# World Class Track Meet FAQ/Walkthrough

by NMorgan                                    Updated to v1.00 on Nov 20, 2005
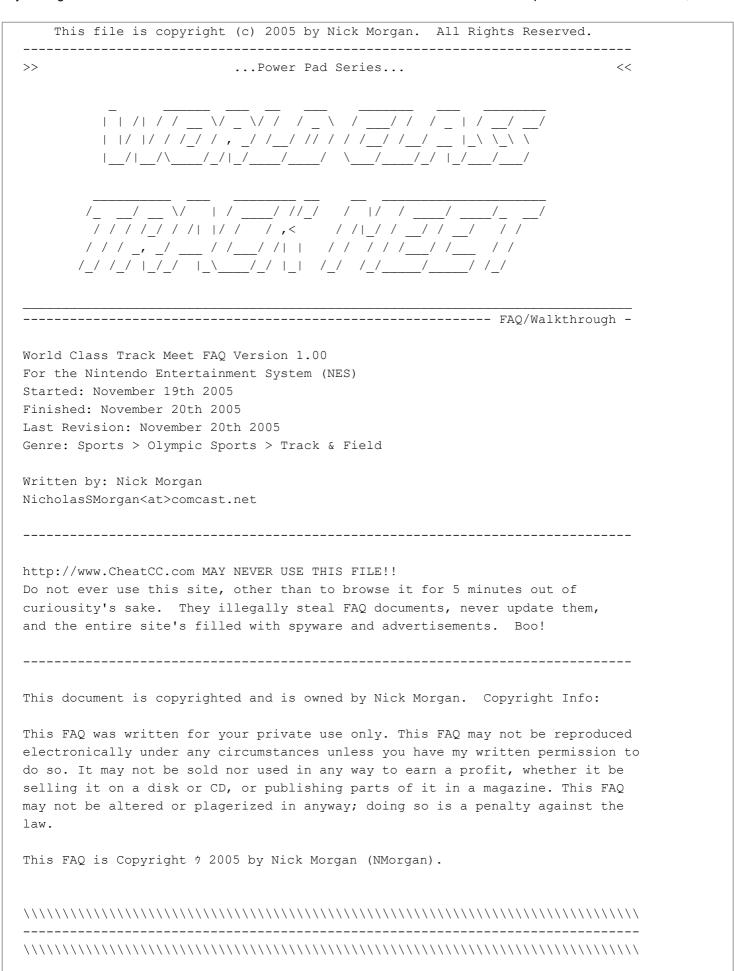
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>>                            ...Power Pad Series...                        <<


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------------------------------------------------------------ FAQ/Walkthrough -

World Class Track Meet FAQ Version 1.00
For the Nintendo Entertainment System (NES)
Started: November 19th 2005
Finished: November 20th 2005
Last Revision: November 20th 2005
Genre: Sports > Olympic Sports > Track & Field

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===============================================================================
1)  Introduction
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Welcome to my World Class Track Meet FAQ/Walkthrough.  If you are like me, you
have fond memories playing this game as a child.  Let's face it, very few of
you are probably just discovering this game now, but rather played it as a
young child, and now are reliving the memories.

World Class Track Meet was released as its own game, but is most commonly found
on a 3-in-1 cart, combined with Super Mario Bros., and Duck Hunt.  The game was
designed and developed by Bandai, and was even released by Bandai as a game
called Stadium Events.  At the last minute, somehow Nintendo legally took away
publishing rights from Bandai, meaning that they could no longer release Stadium
Events anymore.  Now Nintendo had the publishing rights for Stadium Events, but
instead of calling it Stadium Events, they changed the name of the game to
World Class Track Meet.  In fact, the only difference from this game compared to
Stadium Events is the title screen.  FUN FACT: Only approximately 5,000 copies
of Stadium Events were released, making this game extremely rare and highly
sought after by collectors.  A loose copy of Stadium Events is common to sell
for over $300 on eBay, and complete sets (with Box and Instructions) usually go

for around $1,000.

There were not many good Power Pad games for the NES.  Heck, there were barely
any Power Pad Games at all, let alone good ones.  In my opinion, this is the
best Power Pad game on the NES.  I'm not saying this game is all that great, I
am just saying that all the other Power Pad games just suck, making this game
the best of all the Power Pad Games.  Don't get me wrong, though, because this
is still a very fun game to play, if you have the Power Pad.  If you do not have
a Power Pad, of course you can still play the game with a standard NES
controller by tapping A and B in an alternating-repeating pattern to run, but
the experience doesn't come close to the real time, leg moving, blood pressure
raising fun of the Power Pad!  How many other video games can literally give
you excercise as you play?

All in all, this is a very fun game, provided that you have the Power Pad.  For
the cheap low price of $1, which is how much this game is commonly found for
at Pawn Shops, Flea Markets, and Thrift Stores, I would recommend it to anybody.
A bonus is if you buy this game in the 3-in-1 cart along with Super Mario Bros.
and Duck Hunt, but if you only can find the cartridge by itself, that is fine,
too.

Author's Note: This game probably isn't as much fun if you don't have legs.

1.1) Version History
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+-Version 1.00 - November 18th, 2005 - 1:05 AM EST
|
'-> After working rapidly on this FAQ, version 1.00 is complete.  Technically
    it took me 1 day to finish this, but it was under a period of 5 hours.
    This FAQ, which is 33 KB, is much more thorough and complete than the
    other one, which is only at 5 KB.  This game really needed a good guide,
    and since I've been playing it a lot lately, I figured I'd be the one to
    do it.  I certainly hope you enjoy it, and if you know of any possible
    information I left out, please let me know, and I'll add it to the guide
    and give you credit.  I hope you enjoy the debut 1.00 version of this
    guide!

+-Version .01 - November 17th, 2005 - 8:17 PM EST
|
'-> Guide started today.  After talking about Stadium Events a lot on the NES
    Message Boards, I decided to write a FAQ for both this game and also one
    for Stadium Events, since they're pretty much the same game.  It should be
    done in about a day.  Enjoy.

1.2) FAQ Introduction
--------------------------------------------------------------------------------
Very recently, I have gotten way into NES, more so than I have ever been. I
have always been an NES fan, but recently I have started collecting.  Although
I always owned this game as a child, recently I picked up a copy of Super Mario
Bros/Duck Hunt/World Class Track Meet for $1, and a boxed Power Pad for $3.
Although I am trying to collect as many NES carts as I can, I also play them
frequently.  This is a game that I've been playing now that I have a Power Pad,

and boy, am I reliving the memories!

This isn't the type of game that requires too much thinking in order to play
it and successfully get through it.  Just jump on the Power Pad and move your
feet!  It is not an RPG, you don't need to remember names of people or towns,
or use clues, or level up, or anything like that.  It's a fun mindless game
full of fun and entertainment.  I'm not dissing RPGs, I am merely saying that
a good thing about this game is how little you have to think to play it.  It
is a game that anybody can enjoy, from ages 7 to 77.

I am sitting here on my computer writing this FAQ because I have shown a
recent interest in this game, and I want to share my knowledge with everybody
else who doesn't know as much.  Sure, there isn't too much to talk about in
a short game like this, but I can still share all that I know.  I hope you get
a lot out of it, and if you know of anything I'm missing, please feel free to
email me with the information that I missed, and I'll promptly add it into
the guide, crediting you as necessary.  I hope you enjoy this FAQ.  Enjoy!




1.3) Controls
--------------------------------------------------------------------------------
This game is different than ordinary NES Games because it's primary controller
is the Power Pad, rather than an ordinary controller.

Put a Power Pad into controller slot-1 on the NES, and MAKE SURE THE POWER PAD
IS SET TO SIDE B.  There are 2 sides of the Power Pad.  Make sure it's on
Side B.  On the top-right of the Power Pad it will say either "Side A" or
"Side B", but if you can't figure out which side is side B, side B is the side
where there are 12 circles, 6 blue (on the left) and 6 red (on the left).

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 .----------/      \----------.
 |  Power Pad        side B  |
 |                           |
 |                           |
 | ( 1)    ( 2)    ( 3)    ( 4) |
 |                           |
 | ( 5)    ( 6)    ( 7)    ( 8) |
 |                           |
 | ( 9)    (10)    (11)    (12) |
 |                           |
 | (13)    (14)    (15)    (16) |
 |                           |
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That is a standard Nintendo brand Power Pad, set on Side B.  Here are the
Controls:


Button 1 & 2:  Use these buttons if you're playing in 1-Player mode.  Put your
               left foot on Button 1, and your right foot on Button 2.
               Obviously, this is how you control how fast your runner sprints.
               Repeatidly tap 1 and 2 in corresponding order to run.  To
               jump, simply jump up into the air in real life, and the runner
               will jump on the screen.

Button 3 & 4:  Use these buttons if you're the 2nd player in 2-Player mode.
               Put your left foot on Button 3, and your right foot on Button 4.
               Obviously, this is how you control how fast your runner sprints.

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                  Repeatidly tap 3 and 4 in corresponding order to run.  To
                  jump, simply jump up into the air in real life, and the runner
                  will jump on the screen.

Buttons 5, 6, 9, 10:  These buttons also can be used as a substitute for
                      Buttons 1 & 2 if you feel like being farther back on
                      the pad.

Buttons 7, 8, 11, 12: These buttons also can be used as a substitute for
                      Buttons 3 & 4 if you feel like being farther back on
                      the pad.




===============================================================================
2)  Playing The Game
===============================================================================
This can also count as "Game Basics" if you want to call it that.  It's
basically a bunch of information that people native to World Class Track Meet
already know, but if you are new to the game, you may want to give this
section a quick read.

+ This is a Power Pad game.  You must own a special controller called the Power
  Pad, made by Nintendo.  The Power Pad is similar to a Dance Dance Revolution
  controller, because you control it with your feet by stepping on it.  There
  are 2 sides to the Power Pad, SideA and SideB, with different buttons on
  each side.  World Class Track Meet is played with the Power Pad set on SideB.

+ This game was originally meant to be a title called "Stadium Events", which
  was designed and developed by Bandai.  However, Nintendo, at the last minute,
  ordered that Bandai cease production of Stadium Events, and Nintendo would
  produce the game instead of Bandai.  However, Nintendo changed the name of
  Stadium Events to World Class Track Meet.  The only difference between Stadium
  Events and World Class Track Meet is the title screen.  Oh, by the way, only
  about 5,000 copies of Stadium Events were produced, making it the rarest
  licensed NES game released in the USA.

+ On the title screen, you must choose what mode of play in which you want to
  play.  You can choose from Tournament, 100M Dash, Long Jump, 110M Hurdles,
  Triple Jump, or The Olympics.  Tournament Mode is the most common mode, and
  considered the main part of the game.

+ The Olympics Mode consists of a 100M Dash, a Long Jump, a 110M Hurdles, and
  a Triple Jump, in that order.  A score will be calculated for each event,
  and your final score will be added up at the end.  You can either play for a
  personal best, or against a friend as a competition.

+ In 100M Dash or 110M Hurdles, if you take any longer than 60 seconds to
  complete the race, the race will automatically end, and you will be counted
  out.  You'd have to purposely try to mess up this bad to get that slow of
  a time, however...

+ For emulator users, make sure you have an emulator that supports the Power
  Pad or you will not be able to play this game.  Also, many emulator users
  can't seem to figure out that you must have BOTH BUTTONS pressed down, or
  else the race will never start.  The line judge will start the "Get Set, Go"
  part only after both your feet are pressed on the Power Pad.  But since
  you're not using the Power Pad, be sure to have both buttons pressed down
  on the keyboard and it'll work out fine.
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================================================================================
3)  Walkthrough
================================================================================
Yes ladies.  Yes gentlemen.  This is the "meat and bones" of this document.  It
contains the most information and is probably the part that you will spend the
most time reading.  Enjoy.



3.1) Tournament Mode
--------------------------------------------------------------------------------
The Tournament Mode is made up of 6 different opponents.  You must beat each
opponent once in a 100M Dash, and once in a 110M Hurdles race.  The 100M Dash
race will come first, and if you win, then you'll go on to race the same
opponent in the 110M Hurdles race.  If you win in the 110M Hurdles, you will
win either a medal or a trophy, and then you'll go on to the next racer.  If
you lose once, you have to start all over.  There are no continues or second
chances or anything like that.  Obviously, the 6 opponents you face will get
more and more difficult as you beat them.  Here is a Walkthrough/FAQ of the
tournament mode:

1.) Race #: 1st Race
    Opponent: Turtle
    Taunt: "LET'S HAVE A RACE."
    Wears: Pink
    Average 100M Dash: 19.42 sec
    Average 110M Hurdles: 21.72 sec
    Prize: Bronze Medal
    Description: Turtle is the perfect beginner racer.  He is extremely slow,
                 often taking up to 20 seconds to finish the race.  He is very
                 slow, and the sole purpose of him being here is to give you a
                 feel for the racing style before you go on to face the more
                 difficult racers.  Oh, and when it comes to the 110M Hurdles,
                 you can seriously just plow through all the hurdles.  You do
                 not even have to jump over the hurdles, and you'll still
                 beat him with ease.

2.) Race #: 2nd Race
    Opponent: Bear
    Taunt: "IT'S MY TURN NOW."
    Wears: Light Green
    Average 100M Dash: 17.06 sec
    Average 110M Hurdles: 20.32 sec
    Prize: Silver Medal
    Description: Bear is once again a pretty simple race.  He could give some
                 of the lesser physical developed (ie young children or old
                 people) some difficulties, but he should be a breeze for
                 anybody else who has a pair of legs.  The hurdles is also
                 easy.  Seriously, anybody who takes longer than 20 seconds to
                 finish the hurdles is not fit to play this game.  Like I said
                 before, this should be a breeze.

3.) Race #: 3rd Race
    Opponent: Horse
    Taunt: "I AM REALLY FAST."
    Wears: Turquoise
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          Average 100M Dash: 14.52 sec
          Average 110M Hurdles: 18.32 sec
          Prize: Gold Medal
          Description: Finally an opponent that should be giving you somewhat of a
                       challenge.  Even though he's still pretty easy, I can
                       understand if this guy may be giving you trouble.  With an
                       average Dash time of 14.52 seconds, he should still be pretty
                       easy.  The Hurdles, just jump over all of them, and you should
                       be fine.  You can even trip over a few and still be fine.  We
                       haven't yet gotten to the Bobcat or Cheetah, where there is
                       not any room for error.  Here just take it easy and beat the
                       Horse.

4.)  Race #: 4th Race
     Opponent: Rabbit
     Taunt: "CAN YOU BEAT ME?"
     Wears: Yellow
     Average 100M Dash: 12.66 sec
     Average 110M Hurdles: 16.62 sec
     Prize: Bronze Trophy
     Description: Rabbit should be the first racer that actually gives you some
                  difficulty.  I remember when I was younger I could never beat
                  Rabbit.  With an average time of 12.66 for 110M Dash, he isn't
                  totally unbeatable, but I'm just saying he should give you
                  some trouble at first.  Also his average for 110M Hurdles is
                  16.62 seconds.  In the hurdles, run fast, and just don't hit
                  any hurdles, and you will _probably_ beat him.  Once you start
                  knocking over hurdles, though, is when you're in trouble.

5.)  Race #: 5th Race
     Opponent: Bobcat
     Taunt: "CAN YOU KEEP UP WITH ME?"
     Wears: Green
     Average 100M Dash: 11.42 sec
     Average 110M Hurdles: 15.98 sec
     Prize: Silver Trophy
     Description: Well, this is where it starts to get hard.  You will need to
                  move your feet really really fast.  Do not jog in place,
                  because your feet will go up too high.  Instead, barely lift
                  your feet off the mat.  The less distance your feet move, the
                  more times you'll be able to tap the pad.  Heck, if you want
                  to, you can even get down on your knees and tap the pad with
                  your hands.  Or, put on a fast double-time Rock and Roll song
                  on and tap your hands to the beat of the song to keep a steady
                  pattern.  Eventually you should be able to beat him, but if
                  you haven't played him before, he will probably give you some
                  problems.

6.)  Race #: 6th Race
     Opponent: Cheetah
     Taunt: "IF YOU BEAT ME, YOU'RE THE BEST."
     Wears: Red, almost looks pink.
     Average 100M Dash: 10.06 sec
     Average 110M Hurdles: 14.64 sec
     Prize: Gold Trophy
     Description: Wow, the Cheetah is quite a fine runner.  I guess he really
                  wasn't lying about the taunt.  Yes, this is the last opponent
                  you'll face, meaning if you can beat him, consider the game
                  beaten (even though there are other features in the game, this
                  is the main feature).  Anyway, the Cheetah does not seem very
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fast at the very beginning of the race.  You may even find
yourself neck and neck with him.  However, towards the middle
of the race, he will have a minor jolt, and at the very end,
an extremely large energy JOLT.  Basically, if you are not
ahead of him by at least a second by the end of the race, he
will most likely blow past you at the end and win the race.
There is absolutely no margin for error.  Any error, no matter
how small, cannot be made if you want to find yourself
victorious.  The Cheetah is very fast, and if you can beat
him, consider yourself the best!

After beating Cheetah in the Tournament Mode, a black screen will appear with
all 6 of your awards, including Bronze, Silver, and Gold Medals and Tropies.
Also, the text "YOU ARE CHAMPION!" will be in the middle of the screen.  The
Tournament mode is the hardest part of World Class Track Meet, so
congratulations on your accomplishment.

3.2) 100M Dash
-------------------------------------------------------------------------------
The 100Meter Dash can be used as 1 of 2 things.  The first it can be used for
is practice for the Tournament mode.  However, if you have friend(s) in the
house, you may want to challenge them to a race.  Up to 6 people can play in
the 100M Dash, but only 2 people will play at a time.  Basically, the only
thing you're trying to do is get to the end as quickly as possible.

1 Player Mode
-------------
If you only choose 1 Player, you will play against a Computer character.  Do
not worry about the computer, because you're not really racing, you're only
trying to get better at the game, and to improve your scores.  After you're
done the 100M race, win or lose (told you it didn't matter), you will be
brough back to the main title screen where you choose what aspect of the game
you'd like to tackle next.

2-6 Player Mode
---------------
When playing with other people, it is most fun.  You can play with up to 5
other friends, 6 people in all.  However, only 2 people can race at a time.
After the first 2 racers get done, the next 2 will race, and so on until all
6 racers have raced.  After all the racers are done, you will be taken to a
screen where the times are tallied up and the "winner" is determined.  After
that screen, you're taken back to the main title screen, where you choose what
aspect of the game you'd like to play next.

3.3) Long Jump
-------------------------------------------------------------------------------
The Long Jump is a World Class Track Meet event where, obviously, you have to
jump as far as possible.  While on the Power Pad, you must run very fast, and
then leap into the air.  The Power Pad will determine how long you are in the
air, and you will jump that far.  So, basically, the longer you are in the
air, the farther distance you will go.  A good way to trick the game is to
jump, and land OFF the Power Pad, and then right when you're about to reach the

maximum jump limit (the end of the sand box), jump back on the Power Pad and
you will land.  I have done this countless times, and it works quite well.
However, if you're playing against a friend, they would have to be pretty
stupid not to notice, so it's all fair game if playing with a friend.

There are some very easy ways that you can get a FOUL, which is not a fun thing
to get.  It would be most wise to read this paragraph to figure out what NOT to
do.  First of all, be absolutely sure you jump up in the air before that line.
NO, THE SANDBOX IS NOT THE JUMP POINT, the line is the jump point, so be sure
you jump before the line, or you will FOUL.  Also, another easy way to get a
FOUL, is to keep running; when you get to the sand, you will trip, and get a
FOUL.  Another good way to get a FOUL is by not ever landing if you're using the
Step-Off-The-Pad cheat.  No, you cannot jump forever, and eventually you must
land.  If you're in the air for too long (a humanly impossible time), you will
get a FOUL.

The best 2 of 3 scores are the ones that count, so you can get 1 FOUL and still
score very good.  However, if you get 3 viable scores, the lowest score is
dropped, so don't purposely mess up the 3rd jump if you have 2 good scores
already.

3.4) 110M Hurdles
--------------------------------------------------------------------------------
These are the 110M Hurdles.  It's 10 Meters longer than the 100M Dash, and has
9 sets of Hurdles set up at even intervals.  The object is to get to the end
goal line as quickly as possible, which means that you'll have to jump over the
hurdles to get a faster time.  Of course, you can just plow straight through the
hurdles if you wish, but every time you hit a hurdle, you will slow down, and
this is highly not recommended if you want a fast time.

To jump over the hurdles, simply jump in real life on the Power Pad.  You will
actually jump in the game over the hurdles, then continue to run, and jump over
the next hurdle, etc., until you finish the race.

1 Player Mode
-------------
If you only choose 1 Player, you will play against a Computer character.  Do
not worry about the computer, because you're not really racing, you're only
trying to get better at the game, and to improve your scores.  After you're
done the 110M Hurdles, win or lose (told you it didn't matter), you will be
brough back to the main title screen where you choose what aspect of the game
you'd like to tackle next.

2-6 Player Mode
---------------
When playing with other people, it is most fun.  You can play with up to 5
other friends, 6 people in all.  However, only 2 people can race at a time.
After the first 2 racers get done, the next 2 will race, and so on until all
6 racers have raced.  After all the racers are done, you will be taken to a
screen where the times are tallied up and the "winner" is determined.  After
that screen, you're taken back to the main title screen, where you choose what
aspect of the game you'd like to play next.

3.5) Triple Jump

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The Triple Jump is EXACTLY like the Long Jump, except you must jump twice before
the actual jump across the sand.  Basically, start running, and when you get to
the line (which is WAY before the sand this time), jump once, then land, then
jump again, and try to land the 2nd time right before the sand pit.  On the
3rd jump, jump as far as possible across the sand.  The farther you jump, the
higher of a score you will get.  Basically, the more time you're in the air in
real life, the farther you will jump in the game.  A good method to get a
higher score is to trick the game by jumping, and landing OFF the Power Pad,
and then quickly jumping back on the Power Pad when you're ready to land.  This
is the best way to max out your score by getting the farthest jump.

You will do the Triple Jump 3 times.  The best 2 of 3 scores are the ones that
count, so you can get 1 FOUL and still score very good.  However, if you get 3
viable scores, the lowest score is dropped, so don't purposely mess up the 3rd
jump if you have 2 good scores already.

There are some very easy ways that you can get a FOUL, which is not a fun thing
to get.  It would be most wise to read this paragraph to figure out what NOT to
do.  First of all, be absolutely sure you jump up in the air before that line.
Do not run past that line on the ground without jumping, or you will FOUL.  The
line is the jump point, so be sure you jump before the line, or you will FOUL.
Also, another easy way to get a FOUL, is to keep running; when you get to the
sand, you will trip, and get a FOUL.  Another good way to get a FOUL is by not
ever landing if you're using the Step-Off-The-Pad cheat.  No, you cannot jump
and stay in the air forever, and eventually you must land.  If you're in the air
for too long (a humanly impossible time), you will get a FOUL.




3.6) The Olympics
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The Olympics Mode consists of a 100M Dash, a Long Jump, a 110M Hurdles, and
a Triple Jump, in that order.  A score will be calculated for each event, and
your final score will be added up at the end.  You can either play for a
personal best, or against a friend as a competition.  You can play with up
to 5 friends, meaning that 6 total people can play at a time.  Up to 6 people
can play in The Olympics, but only 2 people will play at a time, the other 4
will sit out and wait their turn.  After all 4 events are completed, your
scores will be tallied, and The Olympics will be over.


1 Player Mode
-------------
If you only choose 1 Player, you will play against a Computer character for the
100M Dash and the 110M Hurdles, but for the Long Jump and Triple Jump, you will
be jumping by yourself.  Do not worry about the computer, because you're not
really racing, you ARE trying to get a fast time, but you're not necessarily
racing the computer.  After you're done the 100M race, continue with the Long
Jump.  A score of 9 Meters in the Long Jump is very good.  After the Long Jump
will be the 110M Hurdles.  Once again, do not worry about the computer character
that is racing along side of you.  After the 110 Hurdles, it's time for the last
and final event, which is the Triple Jump.  After the Triple Jump, your final
score will be tallied, and The Olympics will be over.

2-6 Player Mode
---------------
When playing with other people, it is most fun.  You can play with up to 5
other friends, 6 people in all.  However, only 2 people can race at a time.

After the first 2 racers get done, the next 2 will race, and so on until all
6 racers have raced.  2 Players will race at a time in the 100M Dash.  In the
Long Jump, only 1 player will play at a time.  In the 110M Hurdles, 2 players
can play at a time, and then when you get to the Long Jump, only 1 player can
play at a time.  After all 4 events are done, you will be taken to a screen
where the scores for all players will be tallied up, and the winner will be
calculated.  Congrats for the winner!  After that, The Olympics will be over.


================================================================================
4)  Conclusion
================================================================================
This is the section where I conclude the document.  If you have noticed some
piece of information that you know about that I have not talked about within
the guide, please email it to me and I'll add it in quickly.  Once again, thank
you for choosing my FAQ for help, and may the NES live forever!


4.1) Guide Information
--------------------------------------------------------------------------------
Here is just some usless (though cool) technical information about this FAQ
document.

DOCUMENT INFORMATION

  Pages
     ...in FireFox: 11
     ...in Internet Explorer: 12
     ...in MSWord: 16

  Words:  5,502
  Paragraphs:  552
  Lines:  697
  Characters:  33,044
  Size:  34,450 bytes
  Completed in:  5 hours, 2 days
  Written With:  Metapad v3.5


Yup, yup, yup.  Here is some meaningless information about this FAQ, but it is
actually quite interesting.  Would you have been able to guess that this
document has exactly 33,044 characters?  I think not!

Peace.


4.2) Credits
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I always think of the weirdest people to thank.

CREDITS

  1. Thanks to Nintendo, who found a legal technicality to steal publishing
     rights for this game from Bandai (who was at the time releasing this same

game as Stadium Events), and released this great, fun game as their own,
stealing all the profits.

  2. Thanks to the NESDev forums, AKA the best place to go if you are a NES
     fan.

  3. Thanks to CJayC, CNet, and all the smaller administrators at GameFAQs for
     their hard work creating and maintaining the best video game cheat site
     to ever exist.

  4. Thanks to you.  Although I write for fun, all my work would be useless
     without readers such as yourself.  Thank you.



4.3) Legal Info
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