

POLE POSITION™

The fast track auto-racing board game

For 2-4 players/Ages 7-14

Rules © 1983 Parker Brothers, Beverly, MA 01915. Printed in U.S.A. POLE POSITION™ created and licensed by NAMCO © 1983.

GETTING READY TO PLAY

1. To determine who goes first, place the 4 Pole Position chips face-down. After someone mixes them up, each player takes one. Whoever draws "Position 1"—the pole position—places the red car onto the track's #1 starting spot. Starting to driver #1's left and continuing clockwise, the players in turn become drivers 2, 3, and 4. Take the pole position chip of the number you've become and keep it in front of you.

If two are playing, use chips 1 and 2 only. If three are playing, use chips 1, 2, and 3 only.

2. Take the cards that match the color of your car. After looking over your cards, arrange them strategically—in the order you wish to play them. (During your first round of play, you'll quickly discover some good strategy tricks.) Place them face-down in front of you; the top card is the first to be played. Be sure not to rearrange them during play.

Note: As you play, you'll see that one Move card in each player's deck is different. The difference is a handicap that gives cars 2, 3, and 4 an equal chance of winning.

The driver in the pole position plays first. Play then proceeds in turn to that player's left.

PLAYING

1. Start your turn by turning over your top card and following its directions.

a) Move. You may move either forward or sideways, but not diagonally or backwards and not over a yellow line. You must also move exactly the number of spaces shown on your card whenever possible. When an opponent or Rookie is blocking you, this means moving back and forth—from side to side to complete your move. Only one car may occupy a space. (See Figures 2 and 3.)

Fig. 2

If red moves 4, it must move ahead and from side to side. It cannot pass blue and green.

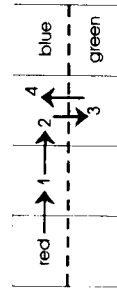
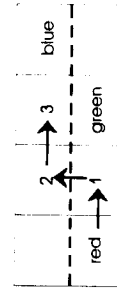


Fig. 3

If red moves 4, it cannot complete its move. It's blocked by blue and green and cannot move diagonally. It moves 3 instead.



In this competitive, action-packed world of auto racing, the best place to start a race is in the pole position. There—at the head of the pack, on the inside track—you have a big advantage.

And you need every advantage you can get. Because every second counts. Especially when rookie drivers are racing. Rookies—new drivers, that is—are inexperienced and unpredictable. They can slow you down, box you in and put your racing strategy to the test.

So, ladies and gentlemen... take your positions... start your engines... and keep a constant eye out for rookies.

OBJECT

To be the first driver across the finish line.

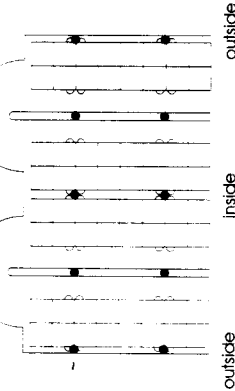
EQUIPMENT

- 24 track cards, 6 each of 4 different colors
- 4 "straightaway" track pieces • 4 racing cars, each a different color • 2 black "rookie" cars • 6 mover stands • 4 Pole Position chips
- a sheet of stick-on numbers • a sheet of "rubber bumpers"

SET UP

- Carefully remove the track pieces, the track cards, and the Pole Position chips from the perforated sheet.
- Take the "rubber bumpers" from their sheet and place one onto each of the black dots along the red and white edges of the track.
- As shown in Fig. 1, fit the straightaway track pieces onto the track. Place two pieces toward the inside of the inner track and two pieces toward the outside of the outer track. Simply fit the notches around the appropriate rubber bumpers.
- As you'll notice, the starting positions on the track are: #1—red, #2—yellow, #3—green, #4—blue. Remove the stick-on numbers from their sheet and place the two #1's on either side of the red car; the two #2's on either side of the yellow car; etc. There will be no numbers for the black cars.
- Place each of the 6 racing cars into a mover stand.
- Place the two black rookie cars off the track, in separate areas on the green.

Fig. 1



NOTE: Sometimes you can't move at all. Example: when a car is directly in front of you on a curve where you can't cross the yellow line.

b) Shift track. You may shift to the side any track piece you wish—even if it has someone's car on it or a car that is about to go on it.

c) Move Rookie. You may move either Rookie car to any empty straightaway space. But remember: you may move only one Rookie at a time and only to a straightaway space, not a curve space with a yellow line.

d) Double-direction cards. Follow the top direction first; then the bottom.

2. Passing. You may pass only on a straightaway, not on a curve. A yellow line means no passing.

3. When your cards are all face-up, create another draw pile, face-down, in whatever strategic order you wish.

WINNING

Play continues until one driver crosses the finish line—the checked line in front of positions 1 and 2.

For a longer game, try two laps around the track in order to win.

STRATEGY HINTS

- Try to remember the order of your cards.
- Whenever you create a new draw pile, pay closest attention to your very next move.
- It's just as important to slow your opponents as it is to move your own car ahead.
- At a curve, always try to move on the inside lane. There are fewer spaces to travel. For the same reason, try to force your opponents to the outside lane.
- When you block an opponent with a Rookie car, place it so you don't box yourself in, too.



We will be happy to answer your questions or comments about POLE POSITION. Write to the Consumer Response Department in the location nearest you:
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