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Pole Position-Rev 1
Hel. 1t./G&M

{18}H.{n}Game Play

{n} {10}Pole Position™{10} is a one-player game using a color raster-scan video display. The game action takes place at Fuji Speedway in Japan. The country around the speedway consists of green meadows, hills, and snow-capped Mt. Fuji.

{n} The player drives a Formula-1 type racing car on the Fuji Speedway. Player controls consist of a steering wheel, accelerator and brake pedals on the {it}sit-down{ro} cabinet (acelerator only on the {it}upright{ro} cabinet), and a two-position gear shifter. The object of the game is to finish the the qualifying lap as quickly as possible (operator-selectable option). If the player beats the clock, he qualifies for the Gran Prix at Fuji Speedway; if not, he drives out the remainder of his time along the qualifying course.

{n} As a qualifier, the driver is ranked according to his qualifying lap time, from position one (the pole position) to position eight. The player then races against the clock and other cars to finish the four laps (operator-selectable option) in the race as fast as possible and to achieve the highest score possible. The player earns points for passing cars, driving on the track, completing the lap, and finishing the race with time remaining. He is rewarded with an extended-play lap.

{n} Pole Position™{10} has four modes of operation: Attract, Play, High-Score, and Self-Test. Self-Test is a special mode for checking the game switches and computer functions. You may enter the Self-Test Mode from any other mode. However, all credits will be cancelled.

{12}2.{n}Attract Mode

{n} {10}The Attract Mode begins when you set the power on/off switch to {it}on{ro} or after a Play, High-Score Mode, or Self-Test. The Attract Mode ends when the correct amount of credit is inserted or when the Self-Test Mode begins.

{n} When the Attract Mode begins, the game displays a picture with the words {it}POLE POSITION {ro}flashing at the top of the screen. A map of Fuji Speedway is displayed in the center of the screen. Within the map are the words {it}FUJI SPEEDWAY {ro}and {it}1 LAP 3459M{ro}. At the bottom of the screen is the copyright message.

Then, the Attract Mode simulates game play. At the beginning there are eight cars at the starting line. The player's car, located in the eighth position, flashes on the screen. The starting lights flash from red to green and the race starts. The race continues until the player's car crashes into another car and explodes into a red ball of fire. Then, the car reappears of the screen and continues on the track until it hits a sign along the side of the road. Again, the car explodes. During this sequence, the message {it}GAME OVER {ro}appears in the center of the screen.

{n} Finally, the Attract Mode displays the High-Score Table. The fastest lap time, average game speed, and prize winners appear at the top of the screen. Below

nis information is a list of the six highest scores. Opposite each score are the initials of the player who achieved that score.

{12}3.{n}Play Mode

{n} {10}The Play Mode begins when the correct amount of credit is recorded. The game starts with the player's car behind the starting line and 90 seconds on the clock. (See {it}Section E {ro} to select a different clock setting.) The car must finish the qualifying lap withing 73 seconds to be in the race. If the player does not qualify, his car continues on the track until 90 seconds are used up.

Barb: Insert Table 1-4 Qualifying Lap Information here.

{12}{bo}Table 1-4{n} Qualifying Lap Information

{10}{bo}POSITION {08}	QUALIFYING LAP TIME (In seconds and hundredths of seconds)	BONUS POINTS
1	58" 50	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

{10}{n} Just before the race begins, the player's car (flashing on the screen) is placed at the starting line with seven other cars. The position of the car depends on the qualifying time as shown in Table 1-4.

{n} The starting lights flash from red to green, and the race begins. Racing hazards are other racing cars, sharp turns, and road signs. As the race progresses, more cars appear on the track. If the driver's car hits another car or a road sign, the driver's car is destroyed in an explosion. The driver's car reappears in a few seconds, and the race continues. Driving through wet puddles or off the track slows down the driver's car.

{n} Racing into the first turn, the driver must let up on the accelerator just a bit to make the corner. Road signs flash by along the side of the track. Depending on how well the player manipulates the controls, he can either roar through the hairpin turns like a champion or spin out in a flaming crash. He jockeys for position with the other racers, all the while keeping his eye on the clock at the top of the screen. When his time runs out the race is over.

{n} The top score achieved by a player appears at the top of the screen. The :ime alloted for the lap (starts with 75 seconds and decrements--see {it}Section E {ro}to change this setting) is displayed under the top score. Incrementing lap time (in seconds and hundredths of seconds) and the speed of the car appears last.

{12}4.{n}High-Score Mode

{10}The High-Score Mode begins when a player has earned one of the 300 highest scores. The player has one minute to record his initials. A player rotates the steering wheel to locate his initial. He presses a foot pedal to put his initial on the screen. The third time he presses the pedal his initials are transferred into the high-score table.

{n} To reset the high-score table, simultaneously press down on the accelerator and shift gears from low to high. The high-score table will be reset and will contain fictitious scores.

{12}5.{n}Hints for Game Play

{10} • Avoid puddles and the sides of the track as these slow you down.

 • Accelerate and stay ahead of other racers.

 • Stick to the inside of the track to make the corners.

 • Successful completion of a turn depends on braking skill.

 • {10}When sliding, steer towards the skid.

{end}

NAMCO CUSTOM CHIP CROSS-REFERENCE

FIELD SERVICE

WHERE USED

PART NO.	DIG DUG		POLE POSITION	XEVIOUS
Namco / Atari				
00 (137189-001)	1	Video Ram Addresser	0	0
02 (137190-001)	1	Shift Register	3	0
03 (137283-001)	0	Buffer, Playfield Data	2	2
04 (137191-001)	1	M.OBJ Controller	1	1
06 (137192-001)	1	Custom 50s'Controller	1	1
07 (137193-001)	2	Sync Generator	2	2
08 (137186-001)	3	Multi-CPU Bus Controller	2	3
09 (137282-001)	0	M.OBJ.Ram Buffers	1	0
10 (137281-001)	0	Buffer Micro Data	4	0
11 (137295-001)	0	Datashift Playfield Register.	0	2
12 (137296-001)	0	M.OBJ. Position	0	1
13 (137297-001)	0	Horizontal Scroll	0	1
50 (137298-001)	0	Sound Sequencer	0	1
51 (137187-001)	1	Custom 4Bit I/O - Coins	1	1
52 (137284-001)	0	Audio Processor 4 Bit Voice.	1	0
53 (137188-001)	1	Custom 4Bit Micro/ Handles Steering/sw/read	1	0
54 (137285-001)	0	Mux 4 Channel Audio Generator.	1	1
TOTAL QTY.	11		20	16