



POLE POSITION

MANAGEMENT SIMULATION 2010



kalypso

1 GENERAL

Pole Position 2010 is a round-based game. Once all of the tasks for a given round have been completed, simply move the mouse pointer down to the calendar at the bottom of the screen and select the desired day. The game then allows the days to automatically slip by up to the desired date.

2 START MENU & SETTINGS

The Start menu lets you start a new game, load an old game, manage your settings or use the editor.

- **New Game**

This option allows you to put together your own manager and team. You can decide on the number of teams and their car colors or logos before starting play.

- **Load saved game**

This option allows you to load and continue previously saved games.

- **Options**

The Options menu gives you access to a variety of settings for sound and music volume levels, changes to gameplay or video options.

- **Editor**

The editor allows you to customize your drivers and teams to suit your own tastes.

- **Exit**

Click this option to return to Windows. Don't forget to save your game, first!

3 NEW GAME

If you select "New Game", you will first have to create your own manager profile, select the opposing teams and make your own team settings.

3.1 MANAGER SETTINGS

Once you have started a new game, you should first give your manager a name. To do so, click the name field and enter their first and last name. You can also choose your manager's sex and birth date. You can also select their first and second nationalities as well as native and second languages. You can also choose their favorite team and driver.

3.2 TEAM ACTIVATION

Once you have confirmed your manager profile settings you will find yourself in the team activation menu. Here you can activate and/or deactivate up to 20 teams. The activated teams will also participate in the racing season.

3.3 TEAM SELECTION

This screen lets you select the team you want to play. The list is made up of all of the teams you activated in the previous menu.

3.4 TEAM SETTINGS

The Team settings menu allows you to change the team's name, logo, nationality and the car color. To change the team name, just click the name field and enter the new name. You can change the team's logo by clicking the arrow buttons. You can also change the team's nationality by clicking the nation shown. The lower part of the screen contains a color palette you can use to change the color of your car.

3.5 LEVEL OF DIFFICULTY

In this menu you can set the level of difficulty for the different categories.

- Race opponents
Opposing cars receive a small speed bonus at higher levels of difficulty.
- Employee morale

Employee morale sinks much slower at lower levels of difficulty.

- Fan item sales

Sales of fan items increase significantly at lower levels of difficulty.

- Sponsor interest

Big-name sponsors can still be acquired even when sponsor interest is low.

- Development speed

Component research proceeds more quickly at lower levels of difficulty.

- Production speed

Component production also proceeds more quickly at lower levels of difficulty.

4 USER INTERFACE

Take the time to familiarize yourself with the user interface. Please read the following lines carefully to get a better overview. Have fun!

4.1 INFORMATION BAR

The information bar at the top of the screen displays the current date, account balance, team name, manager name, and incoming e-mails.

TIP: Click the little e-mail icon to jump directly to e-mail menu!

4.2 THE MENU BAR

The Menu bar gives you access to the different menus.

- Team
- Personnel
- Garage
- R&D (Research & Development)
- Management

Two additional buttons are also available. Click the small arrow button to open all sub-menus. Clicking the gear button takes you directly to

the game settings.

4.3 THE CALENDAR

The calendar is the most important element in Pole Position 2010. If you do not see the calendar, move the mouse pointer to the bottom of the screen. The calendar shows you all of the important events for the coming week. These can include finished research projects, race events and other important dates. All are represented by different symbols and text blocks. The current day is framed in yellow. If you want to skip a day, simply click the following day in the calendar. The game automatically calculates the entire day. In this manner you can skip up to one week in time.

5 TEAM

The Team menu contains the following sub-menus:



- E-Mails
- Race overview
- Season
- History
- Team data
- Rules

5.1 E-MAILS

You can use the E-Mail menu to call up your e-mail anytime you wish. There you will receive current information and news about your pro-

duction status, ongoing research and the regulations.

5.2 RACE OVERVIEW



The Race overview gives you the latest information about the next racing event. The information includes a short description of the track, the number of laps, track length and projected wear and tear on the tires and brakes.

5.3 SEASON

The Season menu shows you the race results to date for this season. The tabs at the top of the screen allow you to switch between driver and constructors' results simply and easily. You can also look up this season's track winners here.

5.4 HISTORY

This menu lets you call up and study both driver and constructor results from previous years.

5.5 TEAM DATA

If you're out to get an overview of the other teams, this is the menu for you. Here you can look up various data such as wealth, nationality, driver or sponsor interest.

5.6 RULES



What would racing be without rules? This menu offers you a complete overview of current seasons rules. A size limit is always shown for aerodynamic components. For mechanical components things are quite different. For example, the tanks have a specified capacity, the suspension must include certain technical components and the brake discs used in the braking system have to have a certain thickness.

6 PERSONNEL



What would a racing team be without staff and a driver? The Personnel menu contains the following sub-menus:

- Driver
- Crew

- Staff
- Training

6.1 DRIVER

In addition to general information such as name, age, nation, and weight, you will receive information on various skills such as driving safety, aggressiveness or wet track skills. Statistics are available on things such as World Championship position, points, wins and poles. There is also information on the current contract and insurance policies, team popularity amongst the fans and their trust in the team. The teams' drivers are assigned directly to the cars. If you want to change a driver's position, just click on the "change position with ..." pull-down and then select a new position. If you want to renew a driver's contract, simply click the button at the bottom of the screen to extend the "contract". There you can adjust a number of different settings and then make the offer. The driver will usually respond to your offer immediately.

6.2 CREW

You can hire and fire your crew as you see fit. Just click on the "Hire/Fire" buttons. You also get information about wages, motivation and number available on the labor market. The following employees are available:

- Mechanics

Mechanics are required for the production of components.

- Designer

The designers are responsible for researching components.

- Office personnel

Office personnel are needed everywhere. For example, they improve the sales of fan items.

- Pit crew

The pit crew is a necessity for both training and races.

6.3 STAFF

The staff encompasses different positions such as technical director, team physician or marketing manager. These individuals bring your racing team important bonuses. A technical director, for example, improves the research and production of components. If you wish to fill a post, simply click the "Hire" button. This takes you to the search option. Here you can choose the appropriate employee from the labor market and make him an offer. Note that he then requires a little time to think things over. You will be informed by e-mail as to whether he has accepted or refused your offer. You can also send current employees on courses to improve their skills by clicking the Course button.

6.4 TRAINING

You can put together an individual 7-day plan to improve your driver's skills. To schedule a training session, simply click on a weekday and select one of 10 skills:

- Motivation
- Fitness
- Feedback
- Aggressiveness
- Consistency
- Cornering
- Safety
- Passing maneuver
- Start maneuver
- Wet track skill

After a week of training, the results are displayed on the right of the screen.

7 GARAGE

The Garage menu contains the following sub-menus:

- Car setup
- Supplier
- Wind tunnel
- Painter

7.1 CAR SETUP



Once you have all the components you can assemble your cars. The warehouse is shown at the bottom of the screen. In the middle of the screen you see several slots for the different components. Clicking on a slot automatically opens the stock of that component. For example, clicking on the front wing will display all of the front wings currently in stock. To attach a front wing to the car, all you have to do is click on it with the right mouse button. Or you just drag and drop the front wing directly onto the correct slot. It's that simple! You can also use the tabs to switch between aerodynamic and mechanical components.

Once you have installed all the components the car settings tab becomes available. There you can adjust different settings such as wing angle, extra weight, air intake size, ride height, axle ratio, tire pressure and brakes to suit your preferences.

7.2 SUPPLIER

Before you can buy parts from a supplier you must first sign a contract with them. Just click on the desired component on the index page and select a supplier. A contract always runs for the entire season and can not be canceled! Once the contract has been signed you can buy the parts from him. Note that your warehouse can store a maximum of 20 units.

7.3 WIND TUNNEL

You can check your cars' downforce and drag in the wind tunnel. You have access to both a screen and a bar display. In addition, you can change the wing and air intake settings on the fly and check the results in realtime.

7.4 PAINTER

You can have your cars painted in the color of your choice at the paint shop. Clicking a color applies that color to the entire car. If you only want to paint the rear wing, however, you must first select it from the pulldown menu.

8 RESEARCH & DEVELOPMENT

The R&D menu contains the following sub-menus:

- Research
- Production
- Chassis



8.1 RESEARCH

You can buy all the parts you need from your supplier, but researching and developing your own parts makes you more independent and gives you access to more state-of-the-art parts. The different components are listed in the middle of the screen. Once you click on a part, you can choose between "New design", "Further development" and "Overview". Click on "New design" and then choose a free development slot. Each component can be configured differently. For aerodynamic components, the length, width and height can be determined. Where mechanical components are concerned, different properties such as electronic systems, the number of chipsets, etc. can be determined. But be careful! The right-hand side of the menu displays the current rules, which should definitely not be violated. Back to develop-

ment: Once you've researched a component, you can further develop it in order to increase its' performance index. This improves both the quality and the reliability.

8.2 PRODUCTION



Once you've developed a number of components, it goes without saying that you will want to produce them. When you select a component from the right-hand or left-hand edge of the screen, 20 free production slots appear along with a list of available research data for the components. Clicking the research data starts production. Once the part is in the production loop you can see the required production time. Right-clicking a component removes it from the production loop.

8.3 CHASSIS

The chassis is the part of the vehicle to which all other components are attached. Chassis are single-piece forms made of carbon fiber and are extremely resistant and shatterproof. It is therefore extremely important to always be up-to-date. Make sure there are always enough designers available for development!

9 MANAGEMENT

The Management menu contains the following sub-menus:

- Infrastructure
- Mechandising
- Sponsoring

- Bank

9.1 INFRASTRUCTURE

The infrastructure behind your racing team is extremely important. You can erect your buildings around the world to receive different bonuses. There is reduced production time for production facilities, faster research results for R&D departments, etc. Before you can erect a building, you must first go to the top right to select the location. You can then select one of the five buildings shown at the bottom and build it by simply clicking on the "Build" button. The golden stars under existing buildings symbolize their level (1 to 5). Each building brings a 1% bonus. The maximum worldwide building bonus is 75%.

9.2 MERCHANDISING

What would racing be without fan items and souvenirs? Here you can find everything for the dedicated fan, from mugs to t-shirts to model cars. You can set the selling price and amount to be purchased for many items, assign clerical staff or automate sales by assigning a marketing manager. It goes without saying that you will also receive an overview of sales and turnover for the preceding month.

9.3 SPONSORING



The Sponsoring menu lets you negotiate with interested sponsors about free advertising space, which helps you top up your account. To do so, select a free advertising space and click on the "Negotiate" button. Now you can negotiate with a maximum of three sponsors for the

free advertising space and accept the best offer.

9.4 BANK

If you happen to run out of money, you can take out a loan at the bank. To do so, select the loan amount and term. It may well be that you won't get the loan on the terms you wanted. If this is the case, reduce either the loan amount or the term. Should you have too much money, you can always invest it. To do so, simply select the amount and the term.

10 THE RACE WEEKEND

And you're off to the races! Once your race cars are fully assembled, you can take to the track for the race weekend.

10.1 USER OVERVIEW DURING THE RACE



The upper area of the screen contains information on the current track and the weather. The weather symbols used to show the weather are a sun for a sunny day, a cloud for cloudy day and a few raindrops for a rainy day. A small icon beneath this symbol indicates the trend. In addition, the track temperature, air temperature, humidity and track condition are also shown. The compass also indicates the wind direction and wind speed. The current route, season and date are displayed on the right side of the screen. There are also four buttons there which allow you to accelerate time.

The lower part of the screen contains information about drivers, rac-

ing cars and a radio. To the right of the driver portrait you can adjust the wing settings while driving. The green dots show how often you can adjust the wings in the current lap. You are allowed to make two adjustments per wing per lap. Three symbols at the bottom of the screen display the status of your tires, brakes and motor. Bars on the symbols show the components' operating temperatures and conditions. Moving the cursor over the status bar displays more detailed information. The Pit stop menu can be opened by clicking the button with the garage keys on it. There you can adjust the amount of fuel, tire mix and wing settings. The radio is used to communicate with the drivers. You can use it to inform your drivers about the style of racing and perhaps better your results by another place.

10.2 TRAINING SESSION

The first day is purely a training session, where you can your car through its paces. A menu opens before each racing event in which you can define your race strategy. There you can adjust the amount of fuel, tire mix and wing settings for a maximum of three pit stops. You should base your wing settings on the shape of the track. Winding track require a higher wing setting. A lower wing setting is much better for tracks with lots of fast straightaways. Weather plays a huge role in tire selection. For example, when it rains you should mount intermediate or even rain tires on your car. If the sun is shining, however, a soft tire compound should be your first choice. Once you are satisfied with the overall settings, it's time to get the whole show on the road.

10.3 QUALIFICATION

The qualifications are used to determine your starting position for the race. The driver with the fastest lap time gets the so-called pole position, the front starting position. All cars and drivers are awarded their starting positions accordingly. There are three qualifying runs. The last five drivers of a run are disqualified for the next run. Disqualified drivers cannot take part in any more qualifying runs.

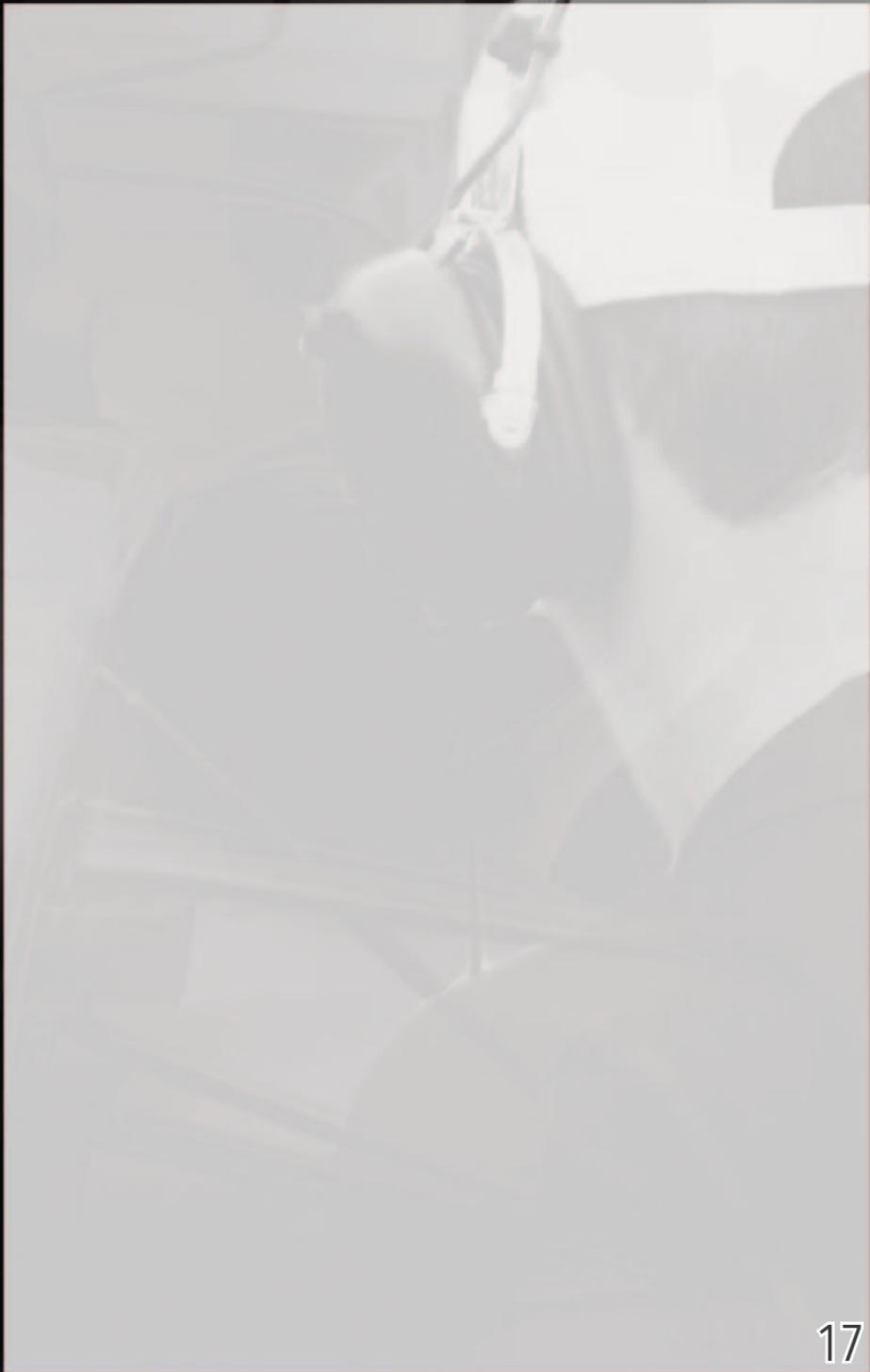
10.4 THE RACE

Once the race starts, all of the cars do an initial warm-up lap together. After the warm-up lap, the real race begins and runs over a prede-

terminated number of laps. These can be seen at the top of the screen. The damage the vehicle has taken is shown on the left of the screen via a small racing car symbol. When the damage hits 50%, the area turns yellow. If the component is badly damaged, it turns red. The race ends when the first car crosses the finish line, at which time the points are distributed.

10.5 AFTER THE RACE

After the race you will be shown the race statistics and the points awarded.



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Windows Vista: Please click on the "Start"-Button. Under "Start search" please enter "dxdiag" and push the „Enter“-Button.

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