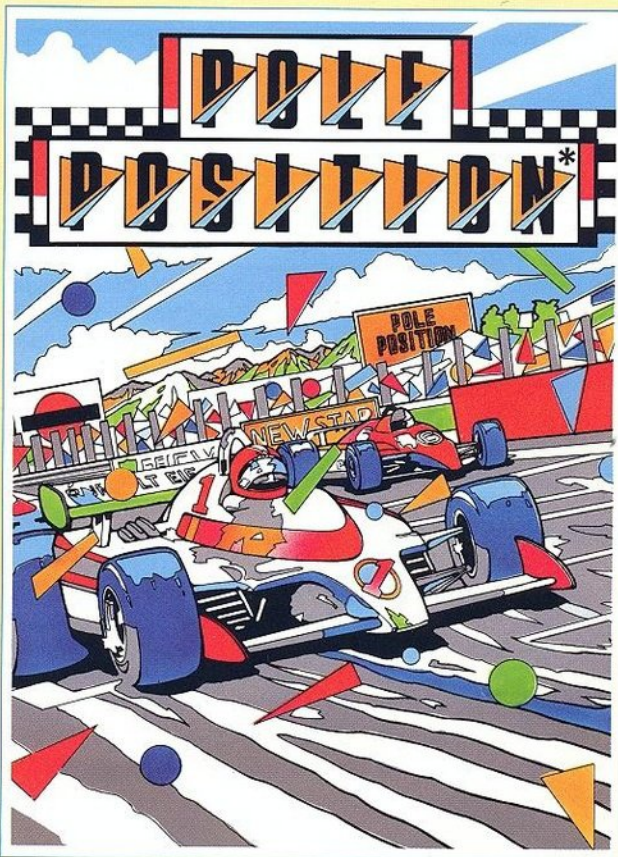


**THUNDER
MOUNTAIN**



**Commodore
64™/128™
Joystick required**

POLE POSITION*

What You Need

- Commodore 64™ or 128™ computer
- Disk drive
- Monitor or TV (color recommended)
- Joystick

Loading Instructions

1. Make sure that a joystick is plugged into port 1 of your computer.
2. Turn on your monitor or TV, the disk drive, and your computer.
3. Insert the *Pole Position* disk, label side up, into the disk drive.
4. Type **LOAD****,8,1** and press **RETURN**. The game will load into your computer's memory.

Main Menu

After the game loads, the main menu appears. From the main menu, the following keys are active:

- f1** Starts a qualifying run for the selected race as indicated on the screen.
- f3** Each press changes the number of laps to be run (1-8). Press the key until the desired number of laps appears on the screen.
- f5** Each press changes the race to be run. Choose a practice run, the Malibu Grand Prix (easy), the Namco Speedway (intermediate), or the Atari Grand Prix (difficult). Press the key until the desired race appears on the screen.

Controls

Once you're on the track, control your Formula 1 racer as follows:

- Steer** Push the joystick to the left or right.
- Accelerate** Push the joystick forward.
- Brake** Pull the joystick back.
- Shift Gears** Press the joystick button to shift into high gear. Press the button again to downshift.

The following additional keys are active during a race or qualifying run:

- Restore** Abandons race and returns you to the main menu.
- Space bar** Pauses a race. To resume the race, move the joystick.

Be careful not to press any other keys once the game has begun or game play might be adversely affected.

Off to the Races

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.

The Malibu Grand Prix is the easiest race, with the fewest billboards and other cars to steer clear of. The Namco Speedway is the intermediate course. The Atari Grand Prix is the most difficult.

Qualifying

Before you can compete in any of the races, you must qualify for one of the eight starting

positions. You have 90 seconds of driving time in the qualifying run. You must achieve a lap time of 73" (seconds) or better to qualify for a race.

Racing Head-to-Head

The first lap in a race has a 75 second time limit. You must complete the first lap within 75 seconds or you can't continue to race. You can choose to run as many as eight laps. After each lap you run, more traffic appears on the course. After the first lap, you have 60 seconds to complete each lap.

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.

Every racing pro depends on the car's instruments for vital performance information and you're no exception. Your car is complete with timer, shift indicator, gear indicator, and countdown light board. The time clock winds down as your lap time increases, showing the amount of time left for you to finish the lap. Starting lights blink the countdown from red to green. On the green light, go for it!

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 Points |
|-------------------|----------|--------------|
| 1 | 58"00 | 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 |

Arcade Game—Ages 10 and Up

POLE POSITION*

In auto racing, you need more than just speed. Strategy, guts, and reflexes decide who wins the coveted pole position. Race your heart out in the qualifying run, then get ready to *really* drive as the competition lines up around you, engines roaring, pulses pounding. Hang tight on the curves, dart in and out of the pack, and finally make a last-ditch sprint for the checkered flag.

The arcade racing game comes home.

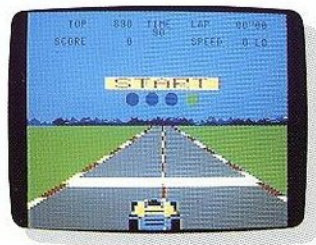
Features:

- High-speed panoramic scrolling straight out of the arcades
- Great graphics and sound provide realistic race action
- Multiple levels of difficulty to challenge even the most experienced driver
- All the action of the track in your own home.

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*POLE POSITION is engineered and designed by Namco Ltd.



THUNDER MOUNTAIN
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POLE POSITION

IBM Reference Manual

The instructions below are for the IBM version of **Pole Position**. Refer to the manual for instructions on game play. The IBM version is basically the same as the Commodore version; however, you are not able to select the difficulty levels at the beginning of the game in the IBM version.

What You Need

- IBM* or Tandy* families, or 100% IBM compatible computer
- Monitor or TV (color recommended)
- Color or Enhanced Graphics Adaptor required (IBM and some compatibles only)
- Joystick recommended

Loading Instructions

Use DOS 2.1 or higher.

Note: To use the IBM version of **Pole Position**, flip the disk over so that the label side is facing down.

1. If you are using a joystick, make sure it is plugged into the game port of your computer.
2. Insert the DOS disk in your disk drive and close the drive door.
3. Turn on the computer and monitor.
4. Respond to the date and time prompts.
5. At the **A>** prompt, remove the DOS disk and insert the **Pole Position** disk, label side **down**, into Drive A and close the drive door. The IBM version of **Pole Position** is on side two of the disk. The Commodore version is on side one.
6. Type **DRIVE** and press **Enter**.
7. The game will load into your computer's memory.

Installing Pole Position on a Hard Disk

1. Boot the system if necessary, and get an **A>** prompt.
2. Insert the **Pole Position** disk, label side **down**, in Drive A, and close the drive door.
3. At the **A>** prompt, type **HINSTALL C: POLE** and press **Enter**. Note: "C" is the hard disk letter, and "POLE" will be the name of the subdirectory created on the hard disk.
4. To run **Pole Position** from the hard disk, reboot the system and get a **C>** prompt.

5. You will need to insert the program disk before you type the loading instructions, as the program checks for a key disk. Insert the **Pole Position** disk, label side **down**, in Drive A and close the drive door.
6. Type **CD\POLE** and press **Enter**. Then type **DRIVE** and press **Enter**.
7. The game will load into your computer's memory.

Title Screen

After the game loads, the Title Screen appears. The following keys are active:

F1—Start Game

F9—Define Keys

Esc—Return to Title Screen from game. Escape to DOS from Title Screen

Controls

Once you're on the track, control your Formula 1 racer as follows:

Steer Push the joystick to the left or right, or use the **4** and **6** keys on the numeric keypad. Push the joystick forward and to the left or right to steer while accelerating. If you are using the keyboard, press the **4** or **6** key together with the **8** key to steer while accelerating.

Accelerate Push the joystick forward, or use the **8** key on the numeric keypad.

Brake Pull the joystick towards you, or use the **2** key on the numeric keypad.

Shift Gears Press the fire button on the joystick to shift into high gear; press the button again to downshift. Press the **5** key on the numeric keypad to shift into high gear; press again to downshift.

The following additional keys are active during a race or qualifying run:

Esc Abandons the race and returns you to the main menu.

Spacebar Pauses a race. To resume the race, press any other key.



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MOUNTAIN

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