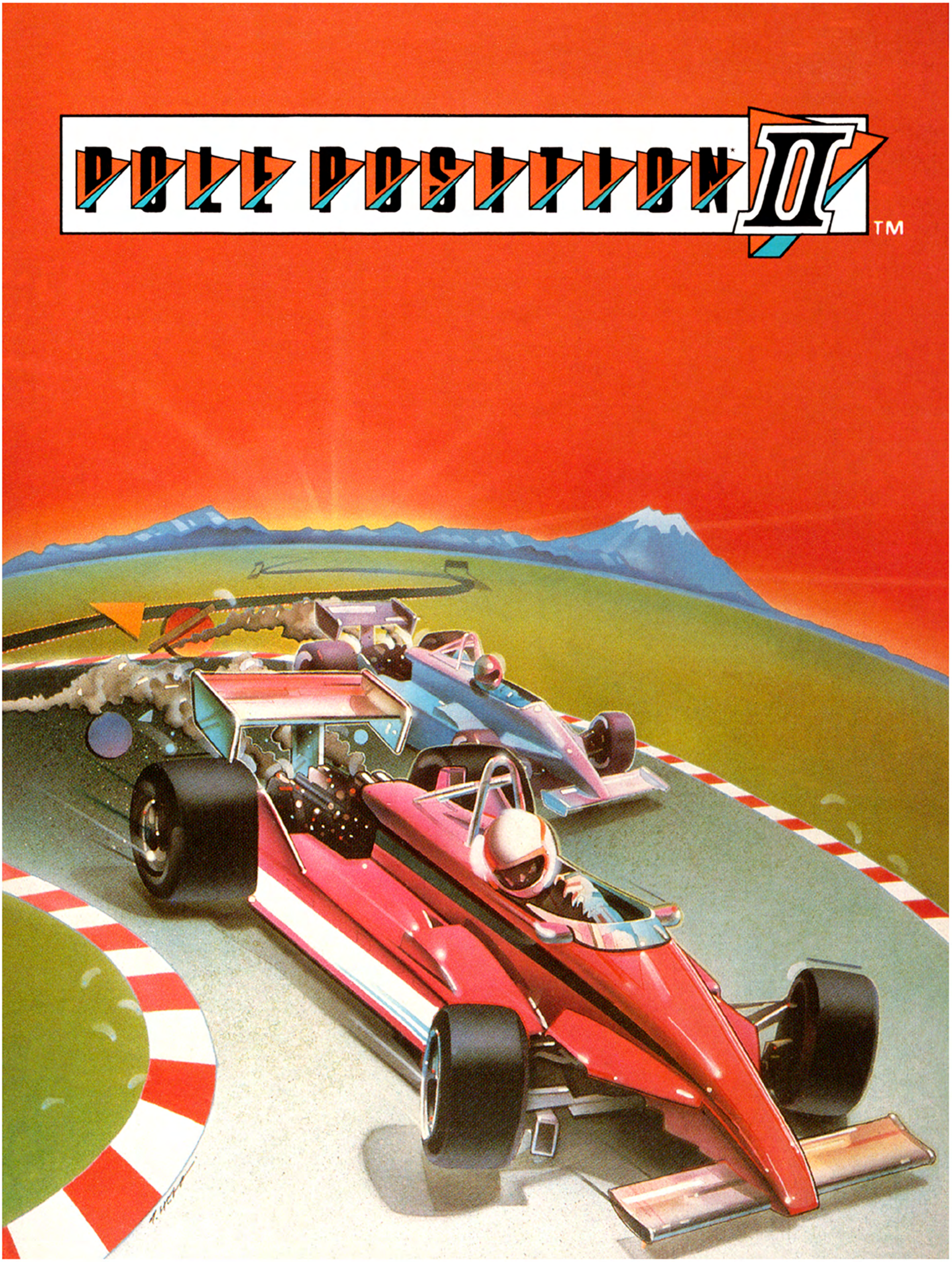
ATARI® 7800™ Game Manual



Drivers, Start

Are you good enough to race with the best? Do you have the nerve and skill to be a professional race car driver? Pit yourself against the clock and the competition—the world's top high-performance Formula 1 racers—and let's find out.

Choose among four race courses. The Test course is the easiest. On the Fuji track you'll encounter some obstacles—billboards, puddles, and other cars. The Seaside track is the intermediate course, set in a landscape by the sea. And the Suzuka is the most difficult of the tracks, set in the midst of a traveling carnival.

Getting Started

1. With your Atari 7800 set up, insert the Pole Position II cartridge into the console and plug a joystick into the left controller port.
2. Turn on your television or monitor and press the **[Power]** key to turn on your Atari console. The Pole Position II track selection screen appears.
3. The four tracks are listed on the screen, one in each corner. Move the joystick handle in the direction of the track you want, or press the **[Select]** key. The name of the track you choose will blink.
4. When you're ready to qualify for a race, press either fire button.

Maneuvering Your Racer

Steer your racer by moving your joystick handle left or right. Press the left fire button to accelerate. Press the right fire button to brake. Start out in low gear by pulling back on your joystick handle. To shift into high gear, push your joystick handle forward.

Your Engines!!

Qualifying

Before you can compete in any of the races, you must qualify for one of the eight starting positions. You have 120 driving seconds in the qualifying run, but you must achieve a lap time of 73 seconds or better to qualify for a race.

When you qualify for the pole position you're given the prime starting position in the inside lane. This is the "pole position." If you don't qualify, you'll be allowed to continue driving for the remainder of the 120 seconds.

Go for It!

Once you've qualified, the race you've selected begins in a matter of seconds. Try to keep your car on the road—you lose time when you drive off the track. Skidding also causes your car to slow down. Gun it on the straightaways. If you find yourself going too fast, downshift for the difficult turns.

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

If you're in the middle of a race and want to start over on the same track, press **[Reset]**. If you want to start a new game on a different track, press **[Select]**.

Press **[Pause]** to pause during a game; press it again to resume play. After a pause of 15 to 30 minutes the screen will go blank. Simply move your joystick handle and the game screen will reappear.

Scoring

- Every lap traveled is worth 10,000 points.
- Each car you pass is worth 50 points.
- When you finish the race, each second of time left on the time clock is worth 200 points.

Bonus Points

The table 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"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

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