

This game will test itself and provide data to show that the game's circuitry and controls are operating properly. The data is provided on the video display and speakers during the self-test mode. No additional equipment is necessary.

We suggest you perform the self-test procedure when you first set up the game, any time you collect money from the game, when you change game options, or when you suspect game failure.

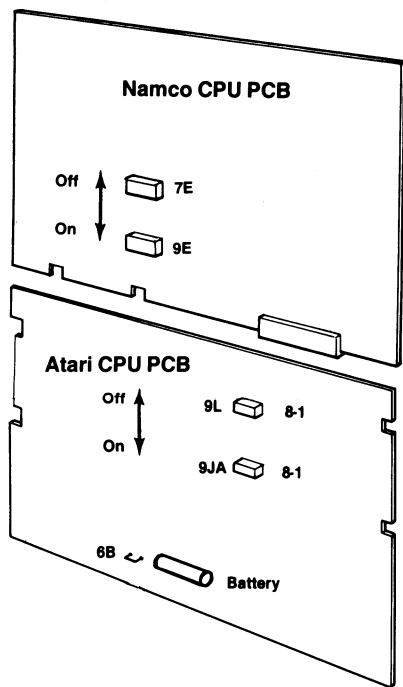
NOTE

The high speed setting enables the game to reach top speeds of 582 KPH (363 MPH); however, due to the varying difficulty of different tracks, the typical top speed will be 450 KPH (280 MPH).

NOTE

Atari, Inc. tested the Upright game and found that, in an arcade environment, earnings will be excellent with option switches set to Sit-Down settings.

Option Switch Locations



Component Locations on the Atari Video PCB

Symptom Area	PROM	Custom IC	RAM
Large Car Pictures	12K, 13K,	12J, 13J	
Large Sign Pictures	12L, 13L		
Small Cars & Signs	12N, 13N		
All Cars & Signs	12H, 11N	13H	9F, 10F
Alphanumerics	7N, 8M	8N	
Raceway	2L, 2M, 2N, 4L	3N	
Background	6N, 5K		
Raceway & Background		5L, 6L	
Middle & Sides of Raceway	2B, 2C, 2D		
All Video		4D, 7E, 2F	
Red	11E		
Green	11D		
Blue	11C		

Component Locations on the Atari CPU PCB

Symptom Area	PROM	Custom IC	RAM	A-to-D Converter
Audio				
Voice	9C	9D		
Screech/Crash		9E		
Player's Motor	12E, 12F			
All Other Sounds	7L, 11D		7K, 7J	
Inputs				
Brake and/or Accelerator				8J
Steering		9K		
Option Switches		9K, 9M		
All Other Inputs		9M		
Control—Audio & Inputs		8H, 9H		
Sync		7M		
High Scores		7E		

Switch Settings for Play Options

Settings of 8-Toggle Switch on Pole Position II PCB (location 9L or 9E)

1	2	3	4	5	6	7	8	Option
Off								Preliminary Game Time 90 seconds ★ 120 seconds ◀
On		Off	Off					Preliminary Rank B ◀ ★
				Off	Off			Extended Rank B ◀ ★
						Off	Off	Number of Laps 4 ★ 5 ◀
					Off	Off	On	Speed High Speed ◀ ★

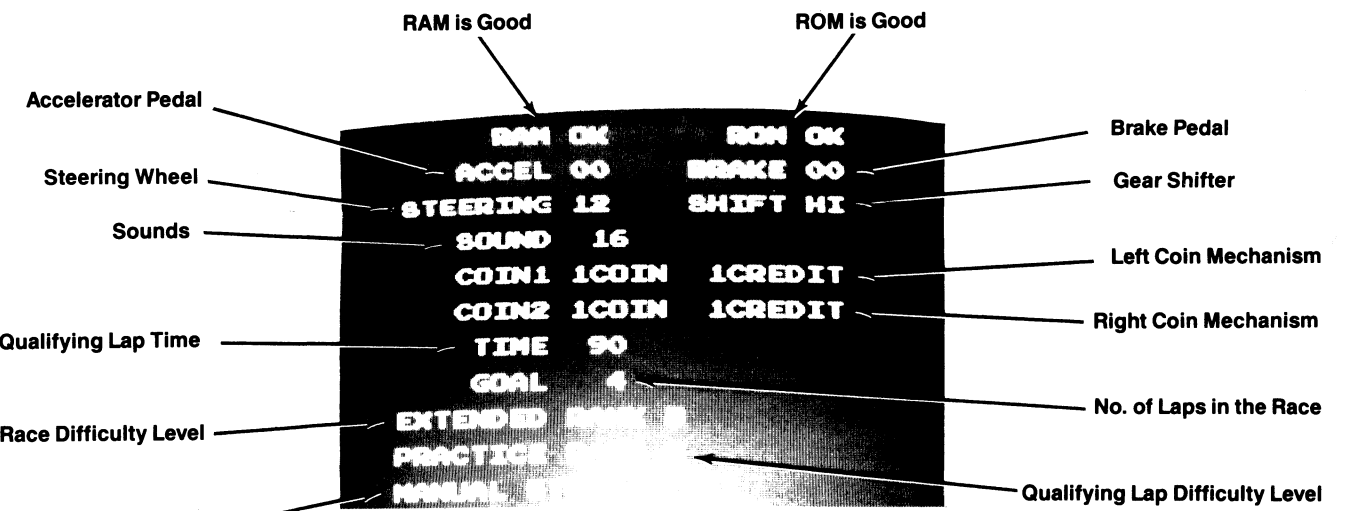
◀ Manufacturer's recommended settings for Sit-Down
★ Manufacturer's recommended settings for Upright

Switch Settings for Price and Special Play Options

Settings of 8-Toggle Switch on Pole Position II PCB (location 9JA or 7E)

1	2	3	4	5	6	7	8*	Option
Off	Off	Off						Left Coin Mechanism 1 coin for 1 credit ★ 2 coins for 1 credit ◀ Free Play
On	On	Off						Right Coin Mechanism 1 coin for 1 credit ★ 2 coins for 1 credit ◀
On	On	On		Off	Off			Unit of Speed Kilometers per hour Miles per hour ◀ ★
						Off		Attract Mode Sound Sound ◀ ★
							Off	Screen Freeze Normal Action ◀ ★ Freeze

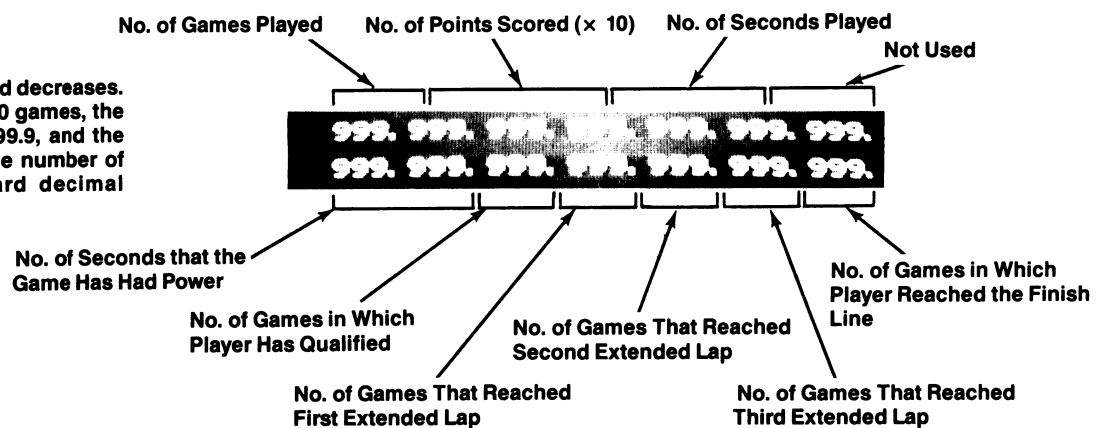
* Do not turn switch 8 on!
◀ Manufacturer's recommended settings for Sit-Down
★ Manufacturer's recommended settings for Upright



Manual Start
(Select a track and press the accelerator to start the game)

Game Statistics
(Can be shown in hexadecimal or decimal)

The count starts at 999 and decreases. For example, if you play 10 games, the game subtracts 10 from 99.9, and the display shows 98.9 for the number of games played (disregard decimal points).



Self-Test Screen— Explanation of Prompts

Component Locations on the Namco Video PCB

Symptom Area	PROM	Custom IC	RAM
Large Car Pictures	5M, 5N		
Large Sign Pictures	3M, 4M, 3N, 4N		
Small Cars & Signs	1M, 1N		
All Cars & Signs	1L, 6M	6N	7J, 7K
Alphanumerics	1F, 2H	1H	
Raceway	1A, 2A, 3A, 3C	1B	
Background	4D, 1E		
Raceway & Background		3D, 3E	
Middle & Sides of Raceway	9A, 10A, 11A		
All Video		7A, 9C, 8F	
Red	8L		
Green	9L		
Blue	10L		

Component Locations on the Namco CPU PCB

Symptom Area	PROM	Custom IC	RAM	A-to-D Conv
Audio				
Voice	2E	3D		
Screech/Crash		4E		
Player's Motor	5A, 6A			
All Other Sounds	3B, 9H		7H, 8H	
Inputs				
Brake and/or Accelerator				7F
Steering		8D		
Option Switches		8D, 10D		
All Other Inputs		10D		
Control—Audio & Inputs		6E, 6F		
Sync		10H		
High Scores		4H		

ROM Locations (Atari and Namco)

Screen Message	Location on Atari CPU PCB	Location on Namco CPU PCB
ROM 0	7H	6H
ROM 1	7F	5H
ROM 2	3L	8M
ROM 3	4L	8L
ROM 4*	3K	7M
ERROR IC25	4K	7L
ROM 6	3E	4M
ROM 7	4E	4L
ROM 8	3D	3M
ROM 9	4D	3L

**Not used*

RAM Locations (Atari)

PCB	Screen Display	RAM Location
Video	RAM 0	8F
Video	RAM 1	7F
Video	RAM 2	8H
Video	RAM 3	7H
Video	RAM 4	3F
Video	RAM 5	3E
CPU	RAM 6	7J
CPU	RAM 7	7K
CPU	RAM 8	7E
Video	RAM 20	8F
Video	RAM 21	7F
Video	RAM 22	8J
Video	RAM 23	7J
Video	RAM 24	8H
Video	RAM 25	7H
Video	RAM 26	8K
Video	RAM 27	7K
Video	RAM 28	3F
Video	RAM 29	4F
Video	RAM 30	3E
Video	RAM 31	4E
Video	RAM 40	8F
Video	RAM 41	7F
Video	RAM 42	8J
Video	RAM 43	7J
Video	RAM 44	8H
Video	RAM 45	7H
Video	RAM 46	8K
Video	RAM 47	7K
Video	RAM 48	3F
Video	RAM 49	4F
Video	RAM 50	3E
Video	RAM 51	4E

RAM Locations (Namco)

PCB	Screen Display	RAM Location
Video	RAM 0	7H
Video	RAM 1	7F
Video	RAM 2	6H
Video	RAM 3	6F
Video	RAM 4	7B
Video	RAM 5	8B
CPU	RAM 6	7H
CPU	RAM 7	8H
CPU	RAM 8	4H
Video	RAM 20	7H
Video	RAM 21	7F
Video	RAM 22	5H
Video	RAM 23	5F
Video	RAM 24	6H
Video	RAM 25	6F
Video	RAM 26	4H
Video	RAM 27	4F
Video	RAM 28	7B
Video	RAM 29	7C
Video	RAM 30	8B
Video	RAM 31	8C
Video	RAM 40	7H
Video	RAM 41	7F
Video	RAM 42	5H
Video	RAM 43	5F
Video	RAM 44	6H
Video	RAM 45	6F
Video	RAM 46	4H
Video	RAM 47	4F
Video	RAM 48	7B
Video	RAM 49	7C
Video	RAM 50	8B
Video	RAM 51	8C