

POLE POSITION II



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GETTING STARTED

What You Need

- Commodore 64™ or 128™; IBM® PC/XT/AT, Tandy® 1000 family, or 100% IBM compatible (256K minimum) computer
- Disk drive
- Monitor or TV (color recommended)
- Joystick (Commodore - required, IBM - recommended)
- Color Graphics Adaptor (required for IBM and some compatibles only)

Loading Instructions

Commodore

1. Make sure the joystick is plugged into Port 2 of your computer.
2. Turn on your monitor, disk drive and computer. (Commodore 128 users: run **Pole Position II** in 64 mode.)
3. Insert the **Pole Position II** disk, label side up, into the disk drive and close the drive door or latch.
4. At the **READY** prompt, type **LOAD ""*,8,1** and press **RETURN**.
5. The game will load automatically into your computer's memory.

IBM

Using DOS 2.1 or higher.

1. If you are using a joystick, make sure it is plugged into the proper port.
2. Insert the DOS disk into drive A and close the drive door or latch.
3. Turn on the computer and monitor, and respond to the date and time prompts.
4. At the **A>** prompt, insert the **Pole Position II** disk, label side up, and close the drive door or latch.
5. Type **DRIVE**, and then press **Enter**.
6. The game will load automatically into your computer's memory.

Installing DOS on Your Program Disk: One Disk Drive

1. Place the DOS disk in drive A and turn on the monitor or TV and your computer.
2. When the request to enter the date and time appears, press the **Enter** key twice.
3. At the **A>** prompt, type **SYSB:** and press the **Enter** key. Follow the instructions on the screen, using the DOS disk as the "diskette for drive A" and the **Pole Position II** disk as the "diskette for drive B." You will see a message telling you that the system has been transferred.
4. At the next **A>** prompt, insert the DOS disk in drive A and type **COPY COMMAND.COM B:** and press the **Enter** key. Follow the instructions on the screen, using the DOS disk as the "diskette for drive A" and the **Pole Position II** disk as the "diskette for drive B."
5. From now on when you want to load the game, just insert the program disk into drive A, turn on the monitor or TV and your computer, and respond to the date and time prompts. The game will load into your

computer's memory and the title screen will appear.

Installing DOS on the Program Disk: Two Disk Drives

1. Place the DOS disk in drive A and the **Pole Position II** disk in drive B. Turn on the monitor and the computer.
2. When the request to enter the date and time appears, press the **Enter** key twice.
3. At the **A>** prompt, type **SYSB:** and press the **Enter** key. You will see a message telling you that the system has been transferred.
4. At the next **A>** prompt, type **COPY COMMAND.B:** and press the **Enter** key.
5. From now on when you want to load the game, just insert the program disk in drive A and turn on the monitor and the computer, and respond to the date and time prompts. In a few moments the game will load into your computer's memory and the title screen will appear.

Installing Pole Position II on a Hard Disk

After you complete the procedure outlined below, **Pole Position II** will run entirely from your hard disk and you will not need to use the floppy disk. The procedure will create a sub-directory on the hard disk and copy all relevant files to it. You will be asked to provide a name for the new sub-directory. If you want to use an existing sub-directory, just enter the name of that sub-directory in Step 3, and ignore the message about being unable to create a directory.

Note: Once **Pole Position II** has been copied onto a hard disk, your floppy will not generate any more hard disk copies. However, you can transfer the hard disk installation capability back to your floppy disk by following the procedures given in the section entitled **Uninstalling Pole Position II from a Hard Disk**.

Warning: Before you attempt either to make an archival backup of your hard disk, or to run a hard disk "optimization" or "defragmenting" program after having installed **Pole Position II** on the hard disk, first make sure that you follow the instructions to uninstall **Pole Position II**. If you don't, **Pole Position II** will no longer be executable from the hard disk, and you won't be able to re-install the program. After you make the backup or run the optimization program, follow the installation instructions given below to re-install the program on your hard disk. The instructions for hard disk installation are as follows:

1. Boot the system, if necessary, and get a **C>** prompt.
2. Insert the **Pole Position II** disk into the disk drive and close the drive door.
3. Type **A:SETFIXED NAME**, where **NAME** is the name you have chosen for the new directory. The name must not be longer than eight characters. When you press **Enter**, **Pole Position II** will install itself on the hard disk.

Uninstalling Pole Position II from a Hard Disk

1. Boot the system, if necessary, and get an **A>** prompt.
2. Insert the **Pole Position II** disk in drive A and close the drive door.
3. At the **A>** prompt, type **UNINSTAL** and press **Enter**.
4. When the process is complete, **Pole Position II** will no longer be executable from the hard disk. To reinstall **Pole Position II** on a hard disk, follow the hard disk installation instructions already given.

GAME PLAY

This is what every racing fiend wants: a chance to race the greatest tracks in the world whenever he wants. And that's what you get in **Pole Position II**; four tracks to challenge your racing skill and nerve. Do you have what it takes?

To select the course you would like to race, use the joystick, or if you're using an IBM keyboard, use the numeric keypad. When the course you want is flashing, press the joystick fire button, or the **5** key on the IBM keyboard, to start the game. (IBM users must set up the game for joystick control. See **Game Control** below for details.)

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 the 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 is still counting down 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

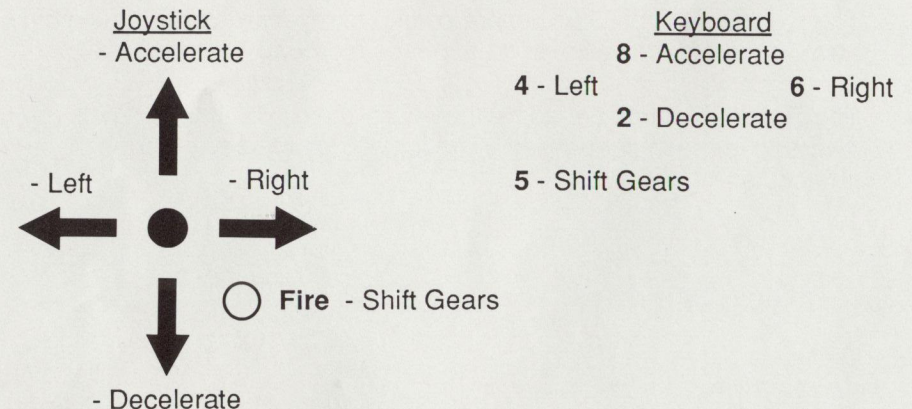
Commodore

Press the joystick fire button to start the race. Use the joystick to control your racecar. Steer the car by moving the joystick left or right. Accelerate by pressing the joystick forward. Decelerate by pulling the joystick back. Press the fire button to switch into High Gear or to go back to Low Gear.

IBM

Press **F1** to start race. Use either the joystick or keyboard to control your racecar. IBM joystick users must set up the game to use a joystick. To do this, press **F9** to redefine keyboard controls. Then press the fire button, and move the joystick right, left, up and down in response to the prompts. Steer the car by moving the joystick left or right. Accelerate by pressing the joystick forward. Decelerate by pulling the joystick back. Press the fire button to switch into High Gear or to go back to Low Gear. If you are using a keyboard, use the **4** and **6** keys to steer your car. Press the **8** key to accelerate and the **2** key to decelerate. Press the **5** key to change speeds. IBM users may modify the responsiveness of the joystick **before** they type **DRIVE** to start the game. To do this, follow the directions listed below.

1. At the **A>** prompt, type **EDITJOY** and press **Enter**.
2. You will be prompted to hold the joystick in the upper left corner and press a key; and then to hold the joystick in the lower right corner and press a key.
3. A blue and red cross, representing the joystick, will appear on the screen with some letters next to it. A flashing cursor will appear indicating the current joystick position.
4. The letters next to the cross indicate which keys to press to adjust the sensativity of the joystick. The more red showing on the cross, the less sensitive the joystick will be.
5. Press **ESC** to quit the joystick calibration routine without saving the current values. Press **Q** to quit the joystick calibration routing and save the current values. You will then return to DOS.
6. At the **A>** prompt, type **DRIVE** to start the game. Remember that you must press **F10** before starting a race to activate the joystick.



Options

Commodore

- Run/Stop** - Abandons the race and returns you to the Course Selection Screen
- Spacebar** - Pauses game. Press again to resume play.

IBM

- Esc** - Abandons the race and returns you to the Course Selection Screen. Returns to DOS when you are viewing the Course Selection Screen.
- Spacebar** - Pauses game. Press any key to resume play.
- F1** - Starts game.
- F9** - Redefine keyboard controls. To use the joystick, press **F9** and press the firebutton on the joystick. Then move the joystick right, left, up and down in response to the prompts.

Racing Times

Qualifying Lap

You have 95 seconds to complete the Qualifying Lap. Try for one of the 8 starting positions in the big race. If your time is good enough, you may end up with the pole 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 upto three more laps to try to rack up those points. So, get your motor runnin' and push your car to the limits.

Scoring

The Qualifying Lap - 5 points are scored for every meter. Bonus points are awarded for your position in the big race (see **Lap Times** above).

The Race - 5 points are scored for every meter. 50 bonus points are awarded for each car passed. The top scores are saved for each racecourse.

IBM Features

IBM users will be able to set your own qualifying lap and race times for any of the racecourses. To do this, simply follow the instructions **below** before you type **DRIVE** to start the game.

1. At the **A>** prompt, type **EDITTIME DRIVE.EXE** and press **Enter**.
2. Press the following keys to modify the race times.

N = go to the next value
U = increase time
D = decrease time
X = save the table and return to DOS
3. Now type **DRIVE** at the **A>** prompt and press **Enter**. Select any track; the new qualifying times will be enabled.