

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
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

Every effort has been made to ensure the accuracy of the product documentation in this manual. However, because we are constantly improving and updating our computer software and hardware, Atari, Inc. is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors or omissions.

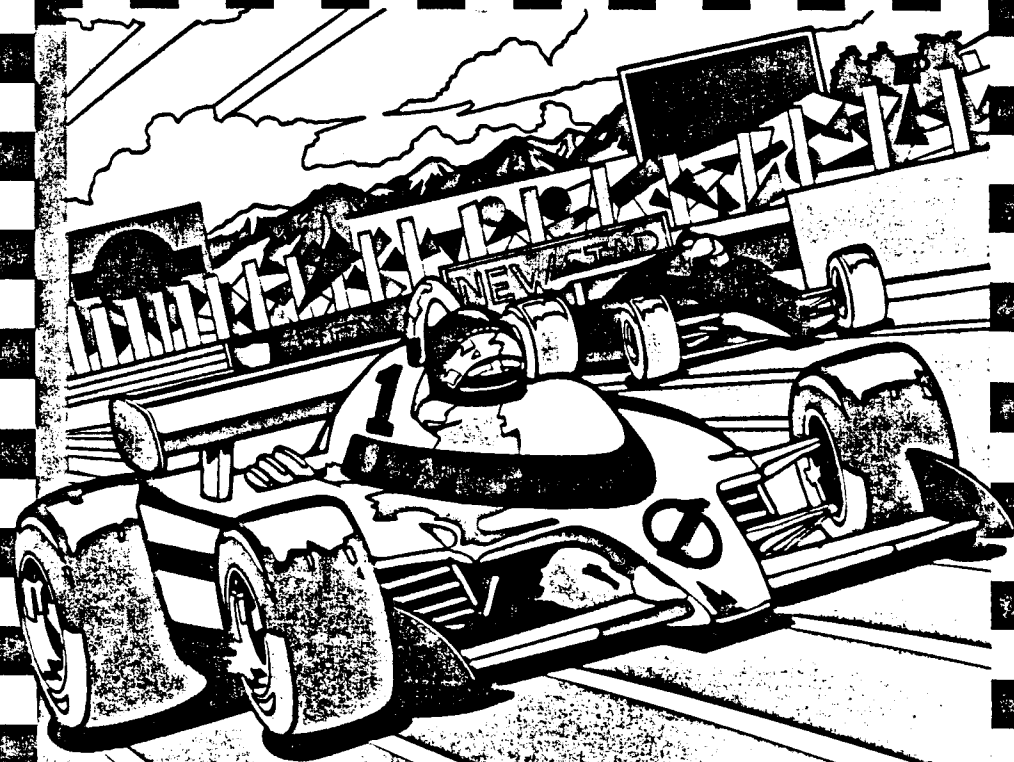


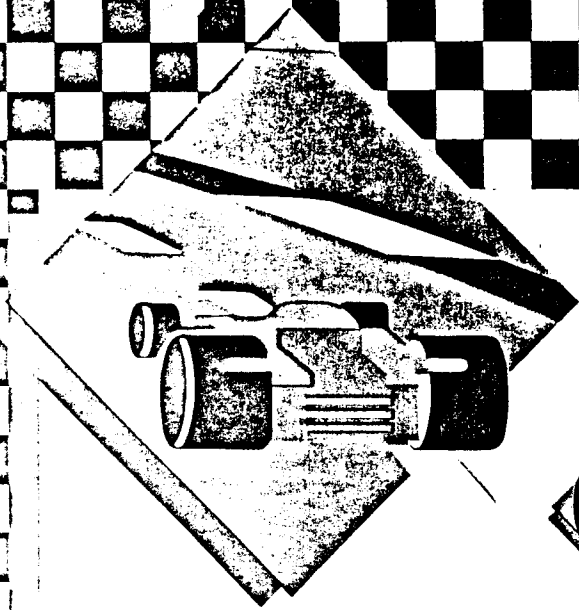
ATARI A Warner Communications Company

No reproduction of this document or any portion of its contents is allowed without specific written permission of Atari, Inc., Sunnyvale, CA 94086.

POSITION

Now, the Thrill of the Arcade Game at Home





entlemen and ladies, start your engines!!

Insert the Pole Position cartridge as explained in your computer owner's guide, and turn on your computer. Plug a joystick controller into Controller Jack 1. Press OPTION to choose the Practice Run or one of the three races.

The first lap in a race has a maximum time limit of 75 seconds. But you can choose to run up to a total of eight laps. Press SELECT to choose the number of laps you want. 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.

When you're ready to qualify for a race, press START. Once you've qualified, the race you've selected begins in a matter of seconds.

Press SYSTEM RESET if you want to select a different race or a different number of laps.

Press the space bar to pause for up to 45 minutes during a race. Press it again to resume the race.



igh-performance racing at its best

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.

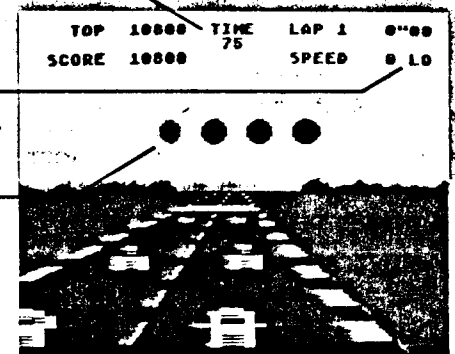
Start out with a Practice Run. Here you have the track all to yourself to test the acceleration, shifting, and steering of your car. Then it's time for the qualifying run. Once you've qualified, the real race begins.

In addition to the Practice Run, there are three levels of difficulty in the race. The Malibu Grand Prix is the easiest, with the fewest obstacles—billboards and other cars—to steer clear of. The Namco Speedway is the intermediate course, and the Atari Grand Prix is the most difficult.

This indicator lets you know if you're in high or low gear.

Starting lights blink the count-down from red to green. On the green light, go for it!

The Time clock winds down as your Lap time increases.



aneuvering your racer

Steer your racer by moving your joystick to the left or right. Press the firebutton on your joystick to brake. Start out in low gear by moving your joystick to the forward position. To shift into high gear, move your joystick to the back position.



ualifying

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.



o 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.