



COMMODORE⁺
64

TRACK & FIELD^{*}

FROM

ATARISOFT™

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CONTESTANTS TO THE STARTING LINE

Turn on your computer as explained in your owner's guide and insert the track & field disk into your disk drive. Type **LOAD ""**, 8, 1 and press **RETURN** to boot up game. **NOTE:** Do not plug in controller or joysticks until game has been loaded.

Press **F1** to display the Options, **F5** to select an Option and **F3** to change the Option you have selected. To start play, press **F1** or the red button on your arcade controller. To reset game, press **RESTORE** and press **F5** to display scores during play. Be careful not to press other keys or the game may be affected.

CONTROLLER OR JOYSTICK

When using one arcade controller or joystick plug into Port 1. All four contestants will play off of the same controller or joystick. When using two controllers or joysticks plug the second into Port 2, the odd contestants will play off of Port 1 and the even contestants will play off of Port 2.

To operate your special track & field controller alternate pressing left and right **RUN** buttons. To jump or throw, press red button marked **JUMP/THROW**.

When using joystick, move left and right. Press fire button to jump or to throw.

GO FOR THE GOLD

YOU'RE THE ATHLETE OF THE HOUR

The weather is clear and warm. It's a perfect day for track & field events, and you're entered in several. You try to match or surpass qualifying standards, which – alas! – tend to improve as the meet progresses. You may even set new records. Go out there and bring back the gold medals for your team.

THE EVENTS 100 METER DASH

The distance is 100 meters, so there's no time for strategy. You dash down the track and burst through the tape at the finish line. If you beat 13.00 seconds you qualify. Don't false start, though, and be sure to lift your knees so you won't stumble.

LONG JUMP

How far into the sand pit can you launch yourself on your long jump? Get a good run and begin your leap before the start line to avoid fouling. Jackknife your body once you're in the air to reduce drag and increase your distance. Jump 7.00 meters and you qualify.

JAVELIN THROW

If you control the trajectory, your javelin travels farther. You aim for almost level flight so that energy isn't wasted on journeys up and back down. If you accidentally throw your javelin straight up, you won't qualify – but you may earn rewards of a different sort! A distance of 72.50 meters qualifies you for the competition.

110 METER HURDLES

You've seen athletes on TV running and hurdling for 110 meters. Now it's your turn to combine speed with technique. Stretch your legs out as you leap to avoid knocking down a gate or landing flat on your face. You qualify with 13.50 seconds.

HAMMER THROW

Around and around you spin, until you release the hammer. Build up speed as you rotate so that your momentum carries the missile the maximum distance. Concentrate on your aim, too, or you may be disqualified for flinging your hammer against a wall. Throw your hammer 77.00 meters to qualify.

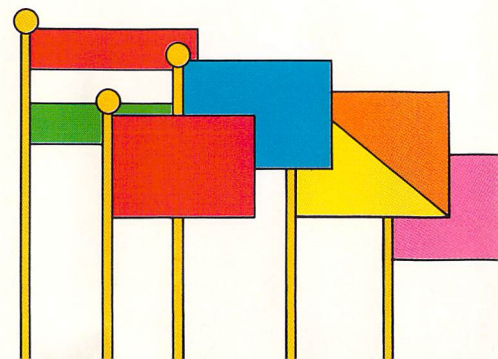


HIGH JUMP

The high jump is probably your toughest event. Don't launch yourself too soon, and don't tangle with the bar. If you do, you'll earn only a red flag and a cry of "Foul." Marshall your strength and coordination to clear ever higher obstacles. Jump 2.35 and you qualify for the competition.

THE THRILL OF VICTORY

Victory brings a warm-all-over glow. Your friends applaud, the judges stand in awe, and you're flushed with the satisfaction of giving a superior performance. Even if you experience the agony of defeat, your despair is of short duration. There'll be other days and other meets. And maybe next time....



SCORING

EVENT	POINTS	TIME/DISTANCE
100 Meter Dash	20	For every 100th of a second less than 13.00 down to 11.00.
	30	For every 100th of a second less than 11.00.
	4000	For qualifying (Qualifying time is 13.00 or less)
Long Jump	1000	For matching your opponent or the computer time. You receive these points whether you qualify or not.
	20	For every 100th meter more than 7.00 meters.
	8000	For qualifying. (Qualifying distance is 7.00 meters)
Javelin	1000	For tying all three of your jumps.
	20	For every one 10th meter over 72.50 meters.
	8000	For qualifying. (Qualifying distance is 72.50 meters)
110 Meter Hurdles	1000	For throwing javelin off the top of the screen without fouling.
	10	For every 100th of a second down to 13.00.
	20	For every 100th of a second under 13.00.
Hammer Throw	10, 500	For qualifying. (Qualifying time is 13.50 seconds)
	1000	For matching your opponent or computer time exactly.
	20	For every one 10th meter over 77.00 meters
High Jump	9400	For qualifying. (Qualifying distance is 77.00 meters.)
	1000	For tying all three of your throws.
	500	For each successful jump.
	1050	For qualifying. (Qualifying height is 2.35 meters)
	1000	For missing first jump twice and then qualifying.

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