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PRINTED IN JAPAN

Nintendo

GAME BOY

DMG-F5-USA



INSTRUCTION BOOKLET



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WARNING

Please read the enclosed consumer information and precautions booklet carefully before using your NINTENDO® hardware system or game pak.

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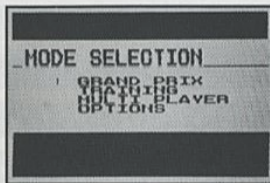
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Game Start Up

- Insert the "F-1 Pole Position" Game Pak in your Game Boy and turn it on.
 - Press Start to access the game.
 - The MODE SELECTION screen will appear.
- You can then choose one of three games:

- Grand Prix Mode
- Training Mode
- Multi-Player Mode

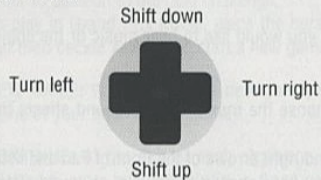


This screen also allows you to choose the options that you will use during the game.

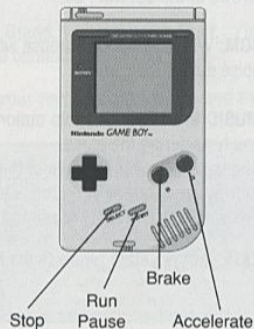
Options and Controls

Using the Control Pad, choose the "Options" menu and validate by pressing the A Button. A screen will appear, allowing you to choose the following options:

CONTROL: This option allows you to choose from eight configurations which help you control your car (brakes, acceleration, shift up, shift down) by using the Control Pad, A or B Buttons.



To modify this configuration use the left/right arrows of the Control Pad, each configuration is represented by a diagram located at the bottom of the screen. When you have selected the control option desired, use the Control Pad arrows to go to the next option.



Options and Controls

TYPE A: It is the easiest form of driving: as soon as you release the left or right arrows of the Control Pad, your car will align itself.

TYPE B: You must bring your car back in line manually, using the left and right arrows of the Control Pad.

BGM: With this option, choose whether you would like to hear music or the engine noise during the game.

MUSIC S.E/TEST: Use this option to choose the music and the sound effects that you hear during the game.

Choose a tune with the help of the left and right arrows of the Control Pad and listen to it by pressing the A button. When you have chosen the music, or sound effects you would like, press B to return to the menu.

EXIT: Allows you to return to the Mode selection screen.

Grand Prix Mode

You race in the World Championship with real conditions.

The Grand Prix season is divided into several challenges, each one consisting of 4 different races.

For each challenge, you will be given a contract that you must fulfill completely in order to pass on to the next challenge.

To play in Grand Prix Mode, place the cursor on Grand Prix and press Start. You can then decide whether to start a new game, or to continue a previous game.

NEW GAME: When starting a new game, enter your name (eight letters) and the name of your team (three letters).

CONTINUE: At the end of each challenge that you win, you will be given a password; remember it or write it down and then enter it in order to start the game where you left off.



Grand Prix Mode

Look at the contract that is given to you for the challenge you must face as well as the race conditions. Each Grand Prix consists of practice runs and an actual race.

-Practice Runs

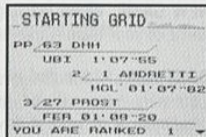
Consist of 4 laps during which you must be ranked among the first 16 in order to be allowed to race. At the end of the practice runs, a chart will display your ranking.

-The Grand Prix

If you have managed to qualify, take your place on the Grand Prix starting grid. The number of laps to be taken changes depending on the particular Grand Prix Circuit.

To score points, you must be ranked among the top six. During the race, your position will be shown at the top left hand corner of the screen. At the end of the race, a chart will display your place during the race, as well as the number of points you have scored.

NOTE: You can stop the practice runs and the race at any time by pressing A and B together after pressing Select.



Training Mode

The Training Mode allows you to choose your racing conditions.

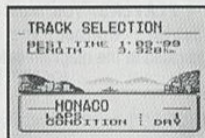
You can play in **Practice** mode, where you are alone on the track, or in **Race** mode, where you choose various conditions.



In each of these modes, you can choose the circuit with the left/right arrows of the Control Pad, then validate it by pressing A.

You can choose the number of laps (1 to 10), and track conditions: dry, wet, rain.

At the end of your training, a chart will display your times.

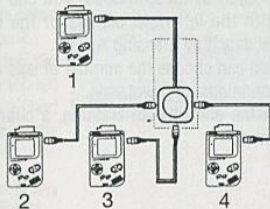
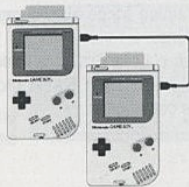


Multi-Player Mode

You can play F-1 POLE POSITION with your friends.

2 PLAYERS: To play with 2 players, you must connect 2 Game Boys using a Game Link™ cable. After connecting them, choose the multi-player option and press Start.

3-4 PLAYERS: You must own a 4 player adaptor. Connect the Game Boys as indicated in the diagram below.



Multi-Player Mode

After connecting them, turn on the first Game Boy, then the second, third and fourth Game Boys.

Each player must select the Multi Player Mode by pressing the A or Start buttons.

The Racer Entry screen will appear. When all the players display "Ready", the player with the first Game Boy presses Start, then chooses race conditions and the number of laps to be raced. Each player can then define the characteristics of his/her own car.

Finally, when all the players are ready, select PIT OUT at the same time and the race can begin.

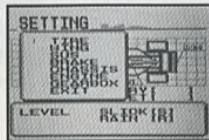
At the end of each race, a chart will display the results of the race.

NOTE: To play in Multi Player Mode, each player must own an F-1 POLE POSITION game.

Characteristics of Your Car

Before starting a race, you can define the characteristics of your car, depending on the circuit and the track conditions.

To do so, place the cursor on **SETTINGS** and press the **A** button. With the up/down arrows of the Control Pad choose the parts of the car that you would like to customize. Validate with **A**, cancel with **B**.



Certain characteristics are associated with the equipment you will be choosing for your car. The equipment is shown at the bottom of the screen, while the corresponding characteristics are shown at the top of the screen.

These are indicated by A or B, A being the most efficient.

Characteristics of Your Car

CONNECTIONS BETWEEN CHARACTERISTICS AND EQUIPMENT

Equipment \ Characteristics		Grip Power	Durability
TIRES	Slick Hard Medium Soft	C B A	A B C
	Rain Hard Medium Soft	C B A	A B C
		Grip Power	Acceleration
WINGS	25° angle 45° angle 65° angle	A B C	C B A
		Acceleration	Durability
SUSPENSION	Soft Normal Hard	C B A	A B C

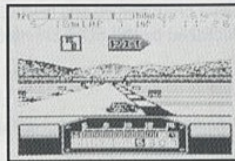
Characteristics of Your Car

CONNECTIONS BETWEEN CHARACTERISTICS AND EQUIPMENT

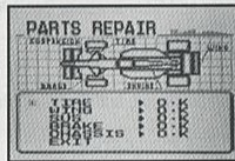
Equipment	Characteristics	Deceleration	Durability
BRAKE	Soft Normal Hard	C B A	A B C
		Max Speed	Durability
CHASSIS	Type A Type B Type C	C B A	A B C
		Max Speed	Acceleration
ENGINE	Judd V10 Yamaha V12 Porsche V12	C B A	A B C
		Gears	Max Speed
GEAR BOX	Automatic S. Automatic Manual	4 5 6	C B A

Repairs

You can repair your car during a race: when the word PIT appears, press the right arrow of the Control Pad.



- You can change your type of tire by validating the "Setting" option.
- The "Repair" option tells you what parts are defective.



Credits

Game programmed and developed by VARIE Corporation.
Published by UBI SOFT Entertainment Software.

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Notes

PASSWORDS
D!! 1E /  !!  / !!  go
J  !! = 03!!! / 0!!!

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UBI Soft, Inc. (UBI Soft) warrants to the original purchaser that this product shall be free of defects in material and workmanship for a period of 90 days from the day of purchase. If a defect covered by this warranty occurs during this 90 day warranty period, UBI Soft will repair or replace the product or component part, at its option, free of charge.

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Please call UBI Soft at (415) 332-8749 during business hours, 9:00 A.M. to 6:00 P.M. Pacific time, Monday-Friday. If the UBI Soft representative is unable to solve the problem over the telephone, you will be given further instructions. In some cases it may be necessary to ship the complete product **FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE** to UBI Soft.

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Warranty

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Thank you for purchasing the Nintendo GAME BOY Game Pak, BRAINBENDER.

Before you start playing please read this instruction booklet carefully and follow the correct operating procedures. Keep this instruction booklet handy for your future reference.

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