

Important Note to Operators:
If the operation, maintenance and service manual was not included in this game when you unpacked it, contact your distributor to get a free copy. (All Atari manuals for coin-operated games also include complete illustrated parts lists.)

CAUTION
Do not depress the accelerator or brake pedal when turning on the game or switching to the Self-Test Mode. This will cause faulty program initialization and incorrect action of the player controls.

This game will test itself and provide data to show that the game's circuitry and controls are operating properly. The data is provided on the video display and speakers. No additional equipment is necessary.

We suggest you perform the self-test procedure when you first set up the game, any time you collect money from the game, when you change game options, or when you suspect game failure.

Locating Failed Components on the Video PCB

Symptom Area	PROM	Custom IC	RAM
Large Car Pictures		12J,13J	
Large Sign Pictures	12K,13K,12L,13L		
Small Cars & Signs	12N,13N		
All Cars & Signs	12H,11N	13H	9F,10F
Alphanumerics	7N,8M	8N	
Raceway	2L,2M,2N,4L	3N	
Background	6N,5K		
Raceway & Background		5L,6L	
Middle & Sides of Raceway	2B,2C,2D		
All Video		4D,7E,2F	
Red	11E		
Green	11D		
Blue	11C		

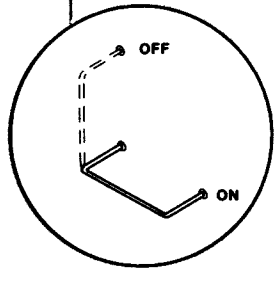
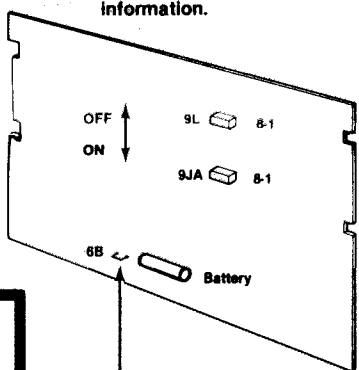


Locating Failed Components on the CPU PCB

Symptom Area	PROM	Custom IC	RAM	A to D Converter
Audio				
Voice	9C	9D		
Screech/Crash		9E		
Playe. s Motor	12E,12F			
All Other Sounds	7L,11D		7K,7J	
Inputs				
Brake and/or Accelerator				8J
Steering		9K		
Optical Switches		9K,9M		
All Other Inputs		9M		
Control for Audio & Inputs		8H,9H		
Sync		7M		
High Scores		7E		

See CO-218-01 for NAMCO PCB information.

OPTION SWITCH LOCATIONS ON THE CPU PCB
SWITCH AT 9JA (Game and price)
SWITCH AT 9L (Game and play)



JUMPER AT 8B (Memory back-up)

NOTE

Coin Option Interconnect Assembly J55A-P55A permits a coin placed in either coin mechanism to register in the same coin counter. The cable connector is located between the coin door harness and the main harness (see the Coin Option Interconnect Wiring Diagram in SP-218). When it is used, left coin mechanism option switches at 9JA apply to both coin mechanisms.

If you want different options for the left and right coin mechanisms, remove Coin Option Interconnect Assembly J55A-P55A and connect J55 directly to P55.

If you have NAMCO game PCBs, refer to CO-218-01 for the location of the option switches.

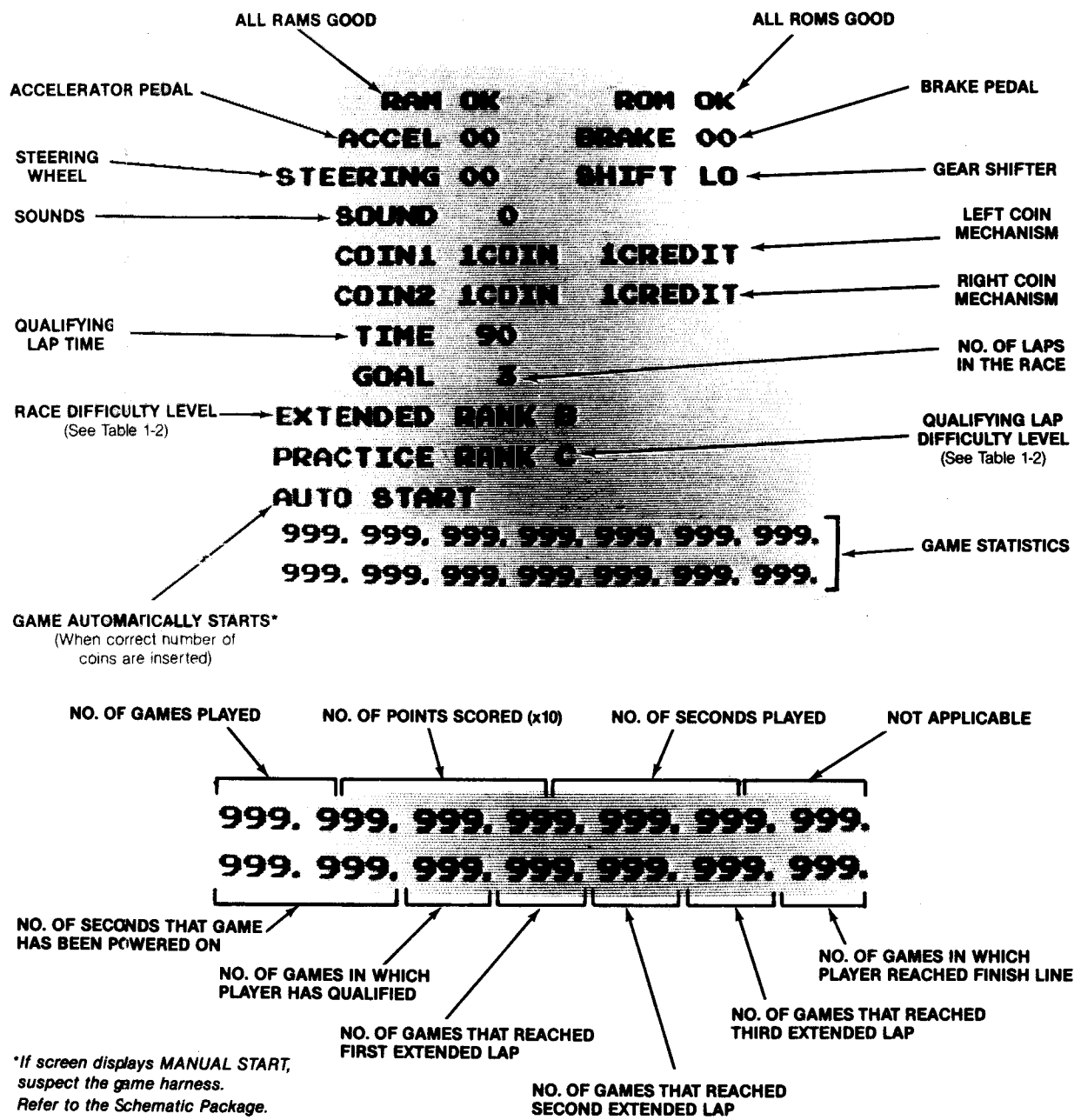
Switch Settings for Game and Price Options

Settings of 8-Toggle Switch on Pole Position CPU PCB (at 9JA)					Option			
8	7	6	5	4	3	2	1	
On								4 racing laps *
Off								3 racing laps ◀
Off	Off							90 seconds per lap ◀
Off	On							100 seconds per lap
On	Off							110 seconds per lap
On	On							120 seconds per lap *
		Off	Off					Right Coin Mechanism
		Off	On					1 coin for 1 credit ◀
		On	On					2 coins for 1 credit *
		On	Off					3 coins for 2 credits
		On	On					4 coins for 3 credits
		Off	Off	Off	Off	Off	Off	Left Coin Mechanism
		Off	Off	On	On	On	On	1 coin for 1 credit ◀
		Off	Off	On	On	On	On	1 coin for 2 credits
		Off	Off	On	On	On	On	1 coin for 3 credits
		Off	On	On	On	On	On	2 coins for 1 credit *
		On	Off	Off	Off	Off	Off	3 coins for 1 credit
		On	Off	On	On	On	On	3 coins for 2 credits
		On	On	Off	Off	Off	Off	4 coins for 3 credits *
		On	On	On	On	On	On	Free Play

◀Manufacturer's recommended settings for Upright cabinet
* Manufacturer's recommended settings for Sit-Down cabinet
* This option setting can be changed to 1 coin for 6 credits by changing the program PROM (136014-160). Contact your distributor for further information.

Self-Test Procedure

Instruction	Test Passes
1. Without touching the pedal(s), set the self-test switch to the on position. All credits will be cancelled.	Random symbols are displayed on the screen for about five seconds. The self-test display appears. RAMs and ROMs are tested. If the screen is different from the self-test display, or if there are sounds, refer to Chapter 2, Self-Test Procedure.
2. Press down on the accelerator pedal.	The numbers to the right of ACCEL increase from 00 to somewhere between 90 and A0 as you press down on the pedal. If the test fails refer to Chapter 2.
3. Press down on the brake pedal of the Sit-Down cabinet.	The numbers to the right of BRAKE switch from 00 to FF. For the Upright cabinet, the numbers to the right of BRAKE should always read 00. If the test fails, refer to Chapter 2.
4. Turn the steering wheel clockwise, then counterclockwise.	Rotating the wheel clockwise causes the numbers to the right of STEERING to increase. Rotating the wheel counterclockwise causes the numbers to decrease. If the test fails refer to Chapter 2.
5. Shift the gear shifter.	The words to the right of SHIFT change from LO (shifter up) to HI (shifter down) as you shift gears. If the test fails, refer to Chapter 2.
6. Shift the gear shift, press the auxiliary coin switch, and activate the coin switches.	The numbers to the right of SOUND increase from 00 to 20, and a new sound is played with each number. Test all 20 sounds. If the test fails, refer to Chapter 2.
7. Press the auxiliary coin switch.	Game statistics appear (for a few seconds) at the bottom of the screen. Press the coin switch each time you want to see the statistics. To erase game statistics, simultaneously press down on the accelerator pedal and press the auxiliary coin switch twice. Statistics will be reset at 1999. To reset the high-score table, simultaneously press down on the accelerator pedal and change gear shifter from low to high. The high-score table will be reset and contain fictitious scores.
8. To end the test, switch the self-test switch to off.	



Switch Settings for Game and Play Options

Refer to CO-218-01 for switch locations if your game is equipped with NAMCO PCBs.

Settings of 8-Toggle Switch on Pole Position CPU PCB (at 9L)					Option			
8	7	6	5	4	3	2	1	
Off								Attract Mode sound off
On								Attract Mode sound on ◀
	Off							Kilometers per hour
	On							Miles per hour ◀

Table 1-5 Switch Settings for Qualifying Lap Times

9L Option Switches	Self-Test Practice Rank	Level of Difficulty	Beat This Many Seconds to Qualify for Position:							
			1	2	3	4	5	6	7	8
On Off On	F	Easy	66	68	70	73	75	77	80	82
Off Off On	E	↓	65½	67½	70	72½	74½	76½	79	81
On On On	H		59½	61	63	66	68	70	72	75
On On Off	D		59	61	63	65	67	69	71	74
Off On Off	C ◀		58½	60	62	64	66	68	70	73
On Off Off	B		58	60	62	64	66	68	70	72
Off Off Off	A		57½	59	61	63	65	67	69	71
Off On On	G		57	59	61	63	65	67	69	71