



COMMODORE  
64

# POLE POSITION\*

FROM

**ATARISOFT™**

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## INSTALL YOUR ENGINE

Insert the POLE POSITION cartridge into your Commodore 64 Home Computer as explained in your computer owner's guide, and turn on your computer. Plug a joystick into the controller jack. To select the Practice Run or one of the three races, press the F5 key.

Press the F3 key to select the number of laps you want. When you're ready to qualify for a race, press F1. Press RESTORE if you want to select a different race or a different number of laps. Press the space bar to pause during a race; move the joystick to resume the race.

Be careful not to press any other keys on the keyboard once the game has begun or game play will be affected.

# AND THEY

## JOYSTICK CONTROLS ✓

Steer your racer by moving your joystick to the left or right. Push the joystick up to accelerate and pull it back to slow down. To shift into high gear, press the joystick button. Press the button again to downshift.

## ON YOUR MARK...

Now's your chance to prove you've got the nerve and skill to be a professional race car driver, as you pit yourself against the clock and the competition — the world's top high-performance Formula 1 racers.

Start out with a Practice Run. Here you have the track all to yourself to test the acceleration, shifting, and steering of your car. Then it's time for the qualifying run. Once you've qualified, the real race begins.

After the Practice Run, the races begin. There are three levels of difficulty in the race. The Malibu Grand Prix is the easiest, with the fewest billboards and other cars to steer clear of; The Namco Speedway is the intermediate course, and the Atari Grand Prix is the most difficult.

# Y'RE OFF!

## GET SET...

Before you can compete in any of the races, you must qualify for one of the eight starting positions. You have 90 driving seconds in the qualifying run, but must achieve a lap time of 73" (seconds) or better to qualify for a race.

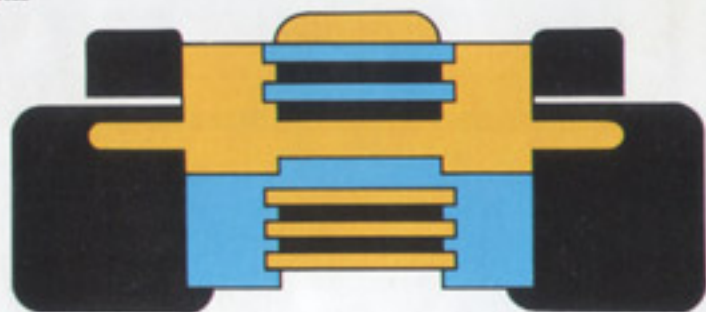
The first lap in a race has a maximum time limit of 75 seconds. You can choose to run up to a total of eight laps. More cars appear on the course in each successive lap. But you begin a new lap — with an additional 60 seconds to complete it — only if you've finished the previous lap in the allotted time.

## GO FOR IT!

If you hit another car, you and the obstacle you've hit will explode, costing you precious time. You'll also wipe out if you run into a road sign. No matter how many times you crash, you'll receive another car until your time runs out.

Try to keep your car on the road — you lose both time and points for driving off the track. Skidding also causes your car to slow down. Gun it on the straightaways. If you find yourself going too fast, downshift to slow down for the difficult turns.

Every racing pro depends on the car's instruments for vital performance information and you're no exception. Your car is complete with timer, shift indicator, gear indicator, and countdown light board. The time clock winds down as your laptime increases, showing the amount of time left for you to finish the lap. Starting lights blink the countdown from red to green. On the green light, go for it!



# SCORING

Every five meters traveled is worth 50 points.



Each car you pass is worth 50 points.




After you reach the checkered flag, each second of time left on the Time clock is worth 200 points.

The chart below lists the qualifying lap times for the eight starting positions in the race, and the number of bonus points awarded for each qualifying time.

Starting Position	Lap Time	Bonus Points
1	58"00	4000
2	60"00	2000
3	62"00	1400
4	64"00	1000
5	66"00	800
6	68"00	600
7	70"00	400
8	73"00	200

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