POLE POSITION

FAST-PACED TRACK FUN!

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GAME SUMMARY

POLE POSITION consists of two races: the Qualifying Lap and the Grand Prix. In both races you're racing against time and other cars. The longer you race and the more cars you pass, the more points you score. You earn 10,000 points for completing a lap and 50 bonus points for each car you pass. A lap is one complete circuit of the race course (see diagram).

The Qualifying Lap is 90 seconds long, but you must complete it in 73 seconds (L/73°00) or less to qualify for a position in the Grand Prix.

If you don't qualify, you can continue racing until the Race Timer counts down to zero. Then your car stops, a bonus for the number of cars passed is added to your score, and the game ends.

If you qualify, your car is positioned for the Grand Prix and a bonus for qualifying is added to the 10,000 points you scored for completing the lap. The faster your lap time, the better your position and the bigger your qualifying bonus (see SCORING). Go for the POLE POSITION, the number one starting spot. It's worth 4000 bonus points.

In the Grand Prix, your object is to finish the race in the shortest possible time. At the end of the last lap, a time bonus for each second left on the Race Timer is added to your score, in addition to a bonus for number of cars passed.

The race is four laps long. Complete each lap before the Race Timer runs out to earn "extended play" time and go on racing. If the timer runs out before you finish a lap, your car stops, your passing bonus is added to your score, and the game ends.

Your score, the gear you're in (LO or HI), the Race Timer (T), the Lap Timer (L), and the Speed Line (0 to 200 mph) appear at the top of the screen.

Press the red button on your Joystick Controller or GAME RESET to start the Qualifying Lap. See CAR CONTROLS for steering, shifting, and braking instructions.

![Game Interface](image)
GAME PLAY
QUALIFYING LAP. Fanfare music signals the start of the Qualifying Lap. Your car starts automatically in low gear. When the red Speed line is about halfway to 200 mph, shift down into high gear. Now all you have to do is finish the Qualifying Lap in 73 seconds or less and pass cars without crashing into them.

GRAND PRIX. Get set when you hear the three low warning tones and GO on the high-pitched tone.

Checkered flags flash in the score counter when you're close to the end of a lap. When you finish a lap, four short notes sound, your car flashes, and extended play time is added to the Race Timer. Check the Race Timer at the start of each new lap so you'll know how much time you have to complete the lap.

REMEMBER! If you fail to beat the Race Timer on any lap, your car stops, your passing bonus is added to your score, and the game ends.

After the fourth lap, your time bonus (200 points for each second remaining on the Race Timer), and passing bonus are added to your score. Then your total time for the race (in seconds) flashes alternately with your final score.

CRASHING. Crashes aren't fatal, but they slow you down, and lost time means lost points. Cars can switch lanes, so watch out!

RUNNING OFF THE TRACK. Running on the red-and-white shoulder slows you down a lot, but sometimes it's the only way to avoid a crash.

CONSOLE CONTROLS
Hold the Controller with the red button to your upper left, toward the television screen.

Press the red controller button or GAME RESET to start the Qualifying Lap. Press GAME RESET to interrupt a race and return to the Qualifying Lap. GAME SELECT and the two DIFFICULTY switches have no function in this game.

CAR CONTROLS
STARTING. Your car starts automatically in low gear.

SHIFTING GEARS. Move your Joystick up for low gear, down for high gear. Top speeds are 100 mph in low, 200 mph in high.

STEERING. Move your Joystick right to steer right, left to steer left.

BRAKING. Press the red controller button.

SCORING
Passing Bonus: 50 points for each car passed.

Time Bonus: 200 points for every second left on the Race Timer at the end of the last lap of the Grand Prix.

Qualifying Bonus:

<table>
<thead>
<tr>
<th>Position</th>
<th>Lap Time (seconds)</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>POLE POSITION</td>
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<td>4000</td>
</tr>
<tr>
<td>2nd</td>
<td>60.00</td>
<td>2000</td>
</tr>
<tr>
<td>3rd</td>
<td>62.00</td>
<td>1400</td>
</tr>
<tr>
<td>4th</td>
<td>64.00</td>
<td>1000</td>
</tr>
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<td>5th</td>
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<tr>
<td>7th</td>
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<td>400</td>
</tr>
<tr>
<td>8th</td>
<td>73.00</td>
<td>200</td>
</tr>
</tbody>
</table>

HELPFUL HINTS
Shift into low gear after crashing. It will take you less time to get back up to speed.

where you can make time.

Stay in the center on straights so you can easily pass to the left or right of other cars.

Take the inside lane on curves whenever possible. If you have to pass, it's easier to shift from the inside lane to the outside lane than the other way around.

Try to keep your car as straight as possible to avoid skids. Skids slow you down.
Atari welcomes your comments. Please address all correspondence to:

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