

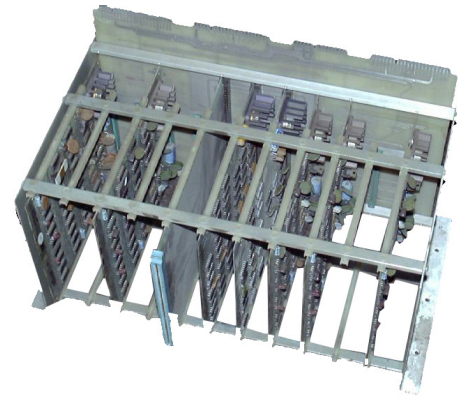
WOW! Just WOW. How many Gran Trak Fans' jaw's hit the floor when seeing Indy800 for the first time in 1975? All of them. Just look at it...

The year after the first racing game came this arcade centrepiece from Kee Games. At last a colour video game had arrived... the first in the world. And it was huge. Sure, some rich folks had colour TV at home, but they were rarely used in video-games. Indy 800 though wasn't about the colour, it was about being an eight-player game. It had sixteen pedals, eight wheels and one monitor plonked right in the middle of the surrounding players. It was still based upon discrete circuitry and ROM chips (no microprocessor) and it must have been hard to change the play dynamic, so it still had the same play feel as it's predecessors.

In 1976 a four player machine was developed—Indy 4, still as Kee games. Atari's own branded game Le Mans also hit the streets that year. Le Mans differed as it tried to emulate six real circuits—of course it couldn't owing to the limited size of the screen but this was the eighth version already.

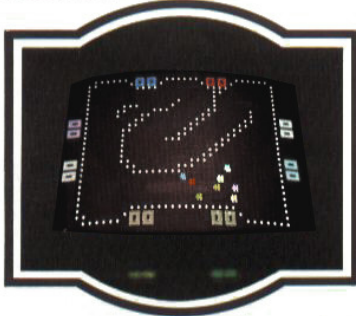


Indy800 was the biggest selling of all these 'top-down' racers and according to Atari made a lot of money for arcade owners too. It must have cost a lot to buy as well, if you factor in the shipping cost and the cost of the masses of PCB's racked into the machine (shown below).



INDY 800!

Designed for rugged competition. Now, up to 8 players (or any combination) can drive the Big One. True big car racing action, the thrill of wheel to wheel competition, the whine of engines and squealing tires add up to big crowds and repeat play! (Nobody can resist coming back for another chance to win!).



Gentlemen, start your engines . . . and your profits! Players drop the quarters. Each driver grabs his steering wheel, carefully lines up for the start . . . ready . . . in less than a heartbeat . . . the race is on! The red is ahead . . . no, now the yellow. Look out! The blue car is going into a controlled skid . . .

Rugged steel foot pedals for gas and brakes challenge timing and skill around hairpin turns. Watch out for that wall!

The Winner's Circle. Drivers score 2 points as they pass through each check point. Player finishing with the highest point count (within operator-adjustable game time) is the winner. Top score flashes to indicate a win.

You're the winner every time. Eight separate



racing sound circuits and removable mirrored canopy (for spectators to watch the action) make Indy 800 stand out anywhere. Sure to build extra traffic, keep the roar of up to 8 quarters a game long and loud.

Special option: You can order Indy 800 with a remote master control module allowing an official "starter" to start and impulse each car—ideal for organizing special racing events.

No pit stops. Completely solid state, Indy 800 is built to take hard driving and stay on the air. Rugged vinyl-clad plywood construction, plex-protected monitor, new all steel foot pedals and special Dura-Stress™ tested circuits and monitor means better-than-ever reliability.

Special feature: Indy 800 includes a complete set of back-up components for easier maintenance.

Occupying only 16 square feet, Indy 800 assembles or disassembles easily for simple access to any location. Dead island floor space can now generate new income.

Dimensions. Height: 7'3" (222.5cm); Width: 4'2" (128cm); Depth: 4'2" (128cm)

Get the jump . . . For all the statistics contact your local Atari distributor now or KEE GAMES, INC. 2175 Martin Avenue, Santa Clara, CA 95050. Phone (415) 249-6090.

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