

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility Official with your Nintendo Nintendo Entertainment System. Seal of Quality

SECTION 1

POWER PAD™ INSTRUCTION MANUAL

Thank you for purchasing the new Nintendo* Power Pad, the fun way for the whole family to play games with the Nintendo Entertainment System*. Now you can use your entire body to play and control any of the Power Pad series games, while getting a fitness workout.

To play with the Power Pad, you need:

- 1) The Nintendo Entertainment System® (NES)
- 2) Any Power Pad series game pak

Need Help?

Nintendo Consumer Assistance Telephone Hotling

Call: 1-800-422-2602

Mon to Fri, 8:00 a.m. to 5:00 p.m., Pacific Time 9:00 a.m. to 6:00 p.m., Mountain Time 10:00 a.m. to 7:00 p.m., Central Time 11:00 a.m. to 8:00 p.m., Eastern Time

IMPORTANT

Please read the set-up instructions, warnings and safety precautions carefully before using your Power Pad or attempting to connect it to the NES. Refer to the Control DeckTM Manual if you need to connect your NES to your TV. Failure to read and comply with this instruction manual may result in personal injury to you and/or damage to the product. If after reading all instructions, you have any questions, please call our Consumer Service Department at the above number.

SAFETY PRECAUTIONS

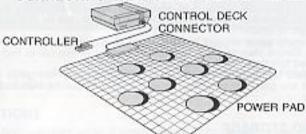
AWARNING

Persons with heart, respiratory, back and joint problems, or high blood pressure or who are under a physician's direction to restrict activity should not use the Power Pad without a physician's advice. Pregnant women should not use the Power Pad. Serious personal injury can result.

∆CAUTION∆

- Do not wear shoes!! Keep all sharp objects away from the Power Pad at all times.
 Do not use the Power Pad outside or near sources of heat or moisture.
- . Do not use the Power Pad on any soft, thickly padded carpet or soft surface. You could stretch or break the internal mechanism as well as cause possible personal injury.
- Make sure the Control Deck power is OFF when changing any game pak or making a connection from the Power Pad. Sometimes, static electricity builds up in the Power Pad and connecting it with the power on could damage the Nintendo Entertainment System. Do not stand on the Power Pad while making the connection.
- When unplugging the Power Pad connector from the Control Deck, always hold the connector itself, not the cord. Do not allow the terminals to come into contact with any liquids. Personal injury could result.
- All users should do several minutes of warm-up exercises before starting to play games. on the Power Pad.
- Select an area to use the Power Pad where you will not be in the way of other people or objects in case of falls. Do not position the television set where you may hit it if you fall.

Failure to read and comply with the instructions, including these safety precautions may result in personal injury to you and/or damage to the Power Pad. Nintendo of America Inc. assumes no responsibility, obligation, or liability for injuries sustained due to such failure.





 Turn the Control Deck OFF. Plug an NES. controller into socket #1.



2. Spread out and place the Power Pad on the floor. Plug the Power Pad connector into controller socket #2.



3. Insert any of the Power Pad series game. paks into the Control Deck, then turn on the power switch. Please refer to the Control Deck manual for instructions on changing game paks.

OPERATION OF THE POWER PAD

The Power Pad is activated by standing or pressing on one or more of the many red and blue colored circles. The areas outside the circles can be stepped on, but will not have any effect on the game action.

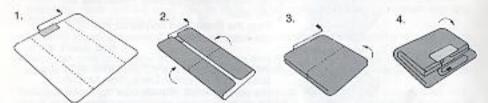
Each Power Pad series game will use a different set of circles and either the A or B side of the Power Pad. Before playing a game, read the game pak manual to find out the proper side and pad functions for that game.

The controller is used for inputting information at the beginning of the game. Also, use the controller to pause any game by pressing the start button. Press the start button again to resume game play.

CLEANING AND STORAGE

If the Power Pad becomes dirty, unplug it and wipe it off using a soft clean cloth dampened with water containing a mild detergent. DO NOT use thinners, benzene or any volatile petroleum or alcohol distillates.

For storage of the Power Pad while not in use, first make sure it is clean and dry and then fold the Power Pad as shown in the following diagram. Never store the Power Pad in places that are very hot or cold.



SECTION 2 WORLD CLASS TRACK MEET™

Thank you for selecting the Nintendo Entertainment System³ World Class Track Meet™ Pak.

Please read this instruction booklet to ensure proper handling of your new game and then save the booklet for future reference.

PRECAUTIONS

- This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
- 2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
- 3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note:

- In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice. This game has been programmed to take advantage of the full screen. Some older model TVs have rounded screens and may block out a portion of the image.
- To adjust the television screen when connecting the Control Deck to your television, carefully read the Control Deck and television instructions.

1. THE EVENTS

TYPES OF EVENTS



100M DASH

The most crucial element in short distance running is the start. Controlling your pace is also an important factor. This game not only helps develop your muscles and alertness but also develops your mental concentration and stamina.



LONG JUMP

In the long jump, coordination between the speed of the approach and the timing of the take-off is important. You are disqualified if jour step over the take-off line. The key to success is developing your jumping ability in general.



110M HURDLES

The key to winning the hurdles is the timing of the jumps. You will not be disqualified even if you knock many hurdles over, but you lose time by hitting them. You should jump at the right place and at the right time in front of each hurdle.



TRIPLE JUMP

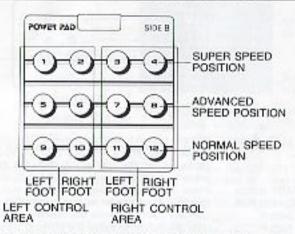
The total distance of the triple jump will be calculated as your score for this event. You should keep up a relatively fast speed in the approach. Try to maintain your momentum going into the hop and step, and use all your might in the linal jump.

2. HOW TO OPERATE THE POWER PAD

Use the B side of the Power Pad with this Game Pak. Do not use the A side.

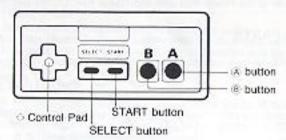
NAMES OF PARTS

POWER PAD



- . Two players can race side by side in the 100M Dash and 110M Hurdles.
- When you run in place on the pad, the runner on the screen will run, and when you jump, so will the runner on the screen.
- . In the 100M Dash, the runner won't jump.

3. NAMES OF THE STANDARD CONTROLLER PARTS AND OPERATING INSTRUCTIONS



SELECT button..... Use this button to select the event. If the screen is in registration mode, the selected letters will be entered. If you press this button after the game is over, the screen will show the award presentation. If you press it again, the screen will move to another game.

START button...... Press this button to begin the game.

Control Pad...... Use this pad to enter individual information.

PAUSE.......The START button functions as a PAUSE button at certain times. If you press the START button when the screen is in award presentation mode for the 100M Dash, the Long Jump, the 110M Hurdle and the Triple Jump, or when the screen is in the individual score mode or award presentation for the Olympics, the screen will freeze,

4. EVENT SELECTION AND NAME ENTRY

EVENT SELECTION SCREEN INPUT SCREEN of players Blinking Cursor T06 Arrow 2 M 000 Cursor * = @U.b...... 4 H 560 Input of Players' Names Blank CHEMITUMOTYZ. Mark

> *This screen won't appear in the tournament mode.

Input of the number

- Choose one of the events listed on the screen by pressing the SELECT button. Then
 press the START button.
- Choose the number of players using the O control pad. Then press the SELECT button.
 Press the START button. You will see name entry blanks for the number of players you
- Press the START button. You will see name entry blanks for the number of players y have selected. (The maximum is 6 players.)
- The writing position (Blinking Cursor) can be moved to the right or left using the A buffor and the B buffon.
- The letter selection mark (Arrow Cursor) can be moved using the
 control pad.
- Pressing the SELECT button will put the selected letter in the writing position. If you
 make a mistake when entering a letter you can correct the entry. To do this, bring the
 Blinking Cursor to where the error is by using the (A) or (B) button, then correct the
 mistake.
- After entering each name, move the Blinking Cursor to the next line using the A button.
- . After all the names have been entered, press the START button to compete.

5. HOW TO PLAY

1) HOW TO READ THE SCREEN DATA

100M DASH, 110M HURDLES

When you play by yourself in either the 100M dash or 110M hurdle, use only the left side control area on the Power Pad.

Types of Event

Left side runner

False Start

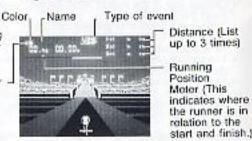
Running
Position
Meter (This shows where the runner is in relation to the start and tinish)

Hunner number

LONG JUMP, TRIPLE JUMP

When you play by yourself in either the Long Jump or the Triple Jump, you can use either the left side or the right side control area on the Power Pad.

Runner number -



2) TOURNAMENT

The top speed of each runner varies depending upon what speed position he takes at the start. Which position are you going to take to beat the champion?

- Super speed position—Beat the world champion by competing in this position.
- Advanced speed position—You are not far from participating in the Olympics.
- Normal speed position—This is closest to the normal running speed. You are in the same position as the computer runners.
- Press the START button and stand on the left side control area of the Power Pad. "Start" will appear.

In the other events, you can use the Normal, Super or Advanced Speed positions on both the left and right side control areas.

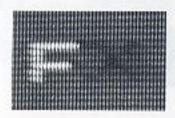
This is a tournament game against 6 champions registered in the computer. Beat them in 100M Dashes and 110M Hurdles.

False start indicator

- If you lift your feet from the pad before the starting signal, a whistle and the starting gun, it is considered a "false start". You will be disqualified after three false starts. Be careful.
- As soon as you hear the starting signal, which is a whistle followed by the starting gun, run in place on the pad as quickly as you can.







Your runner will increase his speed gradually.

- . If you win against your opponent in the 100M race, you move on to 100M Hurdles against the same opponent.
- . If you win the 110M Hurdles as well, you have beaten one apponent. Your prize will appear on the screen,



- After you have beaten one apponent you will receive one medal, after a second opponent a second medal, and after having beaten your third apponent, you will receive a third medal.
- You have 6 opponents altogether. Your prizes will accumulate as you continue to



 If you are beaten, the game. ends there. If you wish to start the game over, just press the START button, and the first opponent will appear.



CHALLENGE THE CHAMPIONS! OPPONENTS ENTRY FILES



No.1 TURTLE Let's have a race.

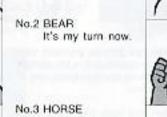


No.5 BOBCAT Can you keep up

with me?

Can you beat me?

No.4 RABBIT



No.6 CHEETAH If you beat me, you're the best.



I am really fast.

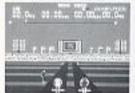


The secret to victory is to keep up your pace.



3) 100M DASH

On your mark.....









Go!!



When you play by yourself, you compete against the runners registered in the computer. When you play with two or more players, two runners participate each time.

When you have 3 or more players registered, the award presentation screen will appear at the end.

You can have only 2 false starts.



The runners' speeds vary depending upon the speed positions at the start. You can easily adjust for players of uneven ability by having them start in different speed positions.

Get on the pad and get ready! When two runners have gotten on the pad. the starting signal, a whistle, will be heard.

When you hear the pistol fired, start running.





After the events are over, the screen automatically shows the awards presentation. If you press the START button during the awards presentation screen, the PAUSE function works.

When you get on the Power Pad, a whistle is heard. If you start running before the pistol is fired, it is considered a false start. You will be disqualified if you have three false starts or cannot finish within 60 seconds.



4) LONG JUMP

START AT THE SOUND OF THE WHISTLE.



FOUL!





JUMP!



You have 3 chances to jump. The farthest distance is considered your official score.

If you choose a higher speed position, you can travel a longer distance, but it is harder to gauge the timing of your linal step.
Choose the position which suits you best.

LANDING!









 When you play with several players, let each player jump once and then go to the second round. Repeat three times.

 Step on the Power Pad and start with the sound of the whistle. (There is no sound of a pistol.)

LANDING!!

(TAKE-OFF LINE)



Jump in front of the take-off line using good timing.

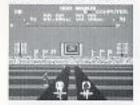
- If you step over the take-off line, it's a foul and the jump won't be recorded.
- . If you have 3 fouls, you are disqualified.



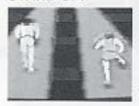
- After the game is over, the screen will automatically show the awards presentation.
- If you press the START button during the awards presentation, it functions as "PAUSE".

5) 110M HURDLES

ON YOUR MARK



STAND UP!





TIMING IS EVERYTHING.



When you play by yourself, you compete against the runners registered in the computer. When you play with two or more players, two runners participate each time.

When you have 3 or more players registered, the award presentation screen will appear at the end.







The runners' speeds vary depending upon the speed positions at the start. You can easily adjust for players of uneven ability by having them start in different speed positions. Get on the pad and get ready!

When two runners have gotten on the pad, the starting signal will be heard. When you hear the sound of the pistol, start running.

- With 100M Hurdles, jump over the hurdles carefully timing your jump before the hurdles.
- Jump when you see the white box markers along the edge of the course.
- When the events are done, the screen automatically shows the awards presentation.
- If you press the START button during the awards presentation screen, the PAUSE function works.
- When you get on the Power Pad, the sound of a whistle is heard. If you start running before the pistal is fired, it is considered a false start. You will be disqualified if you have three false starts or cannot finish within 60 seconds.



6) TRIPLE JUMP







Three fouls, and you are disqualified!





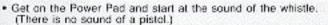




In the triple jump, the total distance for the three consecutive jumps is considered your official score.

Try your best, paying close attention to the timing of the jumps. If you choose a higher speed position, you can travel a longer distance, but it is harder to gauge the timing of your final step. Choose the speed position which suits you best.





 When you play with several players, let each player jump once and then go to the second round. Repeat three times.



Gauge your timing well.....



- Thop before the take-off line concentrating on good timing.

 Land on the same foot
- you hopped off.
- (3)Hop to the other foot.
 (4) Jump and land on both feet.



- If you step over the take-off line, it's a foul and won't be recorded. If you have 3 fouls, you will be disqualified.
- When the event is over, the screen will automatically show the awards presentation.
- If you press the START button during the awards presentation screen, the PAUSE function works.

"In World Class Track Meet Triple Jump, even if you don't properly alternate your feet, it won't be called a "foul" so that smaller children can play as well. (For example, when a small child steps with both feet instead of one foot, it's not considered a foul.)

7) THE OLYMPICS

This is a group game which allows numerous participants.

The stadium records for each event are all adjusted to be calculated on a 100 point scale.

You play 100M Dash, Long Jump, 110M Hurdles, and Triple Jump consecutively. Each score is converted to a 100 point scale and is totaled.

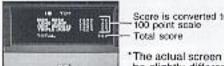
- . The 1982 world track record listed in the Guiness Book is used as the reference to set the scoring standards.
- · For each track event, read respective reference numbers:
- 3) 100M Dash, 4) Long Jump, 5) 110M Hurdles and 6) Triple Jump.







INDIVIDUAL SCORE BOARD



Scare is converted to

- *The actual screen may be slightly different from the illustration.
- . When each player finishes all the events, the total score for each individual player will appear on the screen.

Then the awards presentation will follow.

AWARDS SCREEN



*If there are players of varying abilities, cooperation in the selection of the speed positions is recommended

6. WORLD CLASS TRACK MEET-TIPS

Do some warm-up exercises such as leg stretches and jumping before you start the game. Hurrying into strenuous exercise is not good for your health.



- . If you have a problem keeping the pad secure. place a vinyl carpet or similar item underneath the Power Pad Or you can use tape at the four corners. to secure the Power pad so it doesn't move.
- Too much exercise may be harmful to your body! One hour a day is a moderate amount of exercise.



7. SCORE RECORDING

DATE	EVENT	BESTSCORE
	127- American III	A ELECTION
		NAME OF THE PARTY
		- And
3		
	100//12/23	
HS EN	5-69-5-6	waster as

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- -Reprient the receiving antenna
- -Relocate the NES with respect to the receiver
- -Move the NES away from the receiver
- —Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/televison technician for additinal suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

SECTION 3

WARRANTY 90-DAY LIMITED WARRANTY NINTENDO POWER PAD

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Entertainment System Power Pad shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period. Nintendo will repair or replace the defective Power Pad or component part, at its option, free of charge.

To receive this warranty service:

- DO NOT return your detective merchandise to the retailer.
- Notify the Nintende Consumer Service Department of the problem requiring warranty service by calling: 1-800-422-2602.
- Our Consumer Service Department is in operation from 8:00 a.m. to 5:00 p.m. Pacific Time, Monday through Friday, PLEASE DO NOT send any item to Nintendo before calling the Nintendo Consumer Service Department.
- If the Nintendo Service Representative is unable to solve the problem by phone, he or sho will provide
 you with a Return Authorization number. You MUST record this number on the outside packaging of
 the Power Pad and return it FREIGHT PREPAID, AND INSURED FOR LOSS OR DAMAGE, TO:

Nintendo of America Inc. NES Consumer Service Department 4820-190th Avenue N.E. Redmond, WA 98052

This warranty shall not apply if the Power Pad has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to detective materials or workmanship.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN, IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

If the Power Pad develops a problem requiring service after the 90-day warranty period, contact the Nintendo Consumer Service Department at 1-800-422-2602. If the Nintendo Service Representative is unable to solve the problem over the phone, he or she may advise you of the approximate cost to repair the Power Pad and provide you with a Return Authorization number.

You MUST then record this number on the outside packaging of the Power Pad and return the delective merchandise, FREIGHT PREPAID, AND INSURED FOR LOSS OR DAMAGE TO:

Nintendo of America Inc. NES Consumer Service Department 4820 - 150th Avenue N.E. Redmond, WA 98052

Please enclose a money order payable to Nintendo of America Inc. for the cost quoted you. Repairs may also be charged on a VISA or MASTERCARD credit card. If, after personal inspection, the Nintendo Service Technician determines that the Power Pad cannot be repaired, it will be returned and your payment refunded.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

99-DAY LIMITED WARRANTY:

Mintendo of America Inc. ("Mintendo") warrants to the original consumer perchaser that the Mintendo Game Paki, "Piki") shot se five a fore defects in marents and workmanship for a period of 50 days from date of purchase. If a defect develed by the warranty occurs during this 90-day warranty period. Kinfendo will repair or replace the PAK, at Beoption, free of charge.

To receive this warranty service:

- 1. DO NOT return your detective Came Pak to the retailor.
- Not by the Rintendo Condumer Service Department of the problem requiring variously astrology quality; 1-800-429-2602.
 Condumer Service Department is in operation from 6:00 A.W. to 900 P.W. Pecific Time. Menday through finding <u>Plaque De Not</u> and your Pick to Mintendo before calling the Denamer's Service Department.
- 3. Hithe hintendo Service Representative is unable to solve the protection by phone, he will provide you with a Battur Authorization number. Simply record this namber on the outside packaging of your deficiely. PAR, and return your PAR ETHORIT PREPAID AND INSURED FOR DESCRIPTION OF ANY OWNERS IN SECTION OF SECTION OF ANY OWNERS AND ANY OWNERS ANY

Mintendo of America Inc. NES Consumer Service Department 4630-160th Avenue N.E. Redmand, WA 66052

The warranty shall not apply if the PWK has been demaged by negligence, solider it, anneaeonable use, modification, tempering, or by other causes anneaeonable or interests or workness.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

Fittle PAK develops a problem requesting service after the 00-day visit oxyperiod, you may contact the Nitrando Consumer Service Department of the pittern number noted above. If the Nitrando Service Representative is unable to solve the problem by phone, no may advise you of the approximate cost for Nitrandos to repair or replace the PAK and may provide you with a Setum Authorization remedi.

Yourmythen record the number on the cetable packaging of the seriod is. PAK and main the delective merchandise. FGE GAT PREPAID AND INSURED FOR LOSS OR DAMAGE, to homere, and encloses a money order passible to find and on a whore live, for the cost quoted you. (Repairs may also be through or a VISA or MASTER/CATE) conditional.

If after personal inspection, the Mintendo Service Representative determines the PAK cannot be repaired in will be retained and your payment retunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE MYLLED WARRANTIES, INCLUDING WARRANTIES OF MERCHARP PLAPOSE. ARE REREBY LIMITED TO RINKEY DAYS FROM THE CATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEPERN. IN NO EVENT SHALL NINTERED BE LIMITE FOR CONSECUENTIAL OR INCIDENTAL DIMAGES PRESULT NO FROM THE BREACH OF ANY EXPRESS OF MYLLED WARRANTIES.

The provisions of this varianty are valid in the United States only. Some states do not allow limitations on him long on impried warranty less or accession of consequential or incremal damages, so the above limitations and accession may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.