

**MARIO ANDRETTI**

- ALL OF THIS GAME'S MAIN FEATURES ARE EXPLAINED IN “**PLAYER CONTROLLED HELPFUL HINTS.**” DURING “**GAME OVER,**” PRESS AND HOLD THE RIGHT FLIPPER BUTTON WHILE USING THE LEFT FLIPPER BUTTON TO STEP THROUGH EACH OF THE HINTS.
- **OBJECT:** THE MAIN OBJECT IS TO ADVANCE YOUR CAR AND COMPLETE A RACE WHICH QUALIFIES **VICTORY CIRCLE** FOR A PLAYERS CHOICE. FINISHING A RACE AWARDS SCORE BASED ON 1ST, 2ND OR 3RD (OR LOWER) PLACE.
- **EXTRA BALL:** FINISHING A RACE IN THE FIRST PLACE MAY BEGIN A HURRYUP **EXTRA BALL.** THE **MYSTERY** FEATURE MAY AWARD AN **EXTRA BALL.** IF YOUR FUEL IS GREATER THAN 10, “**FUEL TRADE**” MAY OFFER AN **EXTRA BALL.** THE **TRACK AWARD** WILL AWARD AN **EXTRA BALL** FOR CAR POSITION #17 (ONE PER PLAYER PER GAME). IF A PLAYER'S SCORE IS LESS THAN 100M IN THE LAST BALL, THEN HURRYUP **EXTRA BALL** IS QUALIFIED.
- **SPECIAL:** IF YOUR LAP TIME (**STOP WATCH**) IS EQUAL TO OR BETTER THAN THE CURRENT “**LAP TIME RECORD**” (USE FLIPPER STATUS TO SEE CURRENT “**LAP TIME RECORD**”), THEN ONE **SPECIAL** IS AWARDED.
- **TOURNAMENT MODE:** PRESSING BOTH FLIPPER BUTTONS FOR A PERIOD OF FIVE SECONDS DURING GAME OVER WHILE CREDITS ARE ON THE MACHINE ALLOWS ACCESS TO TOURNAMENT MODE.

32086

**SEE DISPLAY FOR REPLAY SCORE LEVEL.  
2 REPLAYS FOR BEATING HIGH SCORE TO DATE.**

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- **HOLD RIGHT FLIPPER BUTTON TO DISPLAY STATUS REPORT.**
- **PUSH OPPOSITE FLIPPER BUTTON TO ADVANCE THE STATUS REPORT QUICKLY.**

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Fonts used: Helvetica, Helvetica75, Helvetica-Black, Eras Bold ITC, Wingdings.

**Cards status:**

32086 instruction card confirmed.

31632 score card (front and back) confirmed.

If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun,

Peter

[www.inkochnito.nl](http://www.inkochnito.nl)