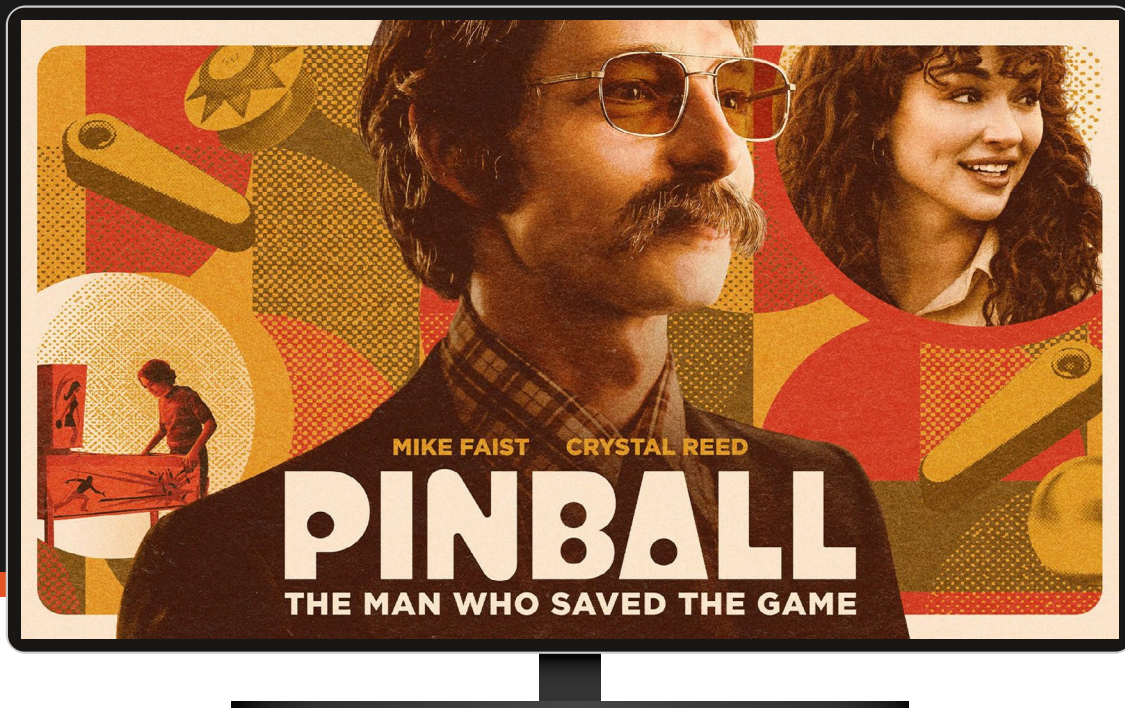


BIG MOVIE WATCH

a Kanopy film club

Welcome to the programming guide for Big Movie Watch! We are thrilled that you are using this program to bring together your community through film! This document contains information about the program, marketing assets and programming idea!



Program Information

Which libraries are eligible for this program?

Libraries in the United States and Canada on a pay-per-use program as well as those with PLUS only accounts.

Film selection and description:

The film selected is *Pinball: The Man Who Saved the Game*.

Film description: Based on true events, the film centers on the captivating story of Roger Sharpe, a GQ journalist and real-life pinball wizard who, in 1976, helped overturn New York City's 35-year ban on pinball.

Program hashtag: #bigmoviewatch

Program dates: September 5-16, 2024

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Films that matter



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Assets included in the marketing kit:

- **Horizontal and vertical film cover** Find vertical and horizontal versions of the film cover. This is perfect asset if you are looking to create your own marketing materials.
- **1200x627 Image** Use this image for a social media post or a mention in your newsletter.
- **1080x1080 Image** Use this image for Instagram posts.
- **Poster 11x17** Print this poster and place around your library.
- **Flyer 8.5x11** Print this flyer and place at your front desk or near your DVD collection to capture the film lovers in your library.
- **Display Image** Use this image on display monitors around your library. Place near your DVD collection to let your patrons know they have access to this program.

Social media post copy:

Social Media Post Copy #1:

Join your community for Kanopy's Big Movie Watch where from September 5 – 16 we encourage you to watch "Pinball: The Man Who Saved the Game" and chat about the film with on a discussion board. Check out www.bigmoviewatch.com to learn more. #bigmoviewatch

Social Media Post Copy #2:

If you're looking for a feel-good movie with a dash of nostalgia and a whole lot of heart, "Pinball: The Man Who Saved the Game" is a must-watch! And from September 5-16 join the Kanopy Big Movie Watch discussion board where you can chat about the film with others across the country. Check out www.bigmoviewatch.com to learn more.

#bigmoviewatch

Q&A With Roger Sharpe and Jill Grunenwald September 12 at 12pm Eastern:

Join us for an exclusive interview with the legendary Roger Sharpe as he delves into the fascinating world of pinball and its portrayal in Kanopy's Big Movie Watch film selection *Pinball: The Man Who Saved the Game*. Roger Sharpe has an unmatched passion and knowledge of the game that extends beyond the arcade and into the cinematic realm. Not to mention the film is based on true events centered around the story of Rager Sharpe.

In this webinar, we will explore:

- The journey of pinball from its inception to its cultural significance.
- Roger Sharpe's personal experiences and contributions to the world of pinball.
- The inspiration behind pinball-themed films and how they capture the essence of the game.
- Behind-the-scenes stories and anecdotes from Roger's involvement in film projects.

[Register Now](#)



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Big Movie Watch Programming Guide

Programing idea:

- Movie Night! Invite your community into your library for a showing of *Pinball: The Man Who Saved the Game*. Show the film and hold a discussion group afterwards. Get crazy and even suggest patrons come dressed in their best 70's gear in the spirit of the film.
- Dinner and a movie! Hold a cooking class in your library and watch the film afterwards while participants feast on the delicious dinner they just prepared.
- There are tons of pinball leagues and tournaments. Join forces and host a showing at a local pinball tournament.

Discussion Questions:

1. *Pinball: The Man Who Saved the Game* highlights the role Roger Sharpe (Mike Faist) played in overturning New York City's ban on pinball. Prior to watching the film, were you aware that pinball had ever been banned? What are your thoughts on the decision to make pinball illegal?
2. The film features Mr. Sharpe (Dennis Boutsikaris) being interviewed and frequently breaking the fourth wall to directly address the audience or complain about choices being made to tell the story. Why do you think the filmmakers chose to use this framing device to advance the plot?
3. Think about the scene where Roger (Mike Faist) takes Ellen (Crystal Reed) to the adult store, and she is hesitant because she doesn't know he's bringing her to play pinball. Later in the film, Roger is surprised to learn his colleague Harry (Bryan Batt) has children. In response, Harry tells him, "You know what they say about books and covers." Can you think of a time where you misjudged a situation based on outward appearances? How would you approach that situation now?
4. Throughout the film, viewers get a history lesson on pinball. What was the most surprising thing you learned?
5. A major theme throughout the film is the concept of knowing what you want. When we first meet Roger Sharpe (Mike Faist) in 1971, he asks The Guy (Alexandre Bagot) what he should aim for and The Guy asks, "What do you want?". Then, on their first date, Ellen (Crystal Reed) says, "I think it's important to be clear about who we are and what we're after." How does this theme reflect Roger's iconic moment of being able to predict and aim his ball in front of the New York City Council?
6. What is your own experience playing pinball? If you have played before, do you have a favorite game? If you've never played pinball, did watching *Pinball: The Man Who Saved the Game* make you want to?
7. As the film progresses, Roger Sharpe (Mike Faist) struggles with his role in Ellen (Crystal Reed) and Seth's (Christopher Convery) lives. Discuss how Roger's experience playing pinball and learning to embrace taking risks nudged his relationship forward to a happy ending.
8. If you could ask Roger Sharpe one question, what would it be?
9. If you could ask the filmmakers one question, what would it be?
10. After watching this film, do you believe pinball is a game of chance or a game of skill? Why?