
TRACK FEVER Version 1.0

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NOTE: If you have an Atari XL/XE Model computer you may wish to boot this program using Turbo Basic and speed up the game play. Turbo Basic is available from BELLCOM.

First RUN "DOG.1" to boot the game. Enter the number of human players from 1 to 4 on 400/800, or 1 to 2 on an XL/XE.

The program takes about 15 minutes to run 20 races to fill information into your racing form. When it is done with that, you will be at the racing form screen.

The player's name will be shown with his dollar amount. A list of 8 dogs will be shown with arrows next to the ones who have raced in the past. If you do not do anything for a while, a special attract mode will begin to keep your screen from burning into your monitor. Press the fire button to begin. Move the joystick up or down to select a dog number, whose past record you wish to view. Then press fire to see his history.

Each dog has a running rate, and the limits for the class are shown at the bottom of the screen. When you view a dog's past performance, you can see what his rate was before. If he won 1st, 2nd, or 3rd

place, then his rate will increase, and he may run with better a class of dogs next time. If he did not win 1st, 2nd or 3rd, then his rate will decrease. When you look at the results of the previous races that a dog ran, you will see what place he came in, the race number, and the time of that the winner passed the finish line.

Pay attention to the other dogs that he ran against, and notice if any of them are in the current race that is about to be run.

When you are done with the results of that race, press fire, to see the results of the next race that he ran. The number of past performances available to view is indicated by the number of arrows next to the dog's name. The results always show you the oldest race first, then each one after that up to the most recent showing.

After you have viewed RACE INFORM for all dogs that interest you, enter dog # 0 and press fire to go onto the next phase. This begins the betting phase. You are allowed SIX bets.

First you can bet WIN tickets. You can bet 6 win tickets if you wish. Once you exit the WIN ticket window, you cannot go back. Push the joystick forward for YES or back for NO when asked "BET TO WIN?". Press fire to enter YES or NO. Then select the dog number. If you did not mean to bet to win, you will lose that ticket, but you

can bet dog # 0 so as not to lose any money.

When you say NO to the WIN ticket window, then you can bet tickets for PLACE. The amount you can bet is between 10 and 100 dollars.

Once you say NO to bet to place, you move onto the SHOW ticket window. Finally, when you have bet all six tickets, OR you say NO to SHOW, then you move onto the next phase.

The program will show you your tickets, money amounts and the list of dogs. Press fire to go on. The program will show Sammy's bets, and then you may press fire to go on.

The race begins! The dogs jump into their post positions from 1 to 8. They begin to run accross the screen from left to right. As they pass the right edge of the screen, they are going around a turn in the track. The time at the top of the screen is updated. The turn number is also at the top of the screen. You will see a little rabbit appear briefly in front of the dog that is presently leading the pack. The bottom of the screen shows the names of the top four dogs at that point in the race.

After turn number 3, they are running into the stretch to the finish line. A dotted line appears near the right edge of the screen. As the winning dog passes, he appears on the left and is lit up in a bright color. The 2nd and 3rd

place finishers are also lit up. After a few moments, a recap of the 8 dogs is shown on the screen in large letters. Press fire to go on.

If a dog's rate is decreased because of poor performance, then it will be reported to you. Next you will see the results of your betting, and the tote board with the finish. Press fire to go on. You will see the betting results for Sammy's bets.

Finally you will see the money amounts of all players, and whether they gained or loss in that race.

Time for the next race!

SOME TIPS ON PLAYING TRACK FEVER

SAMMY lives at the track. He is a professional dog race gambler. He knows all the dogs. Watch his betting and you will see that he is crafty. You will be hard pressed to beat sammy at winning bets.

The past history of a dog DOES affect how he does in a race. You can see from his past history that a dog can be on a winning streak, or a losing one. You will see a winning dog, run with higher class dogs and lose. Use your RACE INFORM wisely.

Longshots pay more on the tote board. If you gamble once in a

while on a long shot, it can pay off big. Watch how Sammy does it.

The post position of dogs with similar rates, can make a difference at the finish line, because they jump in order from 1 to 8.

Once you have booted the game, it does not use the disk drive anymore, so you can leave TRACK FEVER in the computer for days, and go back and play more races. It is great for the kids, if you have two computer setups.

The game ends when a player reaches \$3000.00 as set by line 1009. EOG=3000 (End Of Game). This game can run on the Atari 400/800 and with four joysticks you can have four human players and with Sammy that is five players! This is a nice game to have booted and ready at parties, to leave for folks to run a race or two when they mosey over to the computer. It is fun for kids too. The pause at the end of a race is in line 594, where it says for Q=W1 to 999, you could increase the 999 to make the pause longer, so as to view the dogs on screen a little longer at the finish line.

If your screen BACKGROUND is in attract mode, just press your INVERSE key to turn it off.

If there is a problem, like someone pressed the break key, or you wana cheat, then press break and type GOTO 22010 to rerun another race in

the same rate class.

History of TRACK FEVER

I wrote TRACK FEVER in 1982 and 1983. It is copyrighted and I had even submitted it to the APX program, but Atari Corp. rejected it, saying it did not fit in their marketing plans at that time.

I used to write a lot of Atari games, and I didn't buy my first modem until 1987, and at that time, I discovered what piracy was doing to our software market, and because of it, I decided not to write any more games. I had originally intended to try to market games, but, smartly, I changed my mind, as the ensuing years have shown.

Now, it has been 6 years since I even looked at TRACK FEVER, except one time I took it to my Mother's friends house where we and her neice and nephew had a five player game going. At this time, I am releasing TRACK FEVER as ShareWare for your enjoyment.

I would consider any donations as a real incentive to update the program. I had already started version 2, which was to have all new dogs. I had completed the new dogs, which are 8 different colors, and the entire race is run by a machine language subroutine. It is so fast, that I have to put in a delay in order for you to see the

race, otherwise the dogs just flit across the screen four times in about two seconds. But, as I say, I never went back to finish it, once I saw what piracy was doing to our software market. Without your financial support, I cannot justify spending the time to write an update, and other games for the atari. If you enjoy playing TRACK FEVER, then you should send a donation of whatever amount the program is worth to you. Make check or money order payable to:

Z Innovators
1344 Park St. Dept. 187
Stoughton, MA 02072

I also have a version of track fever that lets you start playing cold turkey, without it running a 20 race race inform. Feedback and donations will inspire me to continue to support 8 bit Atarians with games.

NOW...

Place your bets and enjoy the race!