad for dramatic accents; switching a stick onto the "ride cymbal" pad for contrast in tonal color. You feel exhilarated — you're a rock star.

Welcome to the exciting world of "Drumscape" (U.S. Patent No.

5739457) — originally known as "Studio X" — a coin-operated electronic drum piece manufactured by Devecka Enterprises of Carlstadt, N.J. "Drumscape" will make its official debut at the Amusement and Music Operators Association's International Expo, slated for September in Nashville, Tenn.

Geared for beginners as well as experienced drummers, "Drumscape's" features include a Microsoft standard computer system (Windows); multi-disc CD drives (which plays accompanying music); high-fidelity stereo system with sub-woofer; durable rubber drum pads; drum sticks; computer-controlled, LED stage lights; simple programming; operator-adjustable pricing (\$1 to \$5 or tokens); play-time settings, ranging from one to five minutes or one complete song; and modular booth. Sound effects are highlighted by "crowd cheering" effects.

The operator purchases the CDs — as would a jukebox operator — and changes them out according to the musical tastes and requirements of locations.

The company plans to market an adult single or double/multi-player unit and a kiddie single or double/multi-player — the kiddie models targeting customers ages three to 11. The double/multi-player unit is standard for coin-op locations.

A "Drumscape" prototype was exhibited at Betson Enterprises' post-ASI open house in Carlstadt, N.J., and was well-received by adult males, teenage boys and girls and pre-teens. In addition, "Drumscape" also enjoyed a successful test at two family entertainment centers in the New York Metropolitan area. Devecka Enterprises has established relationships with top amusement distributors, and is finalizing field tests with Betson.

"Drumscape" is the brainchild of John Devecka, a New Jersey-based entrepreneur, who was a partner in the start-up of a new ice cream vending machine. Alongtime guitarist, Devecka and his "Drumscape" cohort, Aldrin Roque, worked in bands together.

A few years ago, Devecka found an old snare drum in his house and began practicing — and Devecka soon came to the realization that he enjoyed playing drums almost as much as he did guitar. Devecka also observed with interest the excitement the snare drum generated among his nieces and nephews.

"They had a blast playing it," Devecka noted. "And it gave me an idea: why not add LED lights to a set of drums to help you keep the rhythm? One day I was flying in a plane and I thought, 'Wouldn't that make a great arcade game?'"

It became reality — and as Devecka enthusiastically admits, he and Roque "are having a blast, and working our tails off."

Devecka and Roque recently formed a partnership with Yamaha for the Japan-based manufacturer to supply its new "DTX" electronic drums for "Drumscape," while Yamaha consultant Tony Verderosa took on the task of designing its sound. An accomplished professional drummer, Verderosa has worked with bands

that include Spyro Gyra, and is currently involved in an experimental project, performing as an electronic percussionist with a New York City club disc jockey. Verderosa's venture has received a good share of publicity on the East Coast.

"Yamaha's new ['DTX'] electronic drum kit is incredible," Devecka said. "It comes with 60 different pre-pro-

grammed drum kits [sounds], but the operator can also program his own sounds." "Drumscape's" user interface is designed for customers with varying levels of drumming ability, according to Devecka and Roque. In the future, according to the duo, they will add a CD-ROM instructional mode "so that people can actively take lessons with the unit."



RHYTHM TRIO: Devecka Enterprises' John Devecka (right) and Aldrin Roque (left) introduce world-renowned percussionist Michael Carabello to their "Drumscape" coin-operated electronic drum set during Winter 1998 NAMM music trade show in Los Angeles. Carabello was a founding member of the Latin rock band Santana.

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"Drumscape" was among the exhibits at the winter 1998 NAMM music trade show in Los Angeles where it attracted the attention of pro drummers, including Chad Smith of the Red Hot Chili Peppers, percussionist Michael Carabello of Santana and "Weird Al" Yankovich's time-keeper "Bermuda" Schwartz.

For information, contact Devecka Enterprises, 341 Michelle Place, Carlstadt, N.J. 07072; (201) 939-4800.

Dynamo 'HS-27 Systems Cabinet' Offers Flexibility

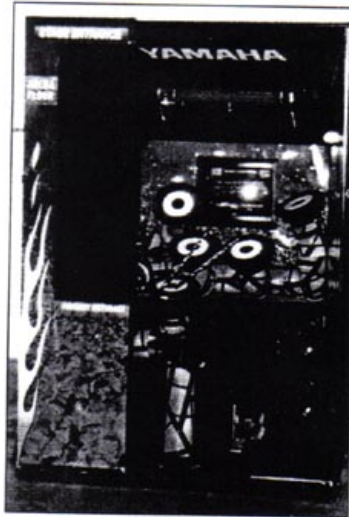
RICHLAND HILLS, Texas — Dynamo's "HS-27 Systems Cabinet" allows operators to change the angle of their game monitors to accommodate various types of video games.

"Now, track ball games like golf and bowling can share the same cabinet as traditional upright games," Dynamo officials noted.

The new cabinet eliminates the biggest problem operators have with trackball games; players are constantly hitting the monitor because the trackball is usually located in close proximity to it. Larger showcase-model cabinets are super-reinforced with 172 hardwood dowels to ensure structural integrity. Company officials said the construction process allows the cabinets to "endure years of punishment."

In addition, the "HS-27" cabinet is the only cabinet on the market that has earned the ETL safety standard approval.

Information is available at (817) 284-0114, fax (817) 284-7606.



"DRUMSCAPE"