



A Milton Bradley Company

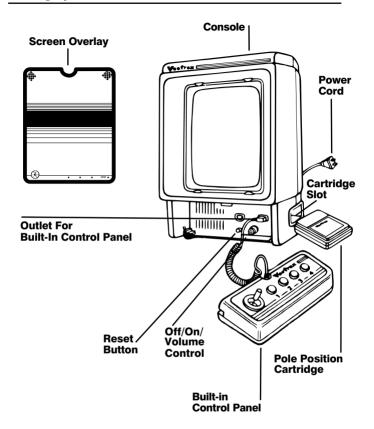
Pole Position is engineered and designed by Namco, manufactured

under licence by GCE. Trademark and ©Namco 1982. © General Consumer Electronics, Inc. 1983. Santa Monica, CA 90401. All Rights Reserved. A copyright protection is claimed on the program stored within the cartridge.



he spectacular arcade game,
Pole Position, takes on an exciting new look
through the magic of Vectrex! Experience all
the challenge of a Grand Prix racing event with
non-stop action that'll leave you breathless!

Do you possess the skill, dexterity and courage to pull out from the crowd for qualification in one of the exclusive starting positions... or will you end up as an also ran?

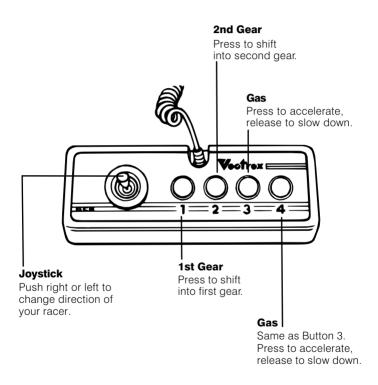


## **Setting up**

- Make sure the console power cord is plugged into a 120 volt AC 60 cycle electrical outlet.
- Check to be sure the plug for the built-in control panel is firmly seated in the control panel outlet on the right.
   MAKE SURE THE CONSOLE IS TURNED OFF BEFORE
- MAKE SURE THE CONSOLE IS TURNED OFF BEFORE INSERTING THE CARTRIDGE. Insert the cartridge into the cartridge slot with the label side up. Be sure it is firmly inserted to the guideline marked on the cartridge.
- Insert the screen overlay behind the tabs at the top and bottom of the screen.
- Turn the OFF/ON/VOLUME CONTROL to the ON position (clockwise). You will see the Vectrex title for a few seconds, then the name of the game.
- Adjust the volume control to the desired listening level.

#### **Pole Position Controls**

**Pole Position** is played with the built-in control panel only. The functions of the controls are:



## How to Play

# **Starting Game Play**

Pole Position is a one-player game only. Play will begin immediately after the cartridge is inserted and the Vectrex is furned on.

## **Game Play**

Pole Position transports you into the exciting sport of world class Grand Prix auto racing. Buckle yourself into your high performance Formula I racer, adjust your safety helmet and get ready for an exhilirating and danger-filled challenge.

Your first goal in Pole Position is to race through a lap fast enough to qualify for one of the four exclusive starting positions—passing competitors and avoiding hazardous obstacles along the way. Once you have qualified, your challenge continues into four successive laps as you race to maintain your position and complete

laps in progressively shorter time periods.

As the game begins, you'll find yourself at the starting line of the world renowned Fuji Speedway. The words "Prepare To Qualify" will travel across the screen and you will hear the sound of your engine starting. The moment your engine sound begins, you should take off on your qualifying lap. Press Buttons 3 or 4 to accelerate. When you hear your engine "laboring," change to second gear by pressing Button 2. (Your speed will never exceed 135 m.p.h. in first gear.) You can return to first

gear during your lap by pressing Button 1.

While you speed through your qualifying lap, be sure to avoid your competitors' racers and the treacherous obstacles in the roadway—contact will mean the loss of your car! There will be no warning of obstacles, so pay close attention to the condition of the track. Steer your car to avoid hazards and gain a better track position by pushing the joystick either left or right.

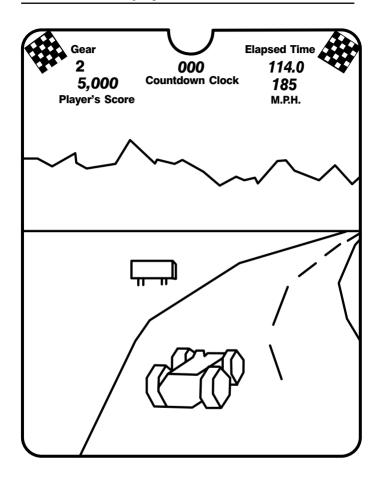
## **Game Play**

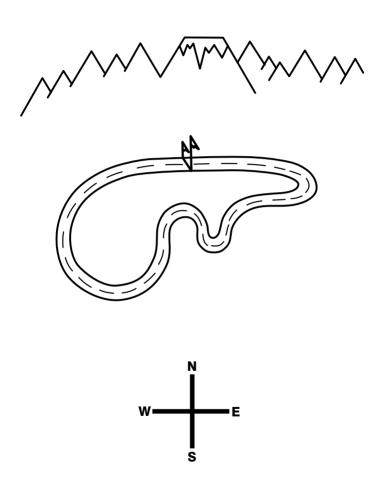
Although you are provided with an unlimited number of cars in Pole Position, you will lose a great deal of time whenever a car is crashed. So be careful! It is possible to drive off the speedway track—but doing so will slow you down, cost you valuable time and increase your chances of losing a car.

You are provided with 120 seconds to complete your qualifying lap—although you must complete the lap well ahead of 120 seconds to qualify for one of the four starting positions. If you qualify, you will be provided with 90 seconds to complete your first actual race lap. Completion of the first lap within the 90 second time period permits you to continue with a second, third and fourth lap which must be completed in 60 seconds. During the actual race, the time remaining on the clock after completion of a lap will be carried over to the next lap—allowing you more than the usual time provided to complete the lap.

Game play will continue until you are unable to complete a lap in the allowable time or when you have completed all four race laps. If you complete all four laps, you'll receive 200 bonus points for each second remaining on the clock!

You will also earn points for distance traveled on the track, competitor's cars passed, and having achieved a starting position on your qualifying lap.





## **Scoring**

ACTION	Points
Passing Competitor's Cars	50 points per car.
Completing One Lap	12,000
Achieving First Position	4,000
Achieving Second	
Position	2,000
Achieving Third Position	1,000
Achieving Fourth Position	500
Completing All Four Laps	200 Points For Every
	Second Remaining On
	The Clock.

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# **High Score Memory**

As long as your machine is on, with the Pole Position cartridge in place, the high score is retained. Once the machine is turned off and the cartridge removed, the high score is lost. To check the high score, press the Reset Button on the console.

# **Restarting Game**

To restart after a completed game, simply push any of the buttons on the control panel. To restart a game before it is completed, press the Reset Button on the console.

# **Score Record**

Date	Name	Score
	·	
		<del></del> -

# **Score Record**

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#### 90 Day Limited Warranty

This Video Game Cartridge is warranted by General Consumer Electronics, Inc. to the original consumer purchaser in the U.S.A. for a period of 90 days from the original purchase date under normal use and service against defective workmanship and materials. ANY IMPLIED WARRAN-TIES ARE ALSO LIMITED IN DURATION TO THE NINETY (90) DAY PERIOD FROM THE ORIGINAL PURCHASE DATE. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU

This warranty is void if the GCE Video Game Cartridge has been damaged by accident, unreasonable use, neglect, misuse, abuse, improper service, modification, subject to commercial use or other causes not arising out of defects in workmanship or materials and is limited to electronic and mechanical parts contained in the cartridge.

GENERAL CONSUMER ELECTRONICS, INC. SHALL NOT BE LIABLE FOR LOSS OF USE OF THE VIDEO GAME CARTRIDGE OR OTHER INCIDENTAL OR CONSEQUENTIAL COSTS. EXPENSES OR DAMAGES INCURRED BY THE PURCHASER RESULTING FROM BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES ON THE VIDEO GAME CARTRIDGE. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES. SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLYTO YOU.

During the warranty period, if found to be defective due to workmanship or materials, the GCE Video Game Cartridge will at the option of General Consumer Electronics, Inc. be repaired or replaced with a new or reconditioned GCE Video Game Cartridge without charge for parts or la-bor when returned by Purchaser with proof of purchase date, shipped prepaid to General Consumer Electronics, Inc. at the following address:

#### **General Consumer Electronics, Inc.**

233 Wilshire Boulevard

Santa Monica, California 90401

In the event that your GCE Video Game Cartridge is replaced, the warranty on the replacement will be ninety (90) days from the date of its return to you.

## **Order Form for Replacement Screen Overlays**

Additional screen overlays may be ordered by completing this form and mailing it with your check or money order for \$2.00 each. Address check or money order to:

GCE, Vectrex Screen Overlays, P.O. Box 8123, San Francisco, CA 94128

Please allow 2-3 weeks for delivery. Offer subject to availability. Note: Separate cartridges are needed for the overlays listed below.

#### **SCREEN OVERLAY**

Mine Storm	Solar Quest	Spike
Armor Attack	Space Wars	SpinBall
Berzerk	Sṫar Hawk	Web Wars
Clean Sweep	Star Trek	Pole Position
Hyperchase	Blitz!	Dark Tower
Cosmic Chasm	Heads-Up	Star Castle
Rip-Off	Fortress of Narzod	Polar Rescue
Scramble	Bedlam	Others
		(specify)

#### **SCREEN**

<b>OVERLAY</b> (fill in)	<b>QUANTITY</b> (fill in)	CC	OST (fill in)
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		@ \$2.00	
T	otal Overlays Ordered	Total Costs \$	
C	Calif. Residents Add 6%	Sales Tax \$	
Т	otal Amount Enclosed	\$	

Name		Phone ( )		
Address				
City	State	Zip		

# GRAPHIC COMPUTER SYSTEM

