

# KLASSIKER DER SPIELEGESCHICHTE

09 POLE POSITION (1982)

01. JULI 2010



# Vorgeschichte

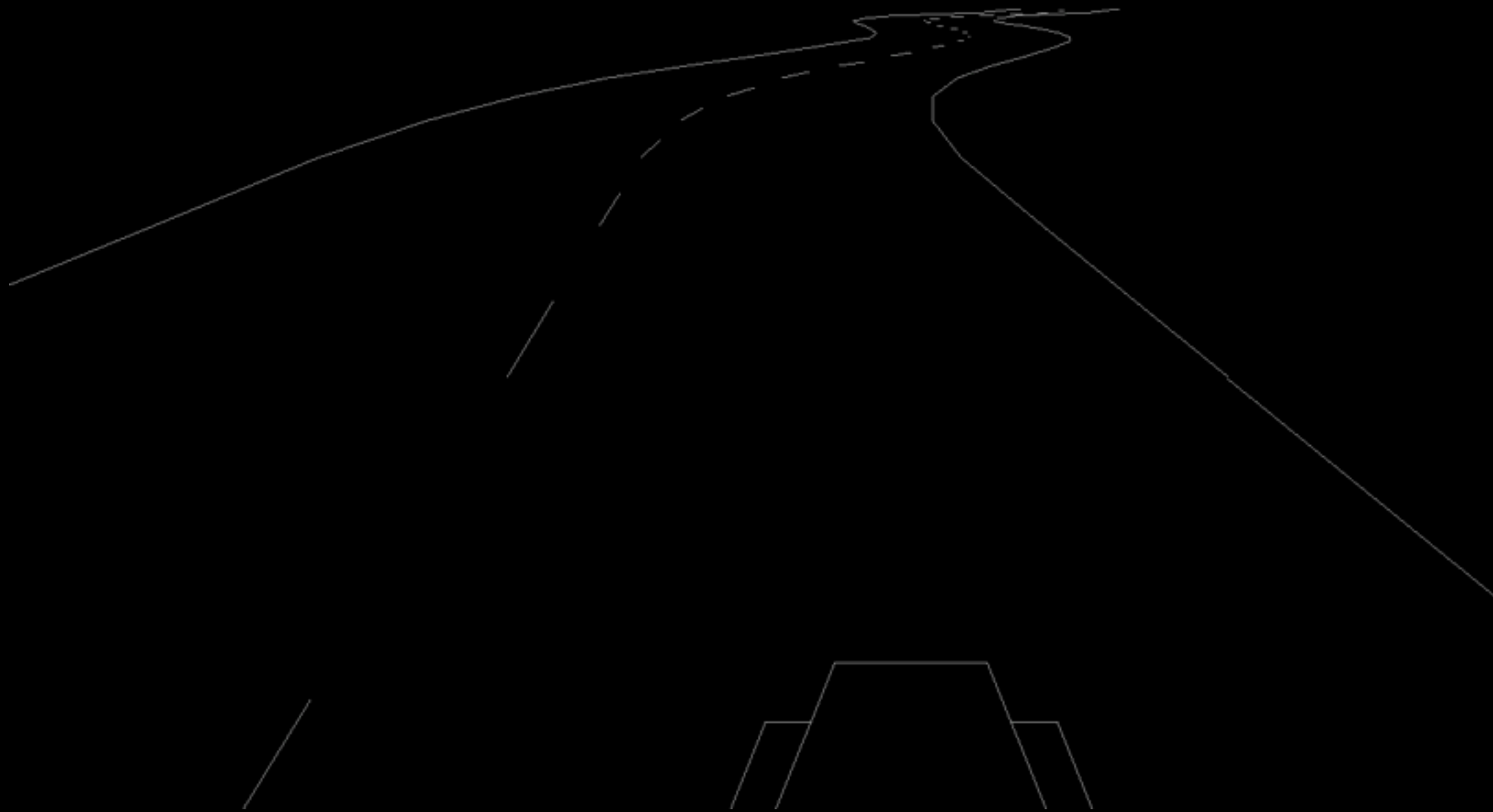


Gran Trak 10, 1974

# Speed Freak (1979)

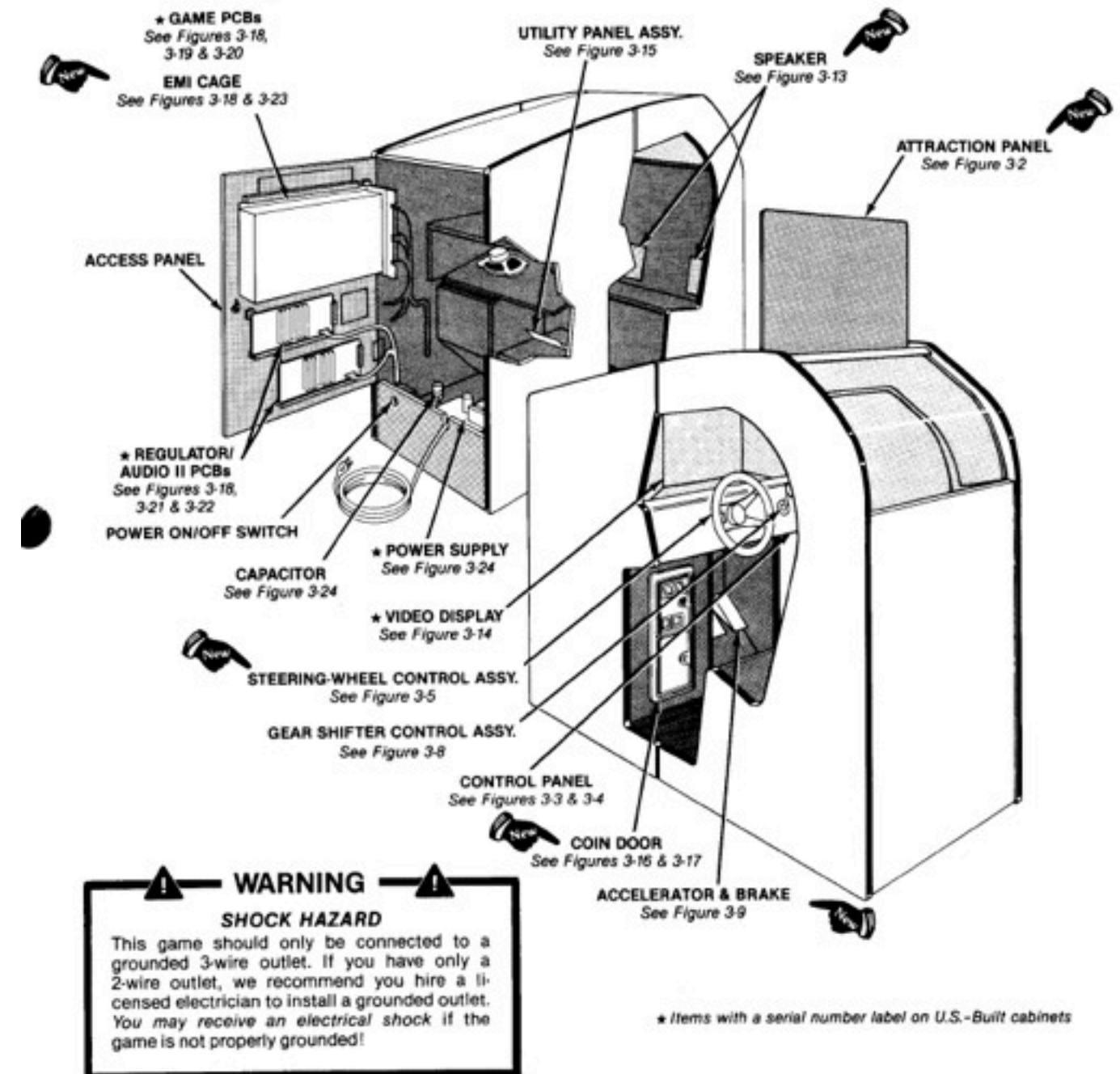
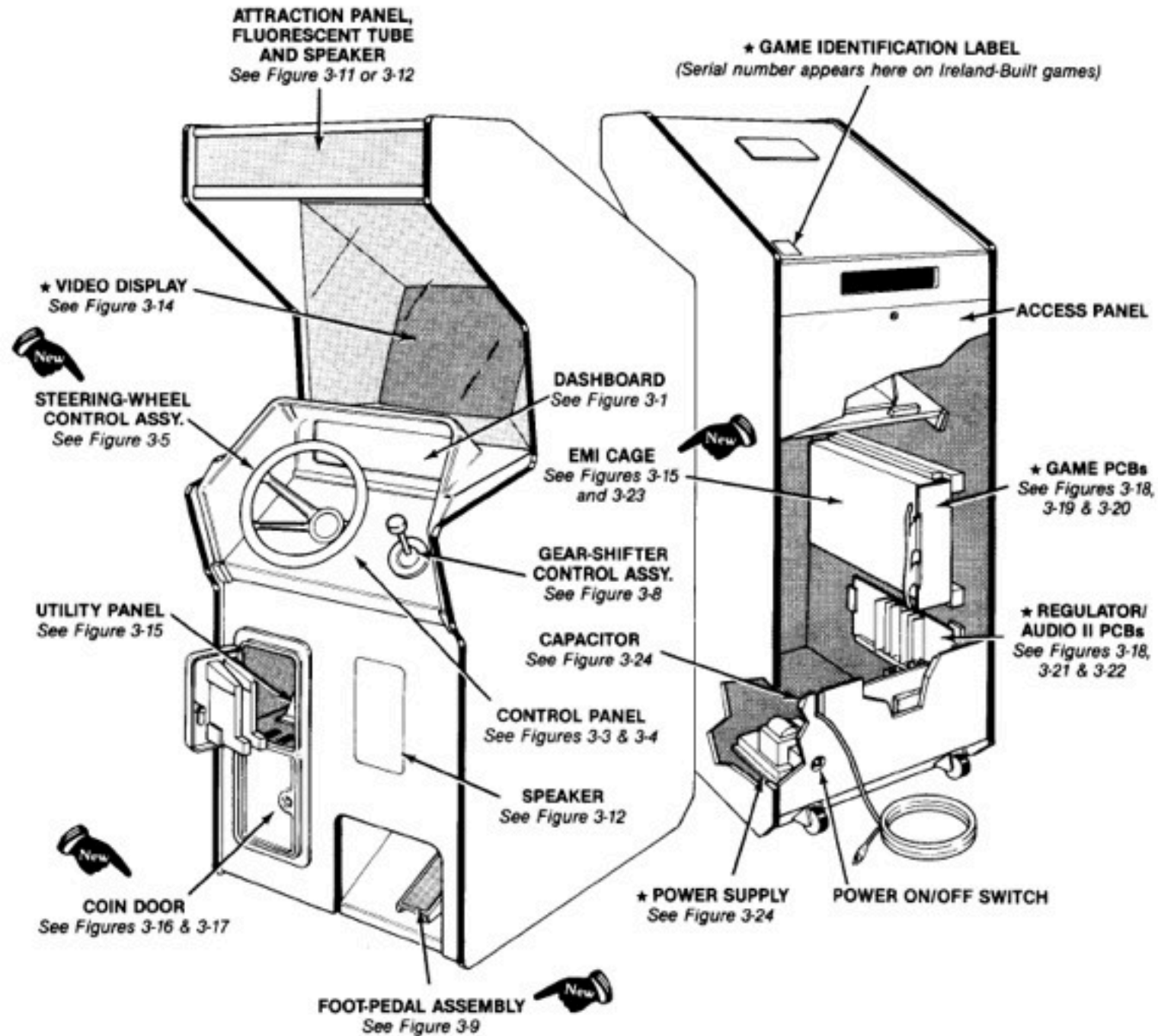
SCORE  
□□□

TIME  
1 1 4





# Cabinet



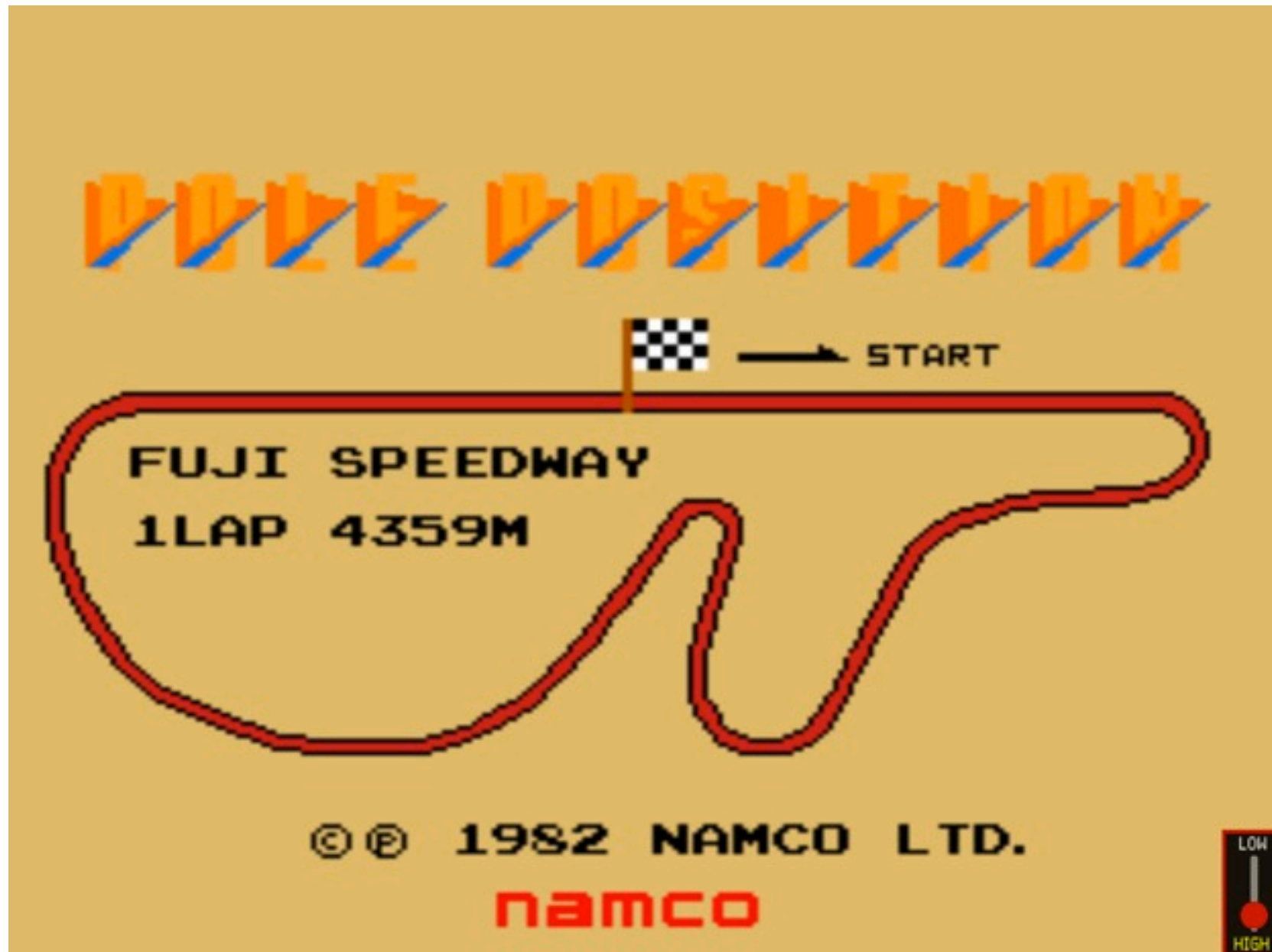


# Cabinet





# Attract Mode



## 1. Attract Mode

The Attract Mode begins when you set the power on/off switch to *on* or after the Play, High-Score, or Self-Test Modes. The Attract Mode ends when the correct amount of credit for a game is inserted or when the Self-Test Mode begins.

When the Attract Mode begins, the game displays a picture with the words *POLE POSITION* flashing at the top of the screen. A map of Fuji Speedway is displayed in the center of the screen. Within the map are the words *FUJI SPEEDWAY* and *1 LAP 3459M*. At the bottom of the screen is the copyright message.

Then, the Attract Mode simulates game play. Eight cars are at the starting line. The player's car, located in the eighth position, flashes on the screen. The starting lights flash from red to green and the race starts. The race continues until the player's car crashes into another car and explodes into a red ball of fire. Then, the car reappears on the screen and continues down the track until it hits a sign along the side of the road. Again, the car explodes. During this sequence, the message *GAME OVER* appears in the center of the screen.

Finally, the Attract Mode displays the High-Score Table. The fastest lap time, average game speed, and prize winners appear at the top of the screen. Below this information is a list of the six highest scores. Opposite each score are the initials of the player who achieved that score.

# Controller



- **Steering Wheel:** Use the steering wheel to drive the car just as you would any real car. On most home conversions, the steering wheel is replaced by pressing left and right on the joystick.
- **Gas:** Press the gas pedal to accelerate the car. On most home conversions, the gas pedal is replaced by the fire button.
- **Break:** Press the break pedal to slow your car down. There is usually no equivalent to the break on most home conversions except to let off the gas.
- **Hi/Lo Shift:** Use this gear shift to change which gear the car drives in. On most home conversions, the gear shift is replaced by pressing up and down on the joystick.



# TAKING THE LEAD AT POLE POSITION

by Eric Ginner

Pole Position is the best driving game yet. Its graphics, sound, and driving realism outclass even Turbo. The Fuji Speedway is the setting for an eight-car race with you behind the wheel of a Formula 1 racer. Your goal, as in all driving games, is simple—race around the track as fast as you can. You compete with seven other drivers, but time is your real opponent because the other drivers race like rookies.

The game is divided into two parts: the qualifying lap, and the race itself. The qualifying lap is the most important part of the game, because your qualifying time will determine your starting position for the race. The time needed to qualify is determined by the game's settings (73 seconds is standard). If you don't qualify, you can't compete in the race.

You start the qualifying lap by yourself, but will encounter other cars on the track later. Drive the course just as you would in the actual race, as described below. If you beat the time needed to qualify, a synthesized voice will commend you on your driving skill. Then, depending on your actual qualifying time, you will be assigned a position from first (pole position) through eighth for the start of the race. Earning the pole position (58.5 seconds on a standard machine) is very helpful: it assures you of starting the race in first place, and earns you a 4000 point bonus in addition to the 10,000 points received for the qualifying lap.

Once you have qualified for the race, your car is placed in its proper position at the starting line. The race will last up to four laps (some machines limit it to three), depending on how well you do. As the starting lights count down to green, you should be in low gear with the gas pedal to the floor.

Go into the first turn on the left side of the track and then cut to the inside. With perfect timing, you can take the first turn at full speed without skidding. As you come out of the turn and pass the Namco sign, you'll see cars ahead of you. Pass them on the shoulder if necessary, but don't slow down.

Next is a sharp right turn marked by a Dig Dug sign, off the left side of the track. Stay to the left so you can prepare for the hairpin turn which follows immediately. It's too sharp to take at full speed, and there are usually other cars in front of you. The best way to take the turn is to cut the corner by driving off the left side of the track, being careful not to hit the Pole Position sign on the left shoulder. If you have trouble with this, the next best approach is to let up on the gas and stay on the road. Never shift to low gear or use the brakes, but you must slow down if you stay on the road; otherwise, you'll slide off the track and hit the Centipede sign on the right side.

The next part of the course is a long, sweeping right turn flanked by numerous signs and billboards. Stay as far to the inside as possible so you can see more of the track in front of you and avoid blind crashes. A Pole Position sign on the right will mark the start of the final straightaway into the finish line.

The entire time you're racing, a timer is counting down how many seconds you have left. If you reach the finish line before your time runs out, you're awarded an additional 45 seconds of racing time to try to complete another lap. You'll continue racing until you fail to complete a lap in the allotted time or you complete the maximum number of laps (3 or 4, depending on setting).

Whenever you play, strive for the perfect game: starting in pole position and driving the entire race without crashing. It takes precision driving and fast reactions, but it can be done. And if you get off to a bad start, try a slow trip around the track to read the colorful road signs—they're hard to appreciate at 185 mph.

As you accelerate away from the starting line, shift into high gear at around 100 mph. You should then stay in high gear for the entire race, unless you crash and need to start again. Try to move out in front of the pack before the first turn; if you started in back, pass between the cars in front of you.





# Strategie

Earning the pole position (58.5 seconds on a standard machine) is very helpful: it assures you of starting the race in first place, and earns you a 4000 point bonus in addition to the 10,000 points received for the qualifying lap.

### 3. High-Score Mode

The High-Score Mode begins when a player has earned one of the 300 highest scores. The player has one minute to record his initials. A player rotates the steering wheel to locate his initial. He presses a foot pedal to put his initial on the screen. The third time he presses the pedal his initials are transferred into the high-score table.

### 4. Hints for Game Play

- Avoid puddles and the sides of the track because these slow you down.
- Accelerate and stay ahead of other racers.
- Stick to the inside of the track to make the corners.
- Successful completion of a turn depends on braking skill.
- When sliding, steer into the skid.





# Ports



Atari 2600, 1983



Atari 5200, 1983



C 64, 1984



VC 20, 1983



IBM PC, 1983



ZX Spectrum, 1983



# Pole Position Remix



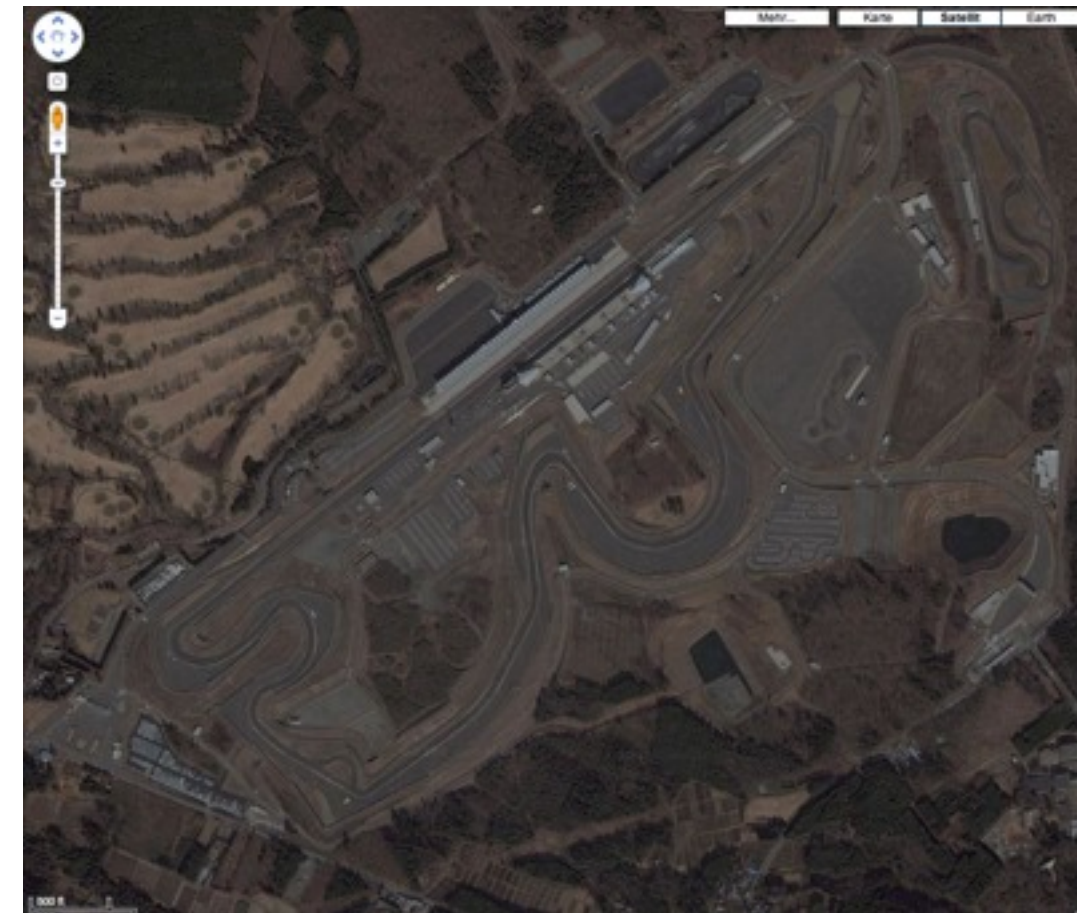
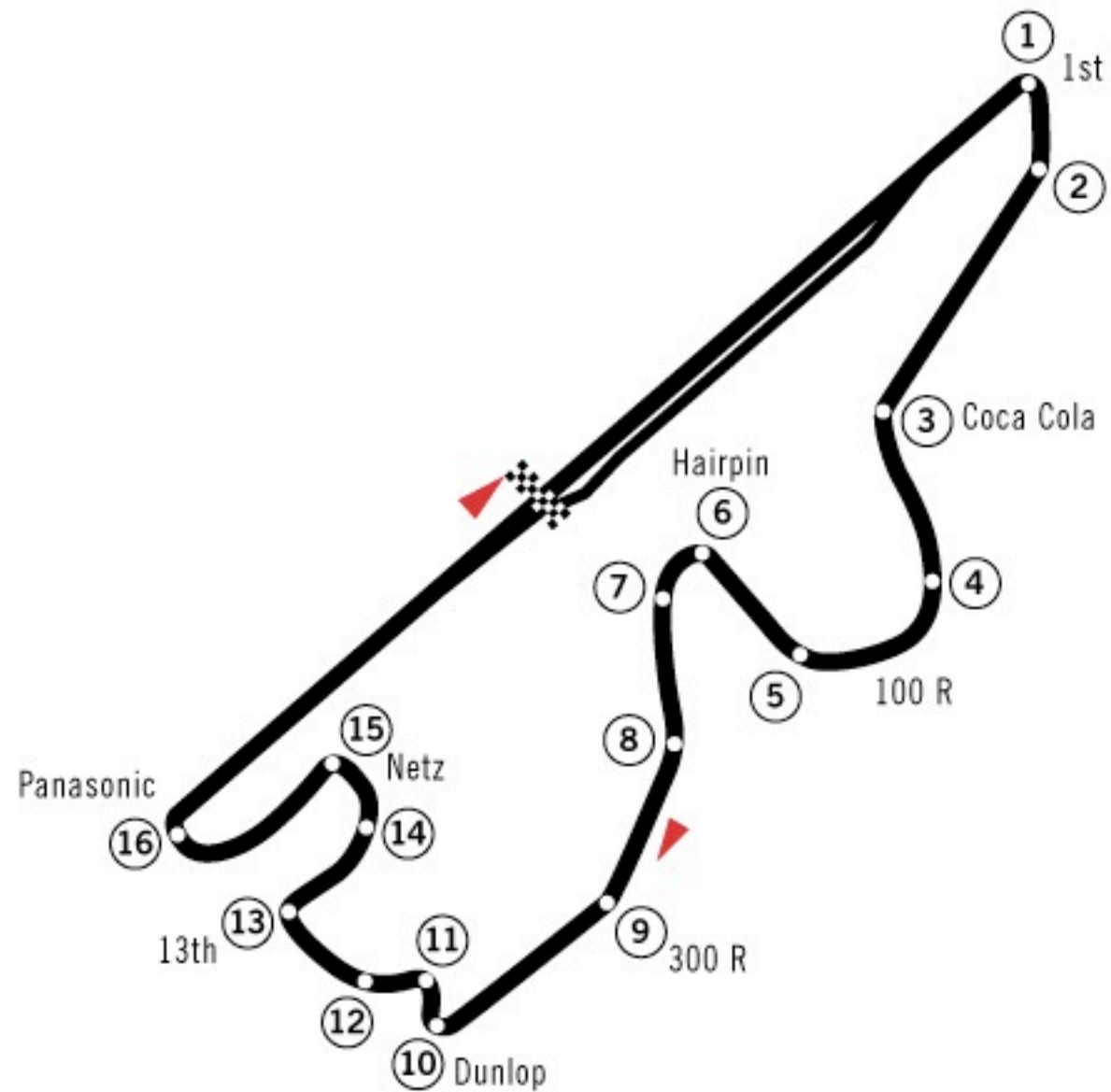


# Product Placements





# Fuji Speedway





# Strecken in Pole Position II



<TEST>

FASTEST LAP 78.90

TOP SPEED 140km

P. P. GRAND PRIX RESULTS

<GRAND PRIX WINNERS>

NO.	SCORE	TIME	NAME
1	17600		
2	17570		
3	17540		
4	17510		
5	17480		
6	17450		

POLE POSITION II  
1982 namco



<SUZUKA>

FASTEST LAP 78.90

TOP SPEED 120km

P. P. GRAND PRIX RESULTS

<GRAND PRIX WINNERS>

NO.	SCORE	TIME	NAME
1	15200		
2	15170		
3	15140		
4	15110		
5	15080		
6	15050		

POLE POSITION II  
1982 namco



<SEASIDE>

FASTEST LAP 78.90

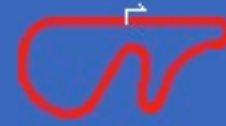
TOP SPEED 140km

P. P. GRAND PRIX RESULTS

<GRAND PRIX WINNERS>

NO.	SCORE	TIME	NAME
1	12800		
2	12770		
3	12740		
4	12710		
5	12680		
6	12650		

POLE POSITION II  
1982 namco



<FUJI>

FASTEST LAP 78.90

TOP SPEED 120km

P. P. GRAND PRIX RESULTS

<GRAND PRIX WINNERS>

NO.	SCORE	TIME	NAME
1	20000		
2	19970		
3	19940		
4	19910		
5	19880		
6	19850		

POLE POSITION II  
1982 namco





<SUZUKA>  
FASTEST LAP 78.90  
TOP SPEED 120km

P. P. GRAND PRIX RESULTS  
<GRAND PRIX WINNERS>

NO.	SCORE	TIME	NAME
1	15200		
2	15170		
3	15140		
4	15110		
5	15080		
6	15050		

POLE POSITION II  
1982 namco





# Suzuka International Racing Track

## Suzuka Circuit, Japan

08.-10. Oktober, 2010 | 16. von 19 Rennen

Allianz 



53 Runden x 5,807 km = 307,771 km



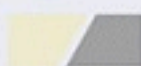
Kommentar zur Strecke

**Bernd Mayländer**  
Official Formula 1™ Safety Car driver

Suzuka ist eine der Lieblingsstrecken der Fahrer. Eine Herausforderung sind die vielen Richtungswechsel im Bereich der S-Kurven und die „130R“ – eine extrem schnell gefahrene Kurve. Die beste Überholmöglichkeit bietet sich in der Schikane am Ende der Runde. Allerdings ist die Strecke hier sehr eng.

2 1,6  
80

Gang, Querbefleunigung,  
Geschwindigkeit (km/h)

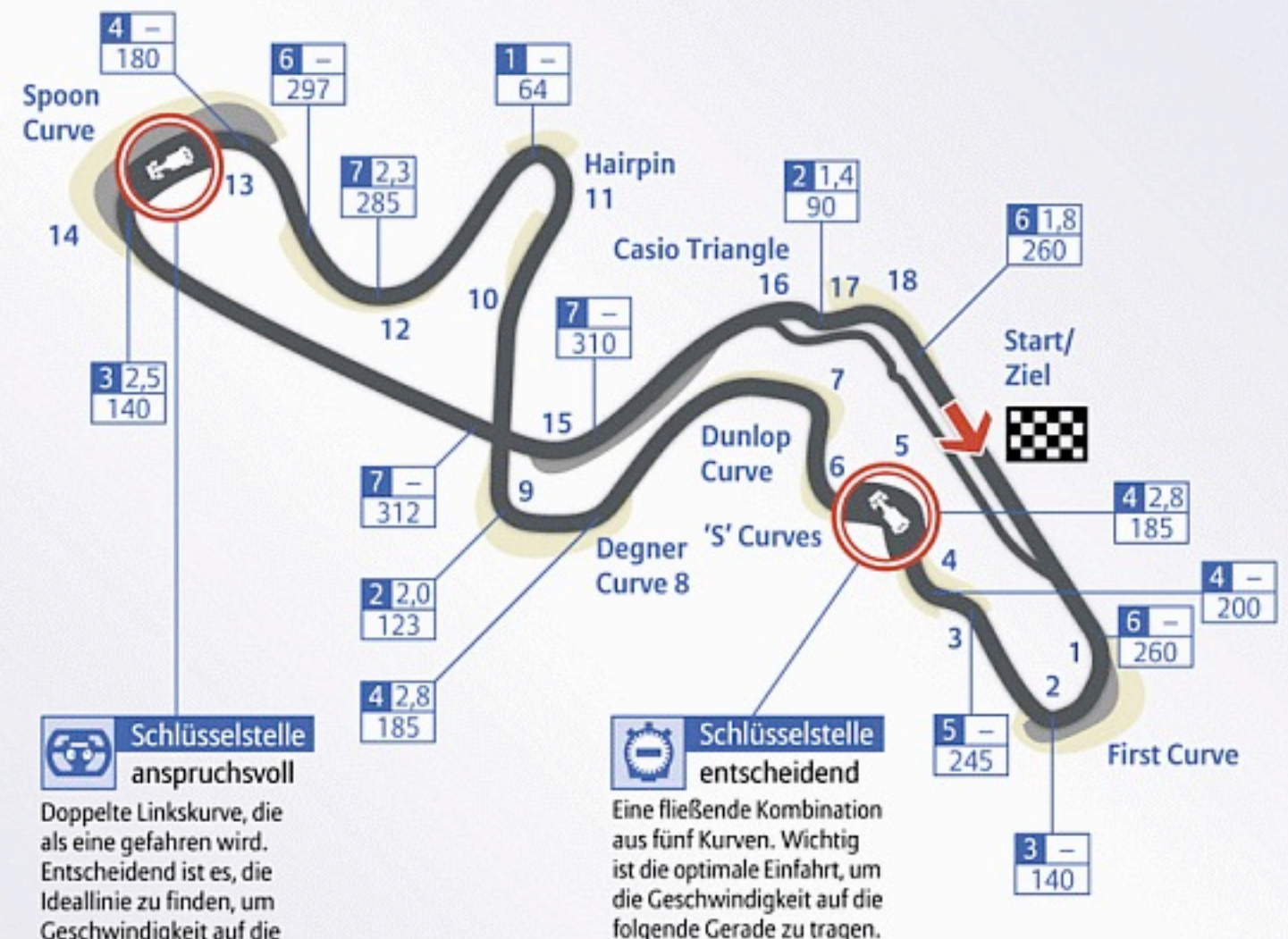


Auslaufzonen  
Kies/Beton



Schlüsselstellen

Status: 06. Januar, 2010



**Schlüsselstelle  
anspruchsvoll**

Doppelte Linkskurve, die  
als eine gefahren wird.  
Entscheidend ist es, die  
Ideallinie zu finden, um  
Geschwindigkeit auf die  
folgende Gerade  
mitzunehmen.



**Schlüsselstelle  
entscheidend**

Eine fließende Kombination  
aus fünf Kurven. Wichtig  
ist die optimale Einfahrt, um  
die Geschwindigkeit auf die  
folgende Gerade zu tragen.

<http://sponsoring.allianz.com>



# TX-1 (1983)





# Out Run (1986)





# Weitere Nachfolger



Final Lap (1987)



Hard Drivin (1988)



Virtua Racing (1992)



# Super Mario Kart 1992





# Ridge Racer 1993





# Sportliches Autozubehör





# Rennspiele

## List of racing game sub-genres

### **1 On-road**

- 1.1 Simulation-style racing games
- 1.2 Semi-simulation-style racing games
- 1.3 Arcade-style racing games
- 1.4 Street racing games

### **2 Sports games**

- 2.1 Event racing
- 2.2 Exaggerated sports racing
- 2.3 Monster truck racing games
- 2.4 Truck racing games
- 2.5 Motorcycle racing games
- 2.6 Kart racing games

### **3 Water racing games**

- 3.1 Jetski racing games
- 3.2 Speedboat racing games

### **4 Off-road racing games**

### **5 Futuristic racing games**

### **6 Racing role playing games**