

MR. **GAME**

MOTOR SHOW

The pinball machine with **THREE** integrated videogames



"Motor Show": the first pinball machine with three integrated videogames. Four circuits for the ball, with bonuses and access to three videogames. The total game experience, fast and dynamic, that combines skill in handling the ball with speed of reflex to beat the videogames. An absolute first that will thrill, fascinate and challenge.



The Research

Keen to combine technology and creativity in the field of amusements, "Mr. Game" turned to experts, designers and engineers in order to provide a concrete, high-tech response to the expectations of both videogame enthusiasts

and pinball wizards. Market research and international statistics confirmed the public's interest in further development of the pinball machine, a process which for "Mr. Game" began with the "Dakar" model.

Hands at the wheel

While "Dakar" marked an important stage in the development of pinball machines through its interaction with video, "Motor Show" embodies the very latest technical achievement in the search for maximum amusement. This is the very first machine which integrates videogames with the pinball function. "Motor Show": a game for all those - and they're in the majority - who love the world of racing. With this new game they can test their skills in Formula One, Rallying, Motocross and Dragsters, thrilling to the roar of cars and bikes and to circuits of heart-stopping speed. This is a machine to be gripped and dominated through mastery of the power controls and the futuristic steering wheel that will take you to the very peak of driving emotion.

Strong Visuals

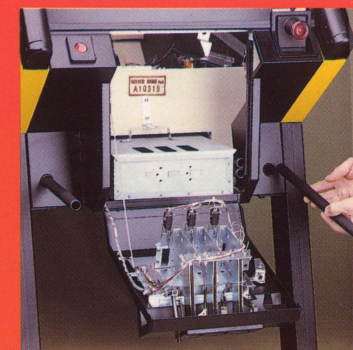
"Motor Show" certainly won't go unnoticed. The unit is original in style, but at the

same practical and tough, built to last and reliable. What's more, special features make transport easy. The sides of the machine bear the game's name in brilliant, racely colours that will draw the attention and stand out in any games room. The unit is fitted with a practical, central door locking system and can be moved about easily thanks to the two handles at the back and the two removable handles, housed in the door compartment, that screw into the front of the machine. Naturally, the machine is provided with the original, revolutionary handgrips that have become a hallmark of "Mr. Game". These realistic controls will enable the player to grip and dominate the machine through the twists and turns of a spine-chilling race.

Pinball Layout and Front Panel

"Motor Show" is true to its name, with its spectacular and highly original presentation of those racing events so loved by the public. The front panel is dynamic and aggressive, conveying the excitement and thrill of race-track speed. The video screen is located between the two speakers. Integrated with the pinball, the video function is operated by the same buttons used for

the pinball. The pinball game surface is totally original and represents the fruit of research conducted in association with designers, engineers and experts. The result is an extremely simple, easy to understand board on which the ball moves at lightning speed. Each game circuit - Formula One, Motocross, Dragster and Rally - is given its own specific colour and



symbols; along with the visual messages, the player is assisted by simple instructions displayed on the video screen and by continuous messages broadcast through the speakers over the sound effects which are typical of each game circuit. But the most important feature of this machine is that the pinball board and the front panel are easy to remove and can be adapted for other "Mr. Game" machines. Hence the "Dakar" game can be exchanged with "Motor Show" just by changing the pinball board, the front panel and the memories for the video card, audio and CPU, without touching the hardware. This flexibility will also be a feature of all the new games that "Mr. Game" produces.

Real Reliability

The electronic and mechanical components of "Motor Show" are all produced by "Mr. Game". This guarantees not just high technological standards - a distinguishing feature of Mr. Game - but also the ready availability of spare parts. The monoblock construction of the pinball board makes maintenance and replacements easy. The CPU electronic boards are processed and produced using an original "Mr. Game" programme, thereby ensuring great reliability.

The Roar of the Engines

"Motor Show" also represents a breakthrough in terms of the speech function, which follows the development of the game and keeps the player constantly updated on his progress. But there's more: a special synthesizer connected to the stereo system reproduces the sound effects typical of the game circuit chosen. So, if the player is on the bike circuit, he will hear the scream of a powerful motorbike; on the Formula One circuit, the throaty roar of a finely tuned racing engine will add realistic emotion. Sound signals are combined with the visuals to help the



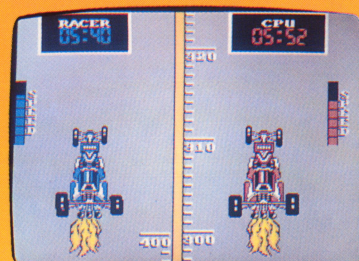
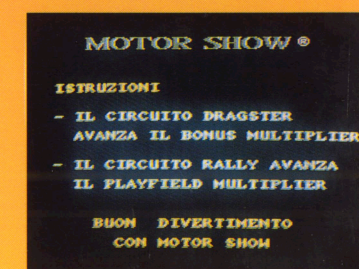
player and simplify the game as much as possible, speeding it up an adding to the fun. In addition, clear alphanumeric instructions on the development and conduction of the game appear on the screen.

The Stages of the Game

The game centres on four different circuits: Formula One, Motocross, Dragster and Rally. The player wins a match if he completes all the circuits. These are the features of the game:

- To begin the race, the player must wait for the green traffic signal in the start area before putting the ball into play. In this way he achieves the maximum starting score of 100,000 points.
- Completing the Motocross circuit (a total of four laps), the ball is captured by a mechanical device, giving the player the option to access the video motocross run. If the player manages to cross the finish line on the video route he is rewarded with the Multiball condition and can thus play with two balls at the same time.
- On completing the Formula One circuit (a total of four laps), the ball is captured by another mechanical device, giving the player the option to access the Formula One video circuit. If he manages to cross the finish line on the video track, he is rewarded with the Multiball condition and can play with two balls at the same time.
- The Dragster circuit consists of

a total of six laps. After managing to complete the final lap, the player has the option of accessing the dragster video circuit. But when he completes the fourth, fifth and sixth lap he is rewarded with the Bonus Multiplier 2X-4X-8X.





There are a total of twelve targets, each one distinctively signposted and colour coded:

- Three blue targets relate to the dragster circuit and their function is to gain a lap on the circuit. All three targets must be hit, but in any order;
- three red targets relate to the motocross circuit; all three must be hit in any order to move the game on by one lap;
- three yellow targets relate to the rally circuit; all three must be hit in any order to advance the game by one lap;
- three orange targets relate to the Formula One circuit; here too, a lap is gained if all three are hit.

The laps completed in each circuit are signalled by illuminated arrows of different colours. For the first lap on each circuit, 10,000 points are awarded; for the second 20,000, and the third 30,000. At the end of each ball these scores are added to the player's running total.

The three videogames

Dragster. The aim of the game is to race 400 metres and beat the opposing dragster for speed. By pressing the side buttons on the pinball, the player can adjust the speed of his dragster. Increased pressure on the buttons increases the speed.

Formula One. The game consists of crossing the finish line in a maximum time of thirty seconds, avoiding the other cars in the race. The player's car can veer left or right simply by using the pinball buttons. There are also two gears: to change gear press the two buttons at the same time.

Motocross. The aim of the game is to complete a circuit dotted with boulders strewn a random over the ground. The pinball buttons are used to steer the bike to the left or the right. When pressed together, the bike jumps.

Technical Rundown

- Interactive game, operated by the pinball push-buttons and handgrips, integrated with three active videogames displayed on a colour screen located on the front panel.
- Display of instructions, game conditions and scores on the video screen.
- Handgrips; not just original in appearance but a whole new playing concept, with integrated pinball and videogames.
- Central locking of front door.
- The unit is easy to move with two handles at the rear and two removable arms located in the front compartment that screw into the front.



- Original design stereophonic sound board with polyphonic custom chip and 16 amp output channels. 3 speaker system with cross-over filter. Speech Generator with stereophonic sound effects.

- New CPU card with 16 bit 68,000 Microprocessor, 6 MHz clock, 64 k ROM memory and 8 k static battery-powered RAM memory.

- The single block pinball unit can be removed rapidly for easy maintenance and replacement.

Raising the Stakes

After the mammoth success of "Dakar", "Mr. Game" offers you "Motor Show", the pinball with totally original features that recaptures the fun of playing pinball thanks to its simple, fast layout, and at the same time challenges videogames enthusiasts to pit their skills against a winning

combination. Together with the undisputed reliability of the machine, these features will immediately extend the range of users, who will be attracted by the countless possibilities for protracted thrills and excitement that the spectacular world of racing offers them.

ZACCARIA by Distributed by

MR. GAME
technology
and winning fantasy

MISTER GAME s.r.l.
Via Armaroli, 15
40012 Calderara di Reno (BO)-ITALY
Tel. 39-51/72.23.81/82
Telefax 39-51/72.04.69
Telex 520267 MRGAME I