

TECHNICAL UPDATE

POLE POSITION TM

- o The inability of high score retention after a player has entered his initials can easily be resolved. Change the 3.3v zener diode CR6 (1N4728) to a 3.9v ½w zener diode (1N748A), or 3.9v ½w (1N5228). The Atari part number is 131000-002.
- o Maximum speed limitations are caused by improper program initialization on either power up or activating self test. Refer to
 page 1-10 of the service manual which contains <u>important</u> information relating to this subject. Always double check that the
 gas pedal is in the uppermost position prior to power up or
 self test.
- o Double objects, split objects or video tearing may be related to a 74LS161* in the Horizontal Address Counters on the video PCB (Locations 9H, 9K, 10H, 10J, 10K and 10L). To determine the failing IC, heat each IC with a soldering iron for about 30 seconds. A failing IC will cause the video to change. The most likely suspects are 9H and 10H. Replace with a 74S161**
- o Continuous high gear operation can be insured by proper setting of the gear shift switch. Loosen the two switch holding screws, push and hold the switch as close as it will go towards the actuator pin and then tighten the screws.
 - * Atari PN 37-74LS161
 - ** Atari PN 137287-001

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- o An intermittent or grounded 5v on the CPU PCB could be a mechanical contact between the foil of capacitor C54 and a trace. Simply rotate the cover of the capacitor until the short is removed. The capacitor is located between IC's 10D and 10E.
- o Fuse F-3 used in the Power Supply Tray is a 25 Amp fuse. If the F-3 label indicates a 20 Amp, change label to show 25 Amp fuse. Also, make the appropriate change to the schematic (SP-218) on page 3B.
- o Make the following changes to the Service Manual TM-218:
 - <u>Page 1-6, Figure 1-4:</u> The On/Off positions of the PCB option switches are reversed. Actually up should be Off and down should be On.
 - <u>Page 3-11, Steering Wheel parts list:</u> The Radial Optical Coupler part number should read 139002-001. The 030369-01 is not and should not be used.
 - <u>Page 1-9, Switch Settings:</u> Staple the accompanying Pole Position Qualifying Time to this page. The table lists all the qualifying time for each starting pole position and difficulty levels. You may want to make an extra copy to staple inside the game for easy reference.
- o <u>Page 3-14</u>, <u>Figure 3-7</u>: Circled potentiometer harness connections should be changed. The red and black connections should be swapped.

Table 1-5 Switch Settings for Qualifying Lap Times

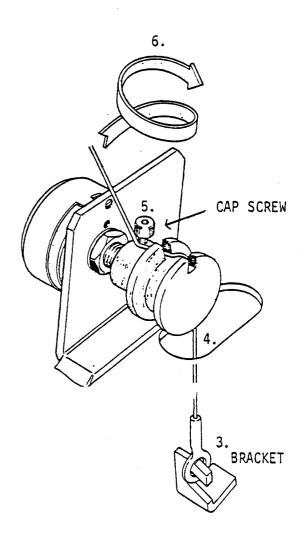
9L Option Switch es			Self-Test Practice Rank	Level of Difficulty	Best This Many Seconds to Qualify for Position:							
1	2	3			1	2	3	4	5	6	7	8
On	Off	On	F	Easy	66	68	70	73	75	77	80	82
Off	Off	On	E	1	651/2	671/2	70	721/2	741/2	761/2	79	81
On	On	On	Н		591/2	61	63	6 6	68	70	72	75
On	On	Off	D		59	61	63	65	67	6 9	71	74
Off	On	Off	C◀	•	581/2	60	62	84	68	68	70	73
On	Off	Off	8	j .	58	60	62	64	66	68	70	72
Off	Off	Off	A	†	571/2	59	61	63	65	67	69	71
Off	On	On	G	Hard	57	59	61	63	65	67	69	7.

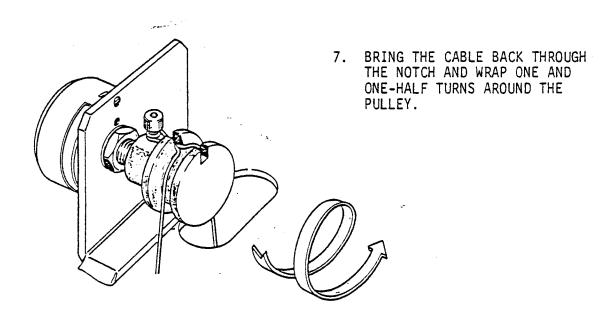
[→]Manufacturer's recommended settings

"REWINDING THE PULLEY CABLE"

- 1. PLACE FOOT-PEDAL CONTROL ASSEMBLY UPSIDE DOWN ON WORK SURFACE WITH PEDAL IN FULLY-OPEN POSITION AND HINGED END AWAY FROM YOU.
- 3. HOOK THE LARGER-DIAMETER EYELET OF THE CABLE TO THE FOOT-PEDAL BRACKET.
- 4. THREAD THE CABLE UP THROUGH THE BASE-PLATE OPENING.
- 5. WRAP THE CABLE 1/4 TURN AROUND THE PULLEY AND BRING OUT THROUGH THE NOTCH TOWARD THE CAP SCREW.
- 6. WRAP THE CABLE TWICE AROUND THE CAP SCREW IN A CLOCKWISE DIRECTION.

2. ROTATE PULLEY UNTIL CAP SCREW POINTS STRAIGHT UP.





8. ATTACH THE SMALLER EYELET ON THE CABLE TO THE CABLE SPRING.

NOTE: YOU MAY FIND IT HELPFUL TO COMPRESS THE BASEPLATE SLIGHTLY AND EXTEND

SLIGHTLY AND EXTEND THE CABLE SPRING DURING STEP 8.

