

TRACK

TRACK is a full-color TV game designed to be used with the Cromemco TV DAZZLER interface. Track is a game of skill and coordination. The object is to manipulate a cursor, under joystick control, through a spiral path toward the center goal. If, however, the player contacts the sides of the spiral in the process, the game is over and must start again.

TRACK begins with a white spiral track displayed on a bright green background. A joystick (Cromemco model JS-1) is used to control the yellow cursor on this track. Towards the center of the spiral the track narrows, requiring increasingly precise control of the cursor to avoid contacting the sides of the spiral. If the side of the spiral is hit, an alarm (in the JS-1 console) sounds, and the point of contact is turned bright red.