SCORING

Every 2 meters traveled is worth 20 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.

BONUS 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 times.

Starting Position	Lap Time	Bonus
1	58"50 or less	4,000
2	60"00	2,000
3	62"00	1,400
4	64"00	1,000
5	66"00	800
6	68"00	600
7	70"00	400
8	90"00	200

COMMODORE VIC 20

POLE POSITION

FROM ATARISOFT™

Play the Original Arcade Classic in Your Own Home.

START YOUR ENGINES

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 Qualifying Run. This is your chance to test the acceleration, shifting, and steering of your car as you attempt to qualify for the Pole Position. Once you've qualified, the real race begins.

GENTLEMEN AND LADIES, START YOUR ENGINES!!

Insert the POLE POSITION cartridge into your Commodore VIC 20 Home Computer, as explained in your computer owner's guide, and turn on your computer.
Plug a joystick into the controller jack.
Press the "Fire" button to initiate game play immediately.

SELECT PLAYER OPTIONS

Press F5 to view the option screen and to change the difficulty level.

GAME START

When you're ready to qualify for a race, press F1 or the "Fire" button. Once you've qualified, the race you've selected begins in a matter of seconds. Drive fast, but drive safely too.
During the race, press F1 to restart the game. At the end of the game, press the "Fire" button to restart game or F5 to change options.
Press the space bar to pause during a race. Press it again to resume the race.

CENTERING FOR THE PAL SYSTEM

On European video monitors using the PAL System, you can center the game image by pressing the cursor keys.

NOTE: Using the keyboard except as specifically instructed in the manual will affect game play.

MANEUVERING YOUR RACER.

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.

QUALIFYING

Before you can compete in any of the races, you must qualify for one of the eight starting positions. To qualify for the Pole Position, you must drive fast and free of accidents.

GO FOR IT!

If you hit another car, you and the obstacle you've hit will explode, costing you precious time. 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 or brake to slow down for the difficult turns.

- The time clock winds down as your lap time increases.
- The gear indicator lets you know if you're in high or low gear.
- Starting lights blink the countdown from red to green. On the green light, go for it!