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;;
;; TRACK+FEEL II
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HOW TO PLAY

1. Extract the .ROM within this .ZIP file to a location of your choosing, such as C:\NES Games\.
2. Open an accurate NES emulator such as Nintendulator or FCEUX. (If you don't have an NES emulator, download one first. Google should be able to help you out with this side quest.)
3. Find the input settings within the emulator. P1 should be set to a gamepad controller, and P2 should be set to "Power Pad Side B." Configure the keyboard buttons in a logical, 4 x 3 layout. I recommend "q-w-e-r-a-s-d-f-z-x-c-v." Be sure that these buttons do not overlap with the ones chosen for the P1 gamepad. Save your settings and return to the main emulator window.
4. Confirm that the emulator is set to "NSTC" and not "PAL" mode.
5. Load the .ROM. You should see a title screen, and you should hear music playing.

The music should be turned up loud, because you'll need to be able to hear it to progress through gameplay. Great! Press start to begin.

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;;          FAQ
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Q: What are the controls for TRACK+FEEL II?

A: Please discover this during the course of play! Try many button combinations.

Q: Uhh... I don't get it. What is the point of this game?

A: Please read "About TRACK+FEEL II" to learn more about this game.

Q: How do you win the game?

A: ^ ____ ^

Q: How did you learn how to make NES games?

A: I wrote this game in 6502 assembly. You can learn more about it from tutorials on online forums like NintendoAge. When you read about programming for the NES, it can seem overwhelming and nearly impossible for a beginner to learn. But don't give up! I learned everything I needed to make this game without any prior knowledge or programming coursework... just a lot of hard work and patience. Really! :)

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;;          ABOUT TRACK+FEEL II
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TRACK+FEEL II is a cooperative, interactive, glitch-art installation for play on the Nintendo Entertainment System. The custom software is controlled by a standard Nintendo controller and a Nintendo Power Pad mat controller. Two or more players must work together to discover the rules of the "game" as well as its goal. Some players may wish to minimize visual or aural disorder, while others may wish to maximize it. TRACK+FEEL II aims to present glitches and generative chaos as tools of construction rather than destruction. It is inspired by audiovisual experiences in chiptune performances and the collaborative, friendly interaction they inspire.

TRACK+FEEL II was installed at the Platform Centre in Winnipeg, MB from June 21-July 28, 2012 as part of an art exhibition titled "Reset: Post-Consumer Gamer Culture."

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Rachel Weil (Party Time! Hexcellent!) creates interactive, glitchable visual art for the Nintendo Entertainment System. Her custom software, written in 6502 assembly language, is inspired by Japanese and American animation and comics, demoscene culture, and video games of the 1990s. She employs ultra-feminine design elements in her work as an allohistorical counterpart to the genedered digital play cultures of the past and present while evoking feelings of nostalgia and friendship with blocky, colorful animations. Party Time! Hexcellent!'s art and video installations have appeared internationally at events such as Blip Festival and gli.tc/h. Weil is also the director of FEMICOM, the feminine computer museum.

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Many heartfelt thanks to the JUEGOS RANCHEROS crew, K-HAN, MRGHOSTY, NO-CARRIER, LEWIS, and SHIRU, creator of the FamiTone sound engine.