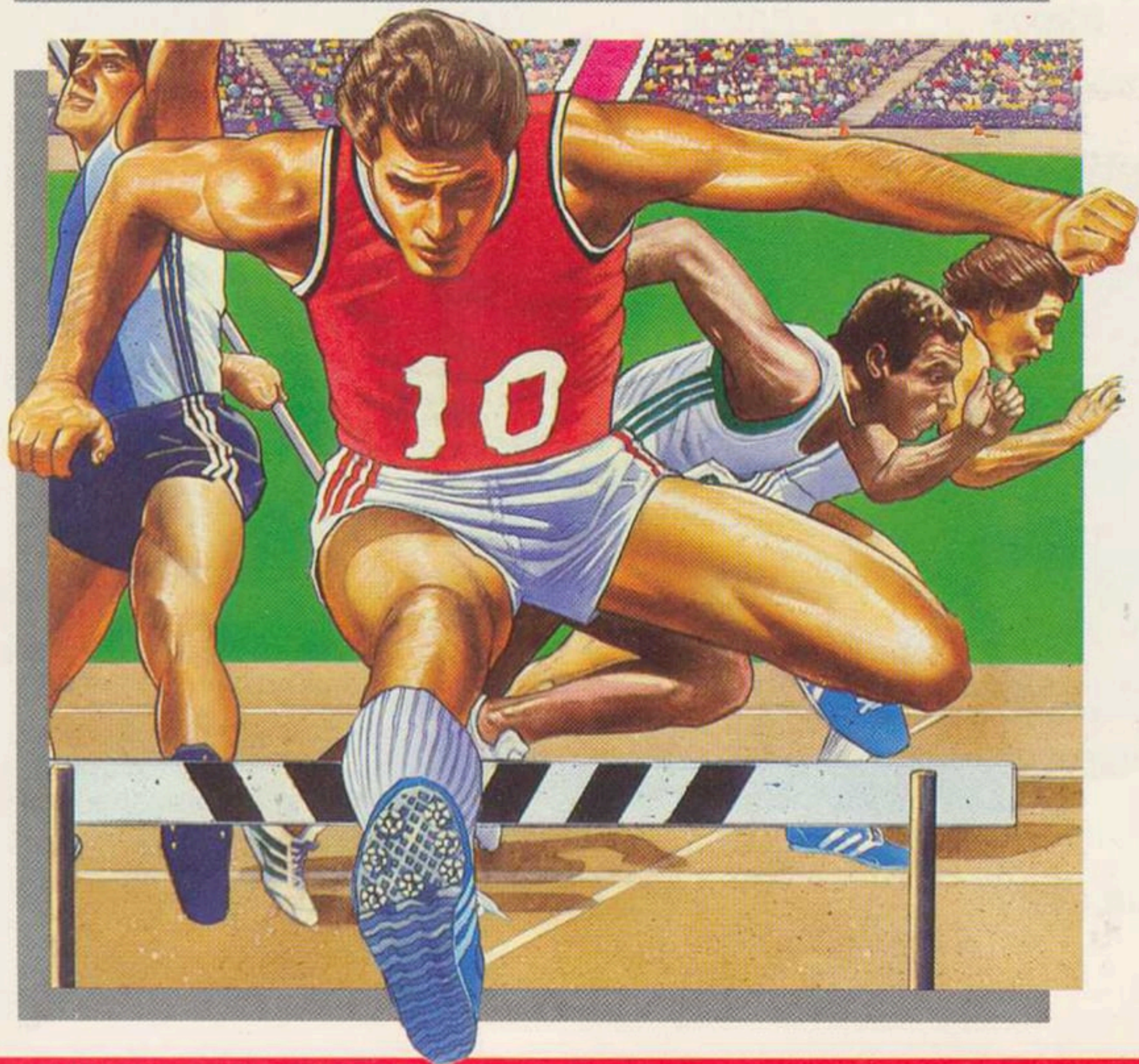


# TRACK & FIELD\*

The Official Home Video Game of the  
1984 Summer Olympic Games



# 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 2600™ VCS™ as explained in your owner's guide, and turn on the POWER switch.

You can use either a joystick

controller or the special Track & Field controller to play the game. Plug either controller into the LEFT CONTROLLER for one player and either one into the RIGHT CONTROLLER for two players. Player one

starts the game.

After the title screen is displayed, you'll see a demonstration of two events—the 110-meter hurdles and the long jump.

Press GAME SELECT to choose a one- or two-player game and one of three difficulty levels—NOVICE, ARCADE, or EXPERT.

Before proceeding to the next event, you must earn a qualifying score by beating the qualifying time or distance for that event.

To begin playing, player one presses the joystick button or GAME RESET. Enter your initials (so you can qualify for the Olympic gold title) by moving your joystick to the right or left and then pressing the joystick button.

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

Move your joystick left and right or press the 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.

The TV-TYPE switch and dif-

ficulty switches have no function in this game.

## 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.



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

- Race to the finish line as fast as you can.
- 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 foul. Three fouls and you're out of the race.

**Hint:** To make the best time, go as fast as you can!



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

- Get a running start to the sand, 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.

- Be sure to set your angle and jump before you reach the sand. If you run into the sand, you foul.

**Hint:** Try to set your angle at 45 degrees.



### 3. JAVELIN

...ooh! That was one tremendous toss!...

- Get a running start to the 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 to set your angle and throw before you reach the grass. If you cross over onto the grass, you foul.

**Hint:** Try to set your angle at 45 degrees to maximize throw.



### 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 foul. Three fouls and you're

out of the race.

**Hint** If you hit the hurdles, it'll slow you down!



### 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, throw the hammer.

- It's you against the tape measure.

- You have three tries to qualify.

- Hold down the button to increase your angle.

- You'll foul if you throw the hammer outside of the white lines or wait too long to throw.

**Hint:** Watch for the player to turn red, and then throw!



### 6. HIGH JUMP

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

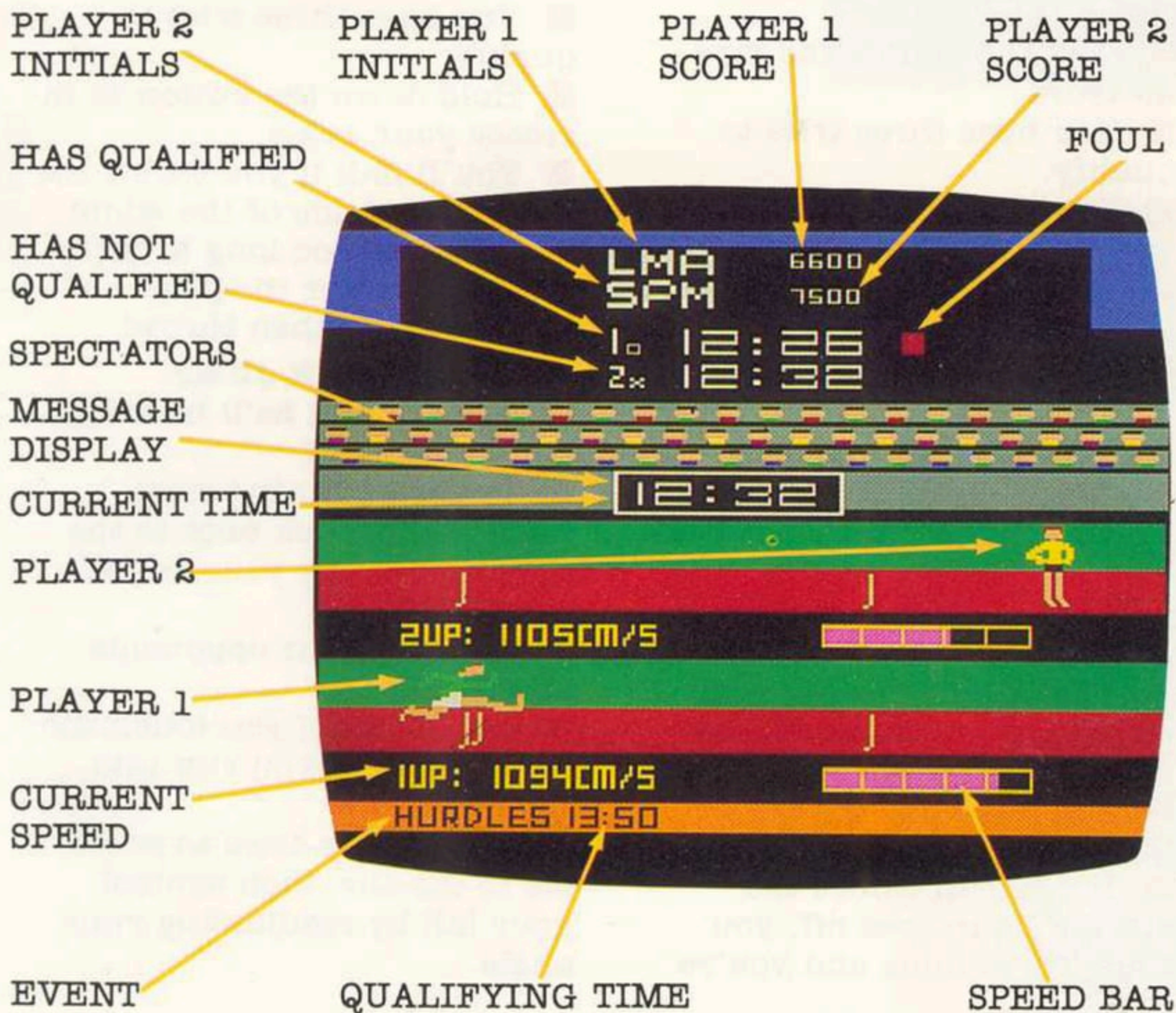
- To get a running start, push the joystick once to the right or left, set your angle, then jump.

- You and your opponents take turns.

- You'll foul if you touch the cross bar or if you run into the mat.

**Hint:** Jump as close as possible to the bar, then control your fall by readjusting your angle.

# On Your Mark, Get Set, Go!



# An Awesome Performance!

## QUALIFYING PERFORMANCES

<b>EVENT</b>	<b>NOVICE</b>	<b>ARCADE</b>	<b>EXPERT</b>
1. DASH	15:00	13:00	10:00
2. LONG JUMP	5m00	7m00	9m00
3. JAVELIN	65m50	72m50	82m50
4. HURDLES	16:00	13:50	11:30
5. HAMMER	65mm00	77m00	91m00
6. HIGH JUMP	2m30	2m35	2m40

## SCOREBOARD

<b>EVENT</b>	<b>TIME / DISTANCE</b>	<b>POINTS</b>
1. DASH	12:00 to 8:00	6000-17,000
2. LONG JUMP	8m00 to 10m00	10,000-14,000
3. JAVELIN	72m50 to 100m00	8,000-13,500
4. HURDLES	14:00 to 10:00	10,000-17,000
5. HAMMER	20m00 to 100m00	1,000-14,000
6. HIGH JUMP	2m15 to 2m44	8,500-15,000

