

**GETTING STARTED****What You Need**

- IBM®, Tandy®, or 100% IBM compatible computer with a minimum of 256K of memory
- Monitor or TV (color recommended)
- Color Graphics Adaptor or Enhanced Graphics Adaptor
- Joystick optional

**Backing Up Your Disk**

We at Mindscape have always made it a point to listen very closely to your suggestions. You objected to copy protection, and we responded by using off-disk protection, passive protection, etc., in order to best address your concerns. Now, we have decided to go one step further: **Your copy of MS-DOS *Pole Position II* is not copy protected in any way!**

We feel that we have done our part in giving you, the Mindscape customer, what you've asked for — high quality software without the inconvenience of copy protection. In return, we ask that you respect the rights of both Mindscape and the people who have worked to bring you this level of quality by not illegally copying and distributing this product. You may feel free to make as many backup copies as you wish for your own use, but you are restricted from passing on the contents of this diskette to another person. Before you use the program, make a backup copy of the disk, or copy the disk to your hard drive. Consult your DOS manual for instructions about how to copy disks. We hope you enjoy *Pole Position II*, and that you continue to look to Mindscape for the best in computer entertainment.

**Loading Instructions**

1. If you plan to use a joystick, make sure it is plugged into the joystick port.
2. Insert a DOS disk into Drive A and close the drive door or latch.
3. Turn on the monitor and the computer.
4. Respond to the date and time prompts.
5. At the **A>** prompt (or the appropriate prompt for the drive that you wish to use to load the game), insert the *Pole Position II* disk, label side up, into the disk drive and close the disk drive door.
6. Type **PP2** and press **Enter**. Press any key when you are instructed to do so by the on-screen prompt. The game will load into your computer's memory.

**Joystick Calibration**

If you plan to use the joystick, you'll need to go to the joystick calibration screen before you select a track. The joystick calibration screen consists of two meters, one horizontal and the other vertical, and four red arrows. On each meter there are three bars (one may be underneath another, so it may look as if there are only two). The green bars indicate the value currently being read from each axis of the joystick. When you wiggle the joystick, the green bars should move. If they don't, there's a problem with your joystick.

1. Press **F10** to reach the joystick calibration screen.
2. Push and hold the joystick forward, then press **8** on the numeric keypad, then let go of the joystick.
3. Now use the **+** or **-** key on the numeric keypad to move the yellow bar toward the top green bar. Stop when the red up arrow near the bottom of the screen turns green.
4. Next, pull and hold the joystick back, then press **2** on the numeric keypad, then let go of the joystick.
5. Use the **+** or **-** key on the numeric keypad to move the yellow bar toward the green bar. Stop when the red down arrow near the bottom of the screen turns green.
6. Push and hold the joystick to the left, then press **4** on the numeric keypad, then let go of the joystick.
7. Use the **+** or **-** key on the numeric keypad to move the yellow bar toward the green bar. Stop when the red left arrow near the bottom of the screen turns green.
8. Push and hold the joystick to the right, then press **6** on the numeric keypad, then let go of the joystick.
9. Use the **+** or **-** key on the numeric keypad to move the yellow bar toward the green bar. Stop when the red right arrow near the bottom of the screen turns green.
10. Press **Enter** to set the joystick calibrations and exit the joystick calibration screen.

If you wish to exit the joystick calibration screen without calibrating the joystick, press **Esc**. Also, you can invert the joystick direction on the horizontal axis by pressing **9** on the numeric keypad, and you can invert the joystick direction on the vertical axis by pressing **3** on the numeric keypad. You should use these controls if the green bars on the meters move in the opposite direction that you move the joystick when you first enter the joystick calibration screen.

**Defining the Keyboard**

To use the keyboard for control, press **F9** and follow the on-screen prompts to choose the keys you wish to use.

## Track Selection

To select the course you would like to race, press **F1** from the title screen. Use the joystick or, if you're using the keyboard, the keyboard controls for left and right (the default keyboard controls are **4** and **6** on the numeric keypad) to highlight the course you want. When the course you wish to select is flashing, press the fire button or the key you have selected for the fire button (the **5** key on the numeric keypad is the default keyboard control for fire) to start the game.

## Game Play

This is what every racing fan wants: a chance to race the greatest tracks in the world. And that's what you get in *Pole Position II* — four tracks to challenge your racing skill and nerve.

Before you can race with the big guys, you've got to complete the qualifying run to win one of the starting positions in the big race. The better your qualifying time is, the better your starting position will be. Win bonus points for completing the qualifying run with a good time. In both the qualifying run and the big race, earn points for each meter completed; score more points by racing on the longer tracks. In the big race, earn 50 bonus points for each car you pass. If you complete a lap around the course with time left on the clock, you will be awarded extra time to race. Play continues until time runs out.

You start out the race in Low Gear. When you've reached 130-140 m.p.h., shift into High Gear. Keep your eyes open for road signs marking curves up ahead. On sharp curves, you might find it easier to shift down to Low Gear. If you crash into a racecar or a sign, you will receive another car and the race will continue. The clock continues to run during a crash, so you'll have to race extra hard to make up for the lost time. Shift back down to low and get back on the road; you can still make a good time if you race hard enough.

## Game Control

You may use either the joystick or the keyboard to control your racecar. (Make sure you have calibrated the joystick or defined the keyboard controls as described previously.) Steer the car by moving the joystick left or right, or by pressing the keys you have established to control left and right movement (**4** and **6** on the numeric keypad are the default left and right keyboard controls). To accelerate, push the joystick forward, or press the key you selected for acceleration (**8** on the numeric keypad is the default acceleration keyboard control). Decelerate by pulling the joystick back, or by pressing the key you selected for deceleration (**2** on the numeric keypad is the default deceleration keyboard control). To change gears, press the fire button, or press the key you selected for changing gears (**5** on the numeric keypad is the default gear change keyboard control).

## Options

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|-----------------|---|
| <b>Esc</b>      | Abandons the game and returns you to the Track Selection screen. From the Track Selection screen, pressing <b>Esc</b> returns you to DOS. |
| <b>Spacebar</b> | Pauses the game. Press any key to resume play.  |
| <b>F1</b>       | Starts the game.  |
| <b>F9</b>       | Gives you the chance to define the keyboard controls.   |
| <b>F10</b>      | Allows you to calibrate your joystick.  |

## Qualifying Lap

You have 95 seconds to complete the Qualifying Lap. Try for one of the eight starting positions in the big race. If your time is good enough, you may end up with the pole position in the big race. Five points are scored for every meter. Bonus points are awarded for your position in the big race.

## The Big Race

In the big race, you have 95 seconds to complete a lap. If you complete the lap with time to spare, you are awarded extended play and 72 seconds are added to the remaining time on the clock (up to 80 seconds maximum). You have up to three more laps to try to rack up those points. So get your motor runnin' and push your car to the limits. Five points are scored for every meter. 50 bonus points are awarded for each car passed. The top scores are saved for each racecourse.

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