

Atari puts you in the driver's seat! Pass cars like they're standing still, but watch for those curves! One mistake and you could go up in flames!



Grid Positions

Qualifying Lap Time	Start Position	Bonus Points
58.50"	1	4000
60.00"	2	2000
62.00"	3	1400
64.00"	4	1000
66.00"	5	800
68.00"	6	600
70.00"	7	400
73.00"	8	200

POLE PO

FROM **ATAR**

LOADING INSTRUCTIONS

1. To connect the Spectrum to your cassette recorder refer to Chapter 6 of the ZX Spectrum Introduction Manual.
 2. Fully rewind your POLE POSITION cassette.
 3. PRESS **PLAY** button on your cassette recorder.
 4. Type **LOAD " "<ENTER>**
- The program will now load automatically.

CONTROLS

After the title screen you may select one of the following game control options:

Keyboard Control:.....	K
Sinclair Joystick:.....	Z
Kempston Joystick:.....	X
Cursor Joystick (AGF or Protek)	C

KEYBOARD

When using the keyboard you can move your Racer with the following keys:

O	LEFT
P	RIGHT
Q	BRAKING
A	GEAR CHANGING

JOYSTICK

Steer your Racer by moving your Joystick to the left or to the right. Move your Joystick to the forward position to put your car in gear.

To give your car extra boost, shift the Joystick from the forward position (LO gear) to the back position (HI gear).

Press the **S** key to Start the game.

POSITION *

RISOFT™

GAME PLAY

Here's your chance to prove you've got the skill to be a professional race car driver, as you pit yourself against the clock and the world's top Formula 1 race cars. You have 90 driving seconds in the qualifying run, but must achieve a lap time of 73" or better to qualify for the race. After you qualify the real race begins!

If you hit another car, your car will explode, costing you precious time. No matter how many times you crash, you'll receive another car until your time runs out.

GAME STRATEGY

■ **MAKE A FAST START.** In the qualifying lap, be prepared to take off as soon as your race car appears on the screen.

In the real race, be ready to take off as soon as the green starting light flashes.

■ **USE THE INSIDE TRACK.** Stay in the inside lane as much as possible. You can travel faster and manoeuvre more easily around the other cars.

■ **AVOID SKIDS.** Skidding slows you down and gives other cars a chance to outdistance you. Remember, you earn 50 points for every car you pass.

■ **USE THE GEARS** From a standing start always select LO gear. To optimise your acceleration, change to HI gear before you reach 105mph.

SCORING

■ Every five metres travelled is worth 50 points.

■ Each car you pass is worth 50 points.

■ After you reach the chequered flag, each second left on the time clock is worth 200 points.

■ To restart the game whilst playing press the **S** key. To hold the game press the **H** key. To resume game play press the **H** key again.