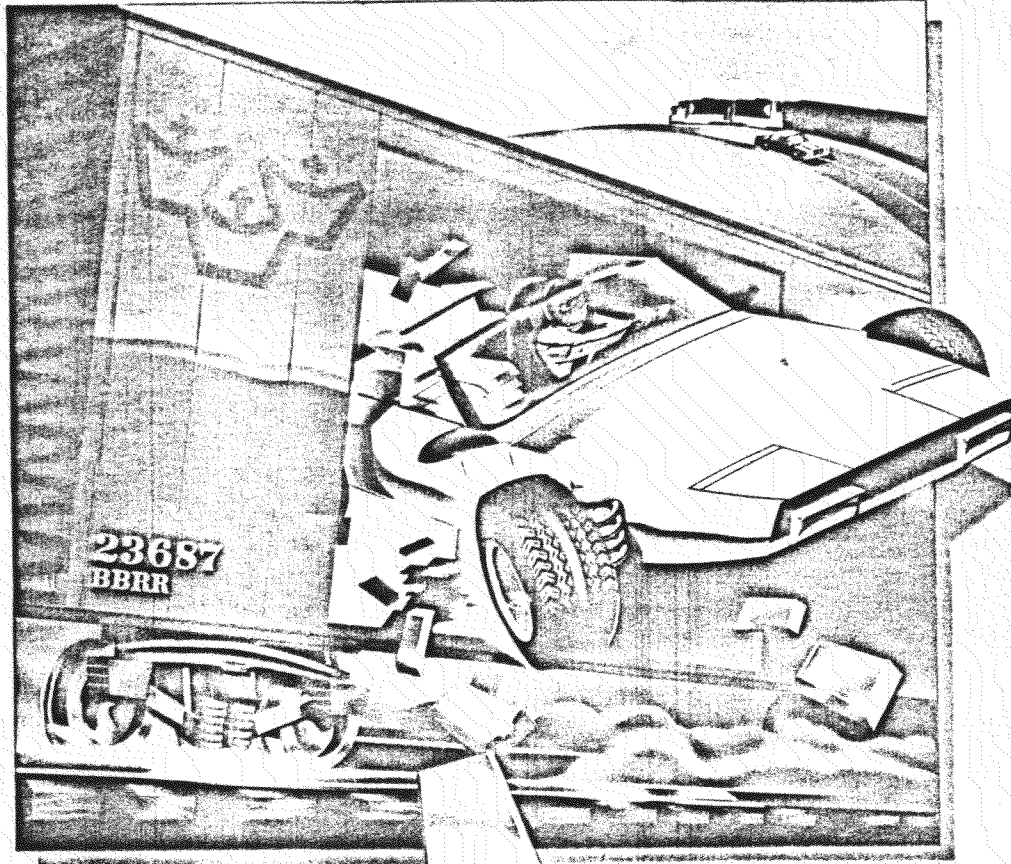


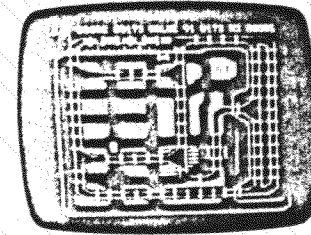
ATARI



TRACK ATTACK!

A HIGH SPEED ACTION GAME BY CHRIS JOGHUMSON

TRACK ATTACK!



This program teaches you how to rob trains.

Setting: A small railroad yard somewhere between Elizabeth, New Jersey and Johannesburg. Gold is being loaded on the Brøderbund Express for shipment to San Rafael, California. The railroad yard is large, and patrolled only by the old phantom watchman in his '52 De Soto. You are driving a souped up '86 Pierce Apple with special gear rigged to the front which allows you to bash your way through the sides of box cars and disappear with their contents out the other side.

Your mission is to ram the box cars, steal the gold, jump the train, comander the engine, pick up the stolen gold and cart it away. The phantom watchman's mission is to stop you—and he's very good at what he does. Good luck!

Disclaimer: Brøderbund Software accepts no responsibility for losses or damages incurred by the world's railroads as a result of this educational package. Neither have funds nor training been provided to Brøderbund by any terrorist organization for the development of this package.

This program requires 32K Atari 400/800 and a joystick. Each game is fully guaranteed. If it ever fails to boot, for any reason whatever, return the disk to Brøderbund Software for a free replacement. If the disk has been physically damaged, please include \$5 for replacement. Atari 400/800 are registered trademarks of Atari, Inc. Atari conversion is coded by Solitare Group.

Brøderbund Software

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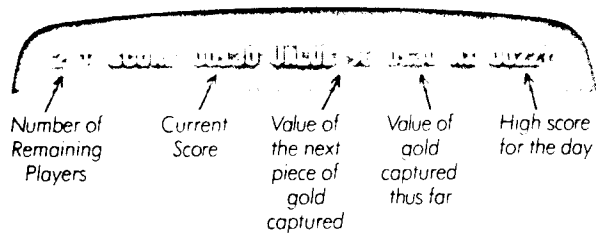
TRACK ATTACK!

Setting: A small railroad yard somewhere between Elizabeth, New Jersey and Johannesburg. Gold is being loaded on the Brøderbund Express for shipment to San Rafael, California. The railroad yard is large, and patrolled only by the old phantom watchman in his green '52 De Soto. You are driving a souped up white '86 Pierce Apple with special gear rigged to the front which allows you to bash your way through the sides of box cars and disappear with their contents out the other side.

Your mission is to ram the box cars at intersections of the road and the railway and

otherwise, the keys will be ← for left, → for right, A for up, and Z for down.

Don't run into the engine or into any box cars which you have emptied. You will receive an extra man if you can empty all four box cars before the train reloads. Each time you start, or after each piece of gold is deposited, a counter at the top of the screen counts down from 100. The more quickly you can steal some gold and deposit it, the higher the value of that piece of gold. The counter to the right of the two digit value counter keeps a running total of the value of all the gold stored in your depot area (see diagram).



make off with the gold. You will want to deposit the gold at your storage area in the lower right hand corner. You must avoid the green car or it will crash into your car and take one of your three lives. Occasionally the green car will steal gold from your storage area and take it (eventually) back to the loading dock at the top of the screen. Cars will turn gold when they are carrying gold. To get your gold back from the phantom car you need to ram it while your car is empty. You will receive 100 points when you steal back the gold.

Your car may be controlled either by means of the keyboard or joystick. Press **ESC** for more details. Unless you designate

When the green phantom car steals your gold back you immediately lose its previously stored value from the running total counter but not from your total game score. If the phantom car succeeds in returning the gold to the train loading area you will lose an additional 100 points.

Once you have stolen at least one piece of gold you may go to level two. The object is to get to and successfully negotiate level three, which can multiply the score you got on level one by as much as a factor of 11. If you try to get to level three with very little gold, you are putting your life on the line for negligible gain.

To get to level two you need to position your car on the roadway at the left side of the

screen alongside the train, then press the **Space Bar** or your joystick button. If your jump is successful you will find yourself on top of the train.

Your object is to successfully clamber over the top of the train and commandeer the engine. To do this you must jump down onto lower cars or up onto higher cars. The command to jump down is **Z** when using the keyboard or direct the joystick downward when using the joystick option. The up command is **A** or joystick upward. The first time you reach level two in any given game there will be a tiny click right before you should press the jump command. Thereafter you are on your own. If you fall beneath the wheels in level two you will return to level one minus one man and all your gold.

If you successfully arrive at the box car attached to the engine on level two, the computer will take over and deposit you in the cab of the engine and take you to level three.

In level three you control the train, using the same keys you used to control the car at level one. There are now 11 gold pieces scattered about the screen and your task is to avoid a collision with the watchman's car. Each gold piece collected is worth the total of all the gold you acquired in level one. You do not need to collect all the gold on level three but if you do you will receive an extra man. To return to level one after negotiating level three for as long as you dare, press **Space Bar** or the joystick button while your train is on the tracks at the right hand side of the screen.

If you collide with the phantom car on level three you will lose all points gained at that level.

High scores may be saved to disk by cutting a notch in your disk (otherwise, high scores only last until the computer is turned off). Notching the disk will, however, void your Brøderbund warranty. The option to clear out the high scores has been included. This is done by pressing the **Shift** and **CTRL**

keys at the same time, you press the **M** key. This will reset the high scores in memory.

Other options (available at levels one and three only) include **P** to pause, **S** to toggle between fast and slow speeds, **H** to display the current high scores, **R** to restart a game when you get off on the wrong foot, and **ESC** to go to the special menu of configurable options. Here you can select **K** to configure your own movement keys or **J** for joystick. Some joysticks are made differently from the standard, but all should work with one of the options available. Sound may be turned off with this menu as well. When the sound is turned off it is re-directed to the cassette port. This can then be sent to an audio amplifier to gain adjustment of sound level and tone.

A free man is awarded for reaching the 5,000, 10,000, 20,000, 40,000 and 80,000 point marks.

Note on joystick control: An effective way to control the joystick is to return the joystick to the center after each turn and use a short quick jab in any of the four directions for more positive control.

A special thanks to: Doug Carlston for brainstorming the original program idea and for his help along the way; Cathy Carlston for making the acrobatic man using Brøderbund's "Arcade Machine" program; Gary Carlston for his idea for level two; Brian Eheler for the inspiration to finish this program and for bringing me groceries while my leg was in a cast (robbing trains is dangerous business); all the other Brøderbunds and you for joining us in this creative effort.

Chris Jochumson
San Rafael, 1982

TRACK ATTACK!

ATARI INSTRUCTIONS

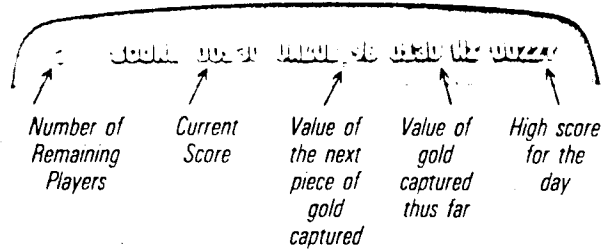
Your car is controlled by a joystick connected to Slot 1.

To begin play, press the **Start** key. If you get off on the wrong foot you may restart by pressing **Reset**.

To toggle between **slow** or **fast** speed press the **Select** key.

To pause at any time, press **Break**. To resume play, press **Break** again.

Scenario #1: Your mission is to ram the boxcars at intersections of the road and the railway and make off with the gold. Only one piece of gold may be stolen at a time. Once you have stolen a piece of gold your car will turn gold. You will want to deposit the gold at your storage area in the lower right-hand corner. The faster you can steal a piece of gold and deposit it, the more it is worth. Gold value is determined by the value counter at the top of the screen (see diagram).



Each time you start a game, deposit a piece of gold, or crash into anything the value counter starts counting down from 100. The counter to the right of the two digit value counter keeps a running total of the value of all the gold stored in your storage area (see diagram).

You must avoid the phantom car at all times or it will crash into you and take one of your three lives. You must also avoid the engine and any empty boxcars.

Occasionally the phantom car will steal gold from your storage area and take it back to the loading dock at the top of the screen. The phantom car will turn gold when it is carrying your gold. To get your gold back from the phantom car you need to ram it while your car is empty. It is safe to ram it while you are carrying gold. However you will receive no points for doing so. A 100 point bonus is added to your current score for stealing back the gold and a new value will be applied to the gold when you redeposit it at your storage area. When the phantom car steals your gold you immediately lose its previously stored value from the running total counter, but not from your total game score (see diagram). If the phantom car succeeds in returning the gold to the train loading area you will lose an additional 100 points.

Scenario #2: Once you have deposited at least one piece of gold you may go to level two. It is possible to store up to 128 pieces of gold in your storage area.

To get to level two you need to position your car on the roadway at the left side of the screen alongside the train, then press the joystick button. If your jump is successful you will find yourself on top of the train.

Your goal now is to successfully clamber over the top of the train and commandeer the engine. To do this you must jump down onto lower cars or up onto higher cars. To jump down direct the joystick downward. To jump up direct the joystick upward. The first time you reach level two in any given game there will be a tiny click right before you should execute the jump command. Thereafter you are on your own. If you miss a jump and fall beneath the wheels in level two you will return to level one minus one man and all your gold. If you successfully arrive at the boxcar attached to the engine on level two, the computer will take over, deposit you in the cab of the engine and take you to level three.

Scenario #3: In level three you control the train. There are now eleven gold pieces scattered about the tracks and your task is to run over and collect as many of them as possible while avoiding a collision with the watchman's car. Each gold piece collected is worth the total value of all the gold you acquired in level one. You do not need to collect all the gold on level three, but if you do you will receive an extra man.

To return to level one after playing level three for as long as you dare, press the joystick button while your train is on the tracks at the right-hand side of the screen.

If you collide with the phantom car at level three you will lose all points gained at that level, and will return to level one minus one man. Your current score will be the same as it was before you entered level two.

A free man will be awarded for:

1. Reaching the 5,000, 10,000, 20,000, 40,000 and 80,000 point marks.
2. Emptying the train of all its gold in level one.
3. Clearing all the gold from the tracks at level three

High scores may be saved to disk by cutting a notch in your disk (otherwise, high scores only last until the computer is turned off). Notching the disk will, however, void the free replacement warranty.

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