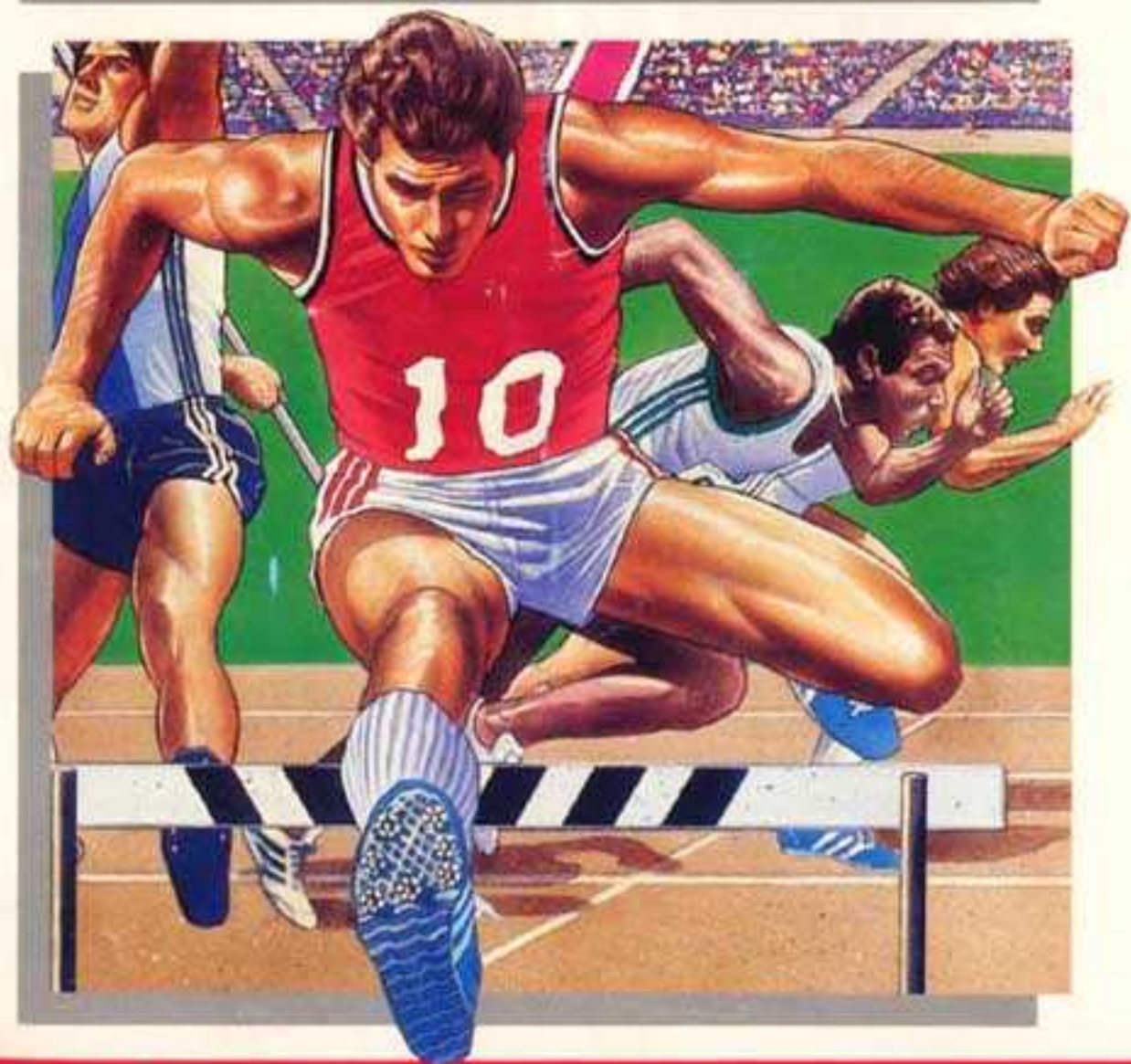


A GAME PROGRAM FOR
ALL ATARI® COMPUTERS

ATARI® HOME COMPUTER

TRACK & FIELD*

The Official Home Video Game of the
1984 Summer Olympic Games



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The Countdown Begins

. . . LIVE FROM L.A. . . .

Welcome, sports fans! It's a clear and sunny 70 degrees here at the Coliseum — a perfect day for our contestants to demonstrate their gold medal potential in six classic Olympic events. We've got some tremendous competition here today for what promises to be an action-packed afternoon.

CONTESTANTS TO THE STARTING LINE

Insert the TRACK & FIELD cartridge in your ATARI computer as explained in your owner's guide, and turn on your computer.

You can use either a joystick controller or the special Track & Field controller to play the game. Plug either controller

into jack 1 for one player and a second joystick controller into jack 2 for two players.

Press SELECT to choose a one- or two-player game.

Press OPTION for a demonstration of the six events. To practice an event, press its corresponding number (1 through

6). You do not earn points or qualify for a world record in the practice mode.

To begin playing, press START. Enter your initials (so you can qualify for the Olympic gold title) by moving your joystick to the left or right and then pressing the joystick button. Then press START again.

Press the space bar to stop in the middle of the game; press it again to resume play.

To return to the game options screen during game play, press RESET.

Move your joystick back and forth or press one run button repeatedly or two run buttons alternately on the Track & Field controller to run; hold down either the joystick button or the action button on the Track & Field controller to set an angle; release either one to jump, or to throw the hammer or javelin.

GROUND RULES FOR EACH EVENT

You compete in six events:

1. 100-meter dash; 2. long jump; 3. javelin; 4. 110-meter hurdles; 5. hammer throw; and 6. high jump.

Before proceeding to the next event, you must earn a qualifying score by beating the

qualifying time or speed for that event.



1. 100-METER DASH ...and they're coming down to the wire...

- You run in head-to-head competition with either the computer or your opponent.
- You have one try to qualify.
- If you run before the starter's gun goes off, you'll foul. Three fouls and you're out of the race.

Hint: To make the best time, rhythm is more crucial than speed.



2. LONG JUMP ...an unofficial new record on that one!

- Get a running start to the first white line that crosses the track, set your angle...then jump.
- It's you against the tape measure as you try to beat your opponent's record.
- You have three tries to qualify.
- When you're ready to jump, press the fire button to set an angle. The longer you hold down the button, the more the angle increases. Be sure to release it to jump before you cross the first white line. If you cross it or run all the way to the pit, you'll foul.

Hint: Try to set your angle at 45 degrees.



3. JAVELIN

...oooh! That was one tremendous toss!...

■ Get a running start to the first white line that crosses the track, set your angle, then throw the javelin.

■ It's you against the tape measure.

■ You have three tries to qualify.

■ Be sure you use your joystick button to set your angle and throw the javelin before you reach the white line. If you cross over onto the grass, you'll foul.

Hint: Try to set your angle at 45 degrees.

4. 110-METER HURDLES



...Guns up for the final heat!

■ Race to each hurdle, then jump. You must jump over ten hurdles.

■ You run in head-to-head competition with either the computer or your opponent.

■ You have one try to qualify.

■ If you run before the starter's gun goes off, you'll foul. Three fouls and you're out of the race.

Hint: To make the best time, keep on running once you've jumped a hurdle



5. HAMMER THROW

...Crank it up! Make that hammer fly!...

■ To start, push the joystick

once to the right or left. As you circle around and pick up speed, set your angle and then throw the hammer. You must release the hammer between the two white lines.

■ It's you against the tape measure.

■ You have three tries to qualify.

■ Be sure to set your angle and throw before you reach the end of the rotation cycle. If you wait, you'll foul.

Hint: Watch the speed meter to determine when to release the hammer. When the hammer turns red and you hear a swishing sound, get ready to throw.



6. HIGH JUMP

...and he'll be tough to beat!

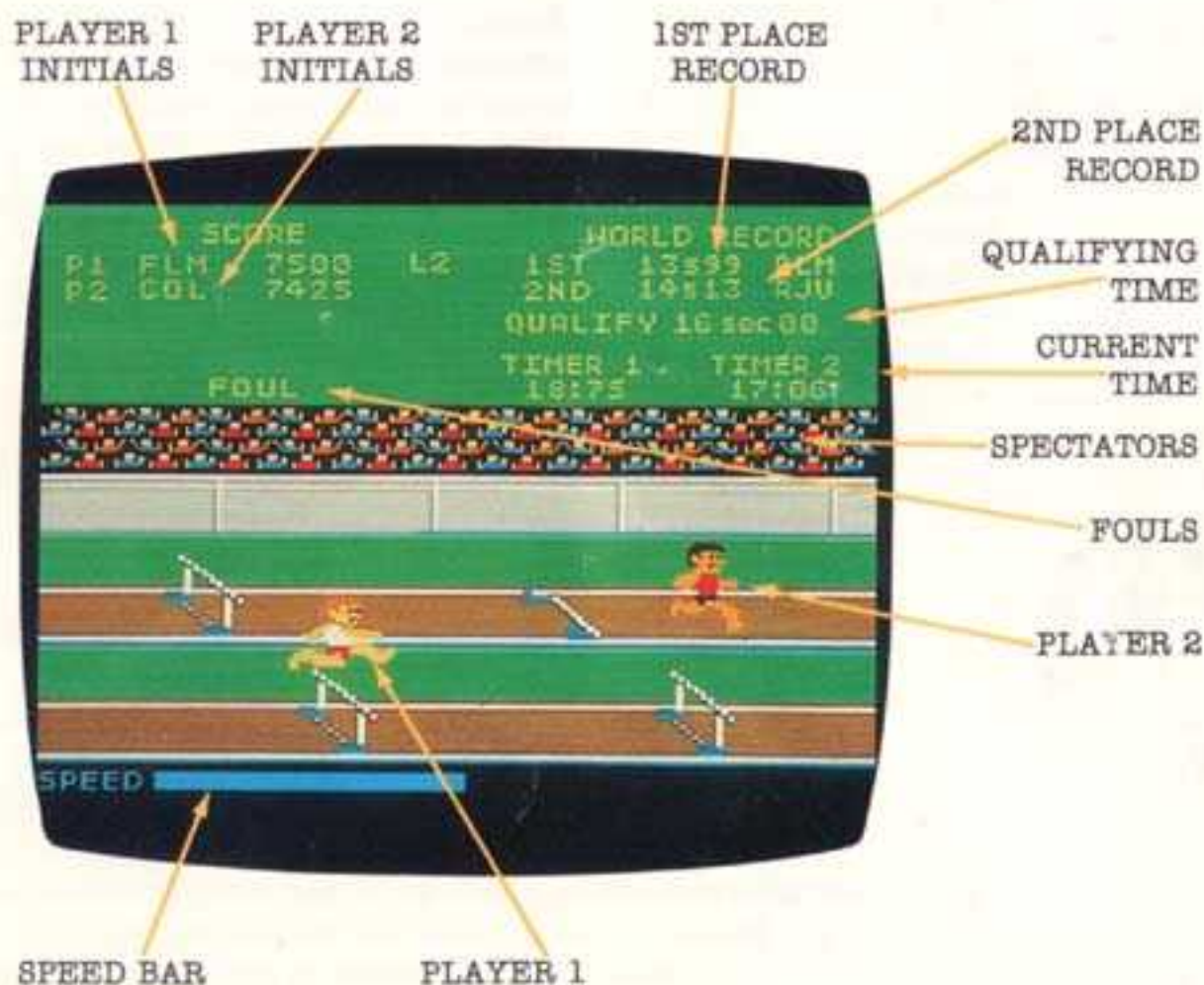
■ To get a running start, push the joystick once to the right or left. Press the fire button once to set your height angle, then press it again to readjust your distance angle.

■ You and your opponent take turns.

■ If you touch the cross bar and it falls on the mat, or if you run into the mat, you'll foul.

Hint: Try to set your initial angle as high as possible, then readjust it so you'll go the greatest distance possible before you hit the mat.

On Your Mark, Get Set, Go!



An Awesome Performance!

WORLD RECORD 5000 POINTS

SECOND PLACE 2500 POINTS

SCORING	POINTS	ROUND
QUALIFY	500	1
	2500	2
	5000	3 & up
WIN	1000	1
	2000	2
	3000	3 & up

EVENT	POINTS
1. 100-METER DASH	30 points/1/100 second less than qualifying time
2. LONG JUMP	45 points/centimeter over qualifying distance
3. JAVELIN	5 points/centimeter over qualifying distance
4. 110-METER HURDLES	39 points/1/100 second less than qualifying time
5. HAMMER THROW	4 points/centimeter over qualifying time
6. HIGH JUMP	900 points/centimeter over qualifying distance

