



NTSC U/C

PlayStation™

INTERNATIONAL TRACK & FIELD™



SLUS-00238
17010

KONAMI
XXL
SPORTS SERIES™



WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

NOTICE

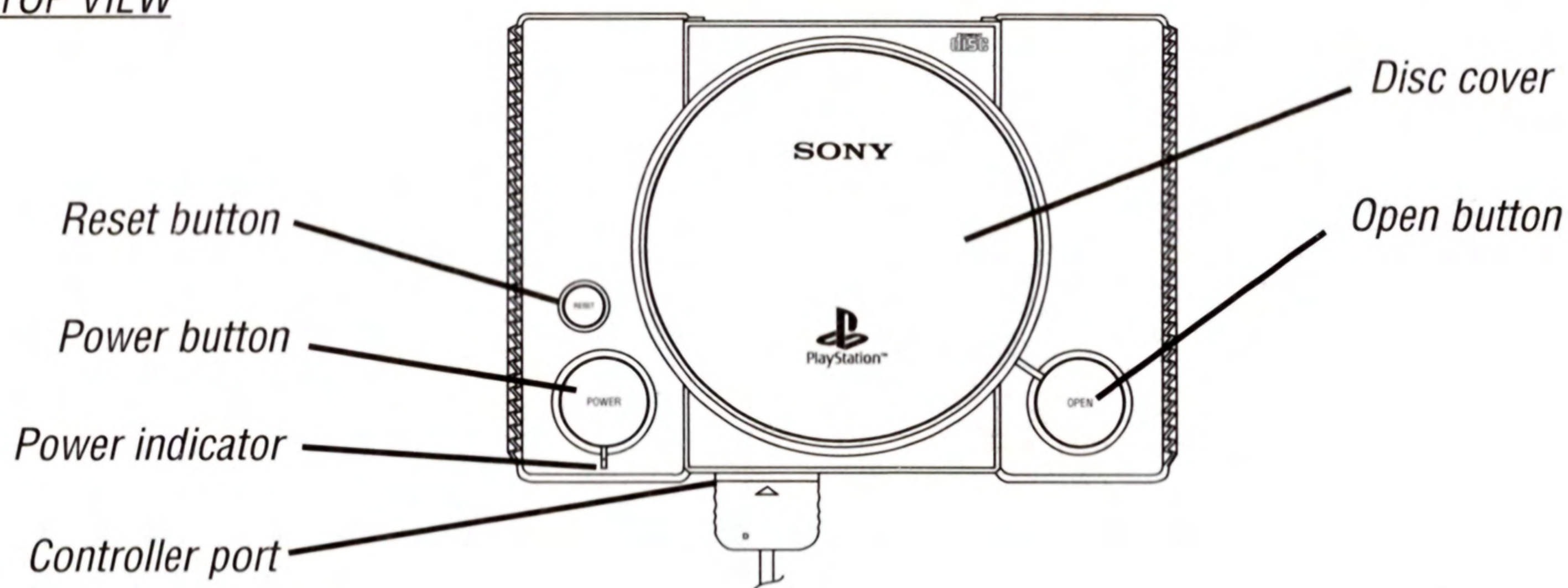
International Track & Field™ is an original game developed by KONAMI CO., LTD. KONAMI CO., LTD. reserves all copyrights, trademarks, and other industrial property rights with respect to this game. We at Konami Co., Ltd. are continuously striving to provide our customers with safer, better, and more enjoyable products. For this reason, depending on when you purchase this product, it may be somewhat different from versions of the identical product sold at other times.

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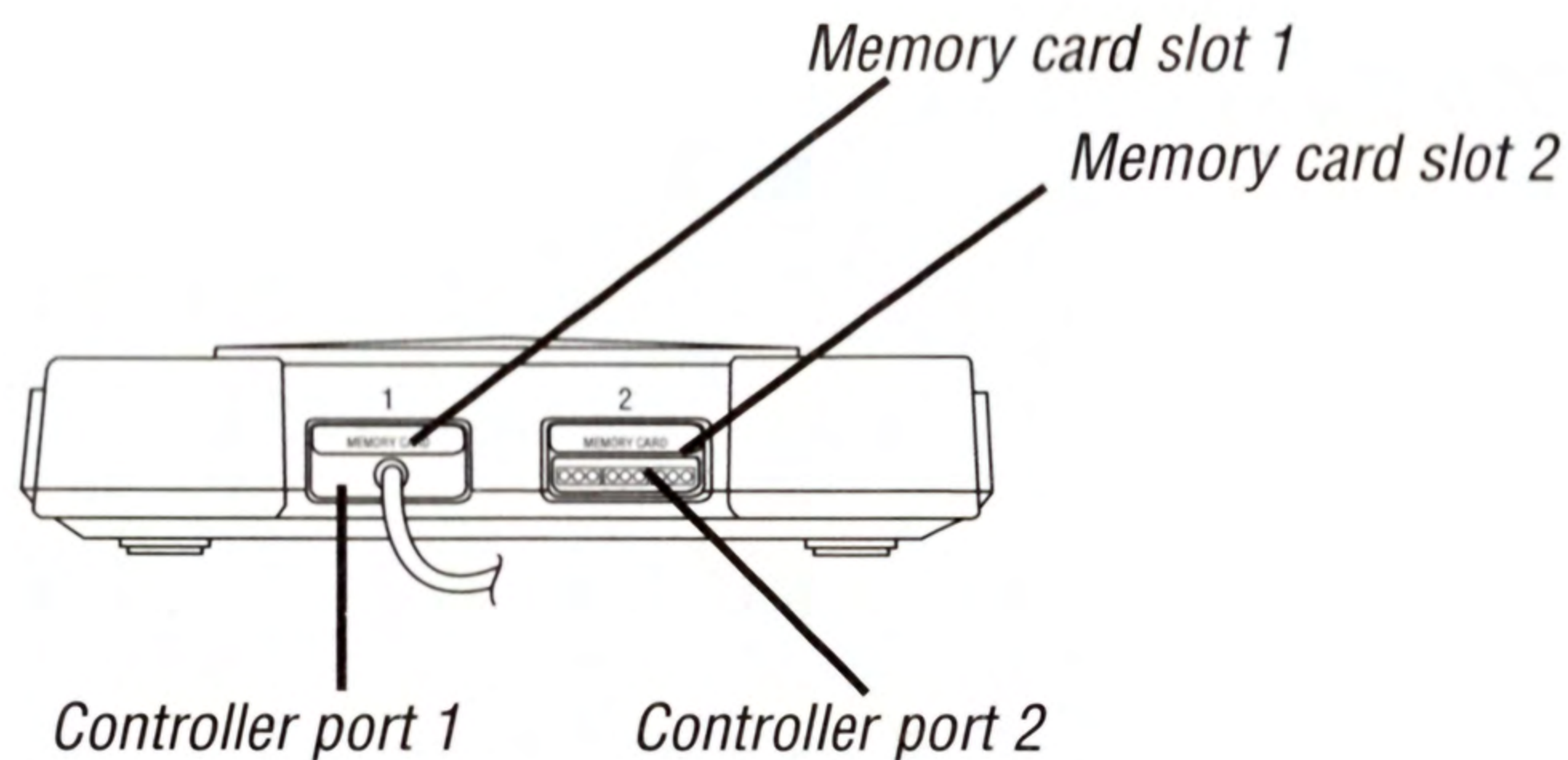
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Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the International Track & Field™ disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

TOP VIEW



FRONT VIEW



GAME CONTROLS

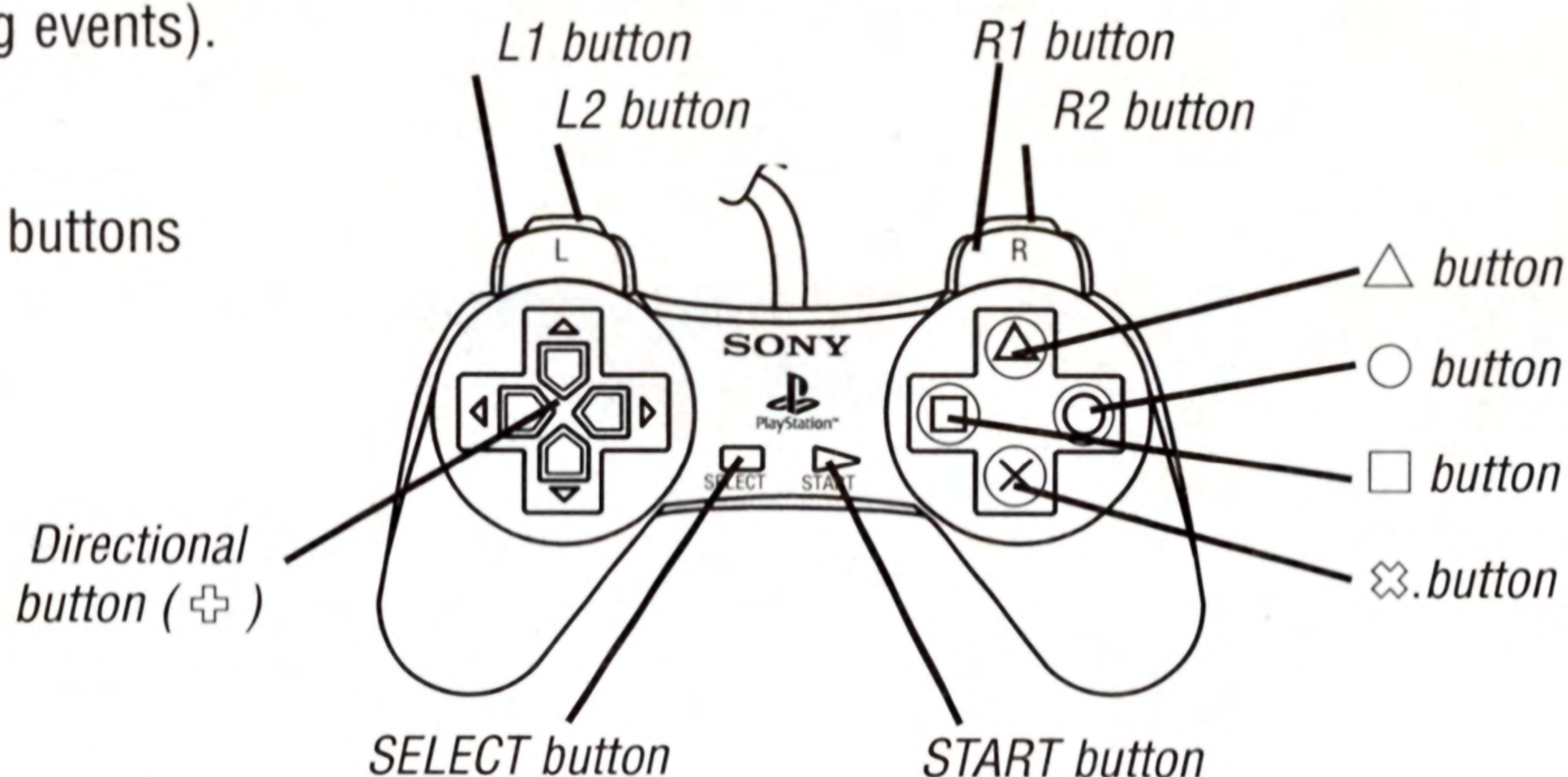
These are the default settings. They are also listed on the game description screen. You may customize your settings in the OPTION screen, but the settings on the description screens will not change.

- Directional buttons $\leftrightarrow \updownarrow$: Select an item from the menu (not used during competitions)
- ○ or □ button: Tap repeatedly to **run** (track events).
Tap repeatedly to **kick** (swimming events).
Tap repeatedly to **increase power** (shot-put, discus, and hammer events).

See pages 12 to 22 for an explanation of how to play each competition.

- ✕ or △ button: (Action button) Hold down to change the jump angle, release to jump (jumping events), press to throw the javelin or hammer (javelin and hammer throw events), or press to turn (swimming events).

- START button: Pause
- Hold START and SELECT buttons for 2 seconds to quit and return to the title screen.



MEMORY CARD

(Memory cards are sold separately.)

You can save your International Track & Field™ data if you have 1 block open (for each set of data) on a memory card. **Never remove a memory card while saving or loading data.**

RUNNERS, TAKE YOUR MARKS...

Everything you have trained for comes down to this moment. Now all the high-tech training equipment, the scientific diets, the weight-lifting, running and stretching are behind you. It's just you against the best in the world, and only a few hundredths of a second separate you from grabbing the gold medal or going home empty-handed. You are a heartbeat away from hearing the starter's gun. Can you feel your heart racing? Are your muscles starting to tense? Have you blocked out all the sound of the thousands of spectators? *Are you ready?*

Welcome to **International Track & Field™**. Your goal is to compete in eleven events and prove that you are the world's best athlete. Each competition includes a qualification setting which you must beat to prove you belong with the other world-class athletes. Your goal is not just to qualify, but to set new world records!

Up to four players can participate in this game. The Multi-Tap™ (sold separately) is needed to play with three or four players. See page 8 for an explanation of how to connect the Multi-Tap™. If there is an open spot, a player may press the START button to start playing during a game in progress.



A memory card (sold separately) can be used to save player names and World Records for the various competitions. See page 8 for more information about saving players and using the memory card.

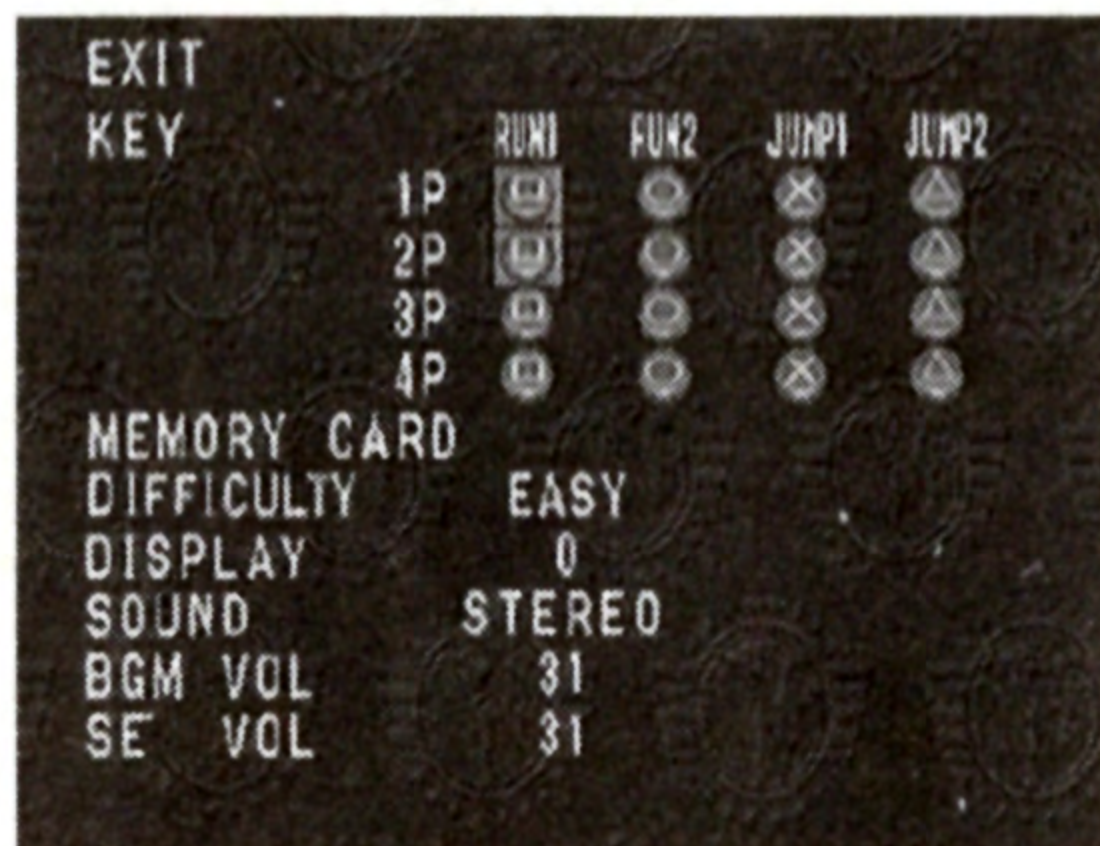
HOW TO PLAY

The title screen appears after the opening demo. These choices will be available for you to select:

- **START:** Start a game from the beginning.
- **PRACTICE:** Play the game in practice mode. Select the competition you wish to practice.
- **OPTION:** The following settings can be modified: “KEY,” “DIFFICULTY,” “DISPLAY,” “SOUND,” “BGM VOL,” “SE VOL,” “MEMORY CARD.” See pages 7-8 for an explanation of each option menu.

Enter a player's name and country in the "PLAYER SELECT" screen.

- **Name:** Move around the letters with the  arrow buttons, then select them one at a time with the  button. Use the  button to delete one letter at a time. Use the  arrow buttons to select the enter symbol () and press the  button, or press the START button to complete the name registration.
- **Country:** Use the  arrow buttons to select the country, and enter your selection with the  button or the START button.



PLAYER SELECT and
COUNTRY screen



Select an event with the $\leftrightarrow$ arrow buttons in the game selection and description screen, then enter your selection with the $\times$ button. Simple descriptions are displayed as you make your selection.

The events—except running and swimming—are divided into three “blocks”. Each block represents one attempt to complete an event. You must complete all attempts **and match or exceed the qualifying score to complete that event.**

When a competition ends, the electronic score board shows each player’s performance, rank, and score (based on the performance).

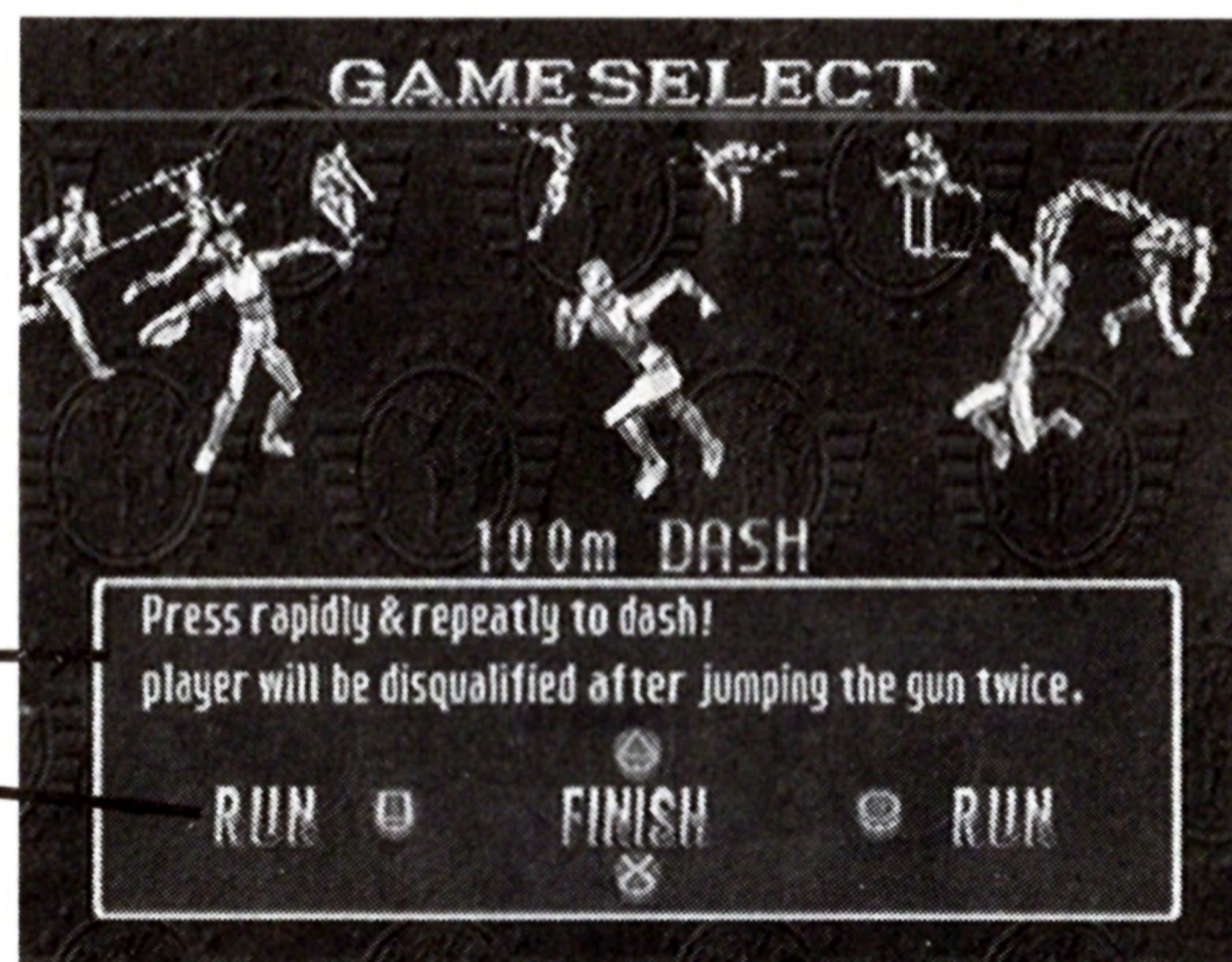
The Continue screen shows whether or not you qualified for a particular competition. If you didn’t qualify, the game will be over, but you can continue playing by pressing the START button while “CONTINUE?” is displayed on the screen. If you choose not to continue the game will return to the title screen. If you do choose to continue, you may select any event in which you have not previously qualified.

NOTE: The Continue screen will only appear if one or more players failed to qualify. Otherwise the Game Select screen will appear.



Description

Default controller settings



GAME SELECT screen

PRACTICE MODE

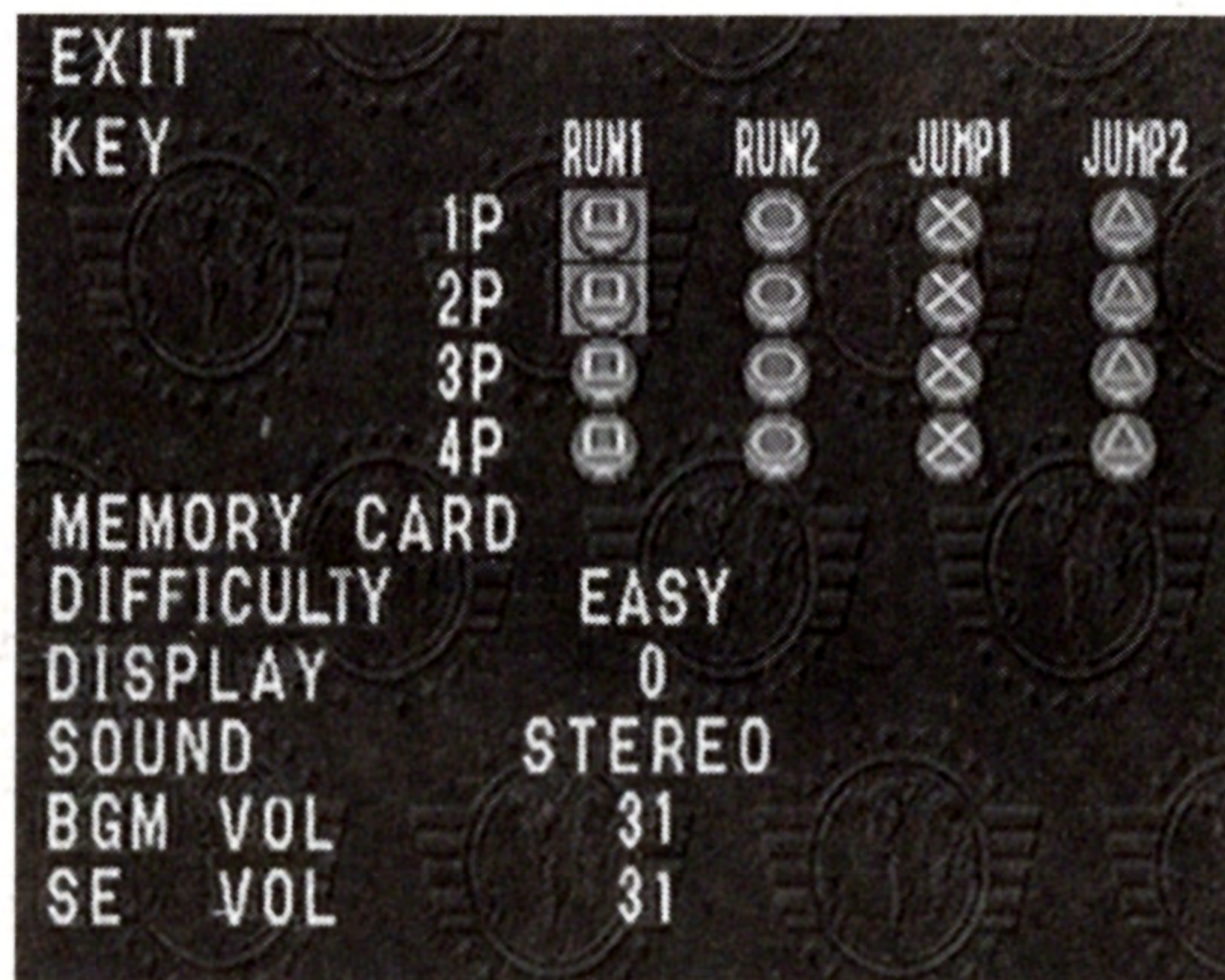
In **Practice** mode you can select any event you wish to play. The Game Select screen will be displayed after you select your name and country. Select an event with the $\leftarrow \rightarrow$ directional buttons and enter your selection with the $\times$ button.

EXITING PRACTICE MODE

Press the START button to pause the game.

- CONTINUE: Continue the practice game.
- GAME SELECT: Return to the Game Select screen.
- EXIT PRACTICE: Return to the title screen.

Select a menu item with the $\uparrow \downarrow$ directional buttons, then enter your selection with the $\times$ button.



OPTION screen

OPTION MENU

KEY: Change the button settings. Select the button you wish to change with the directional buttons, then simply push the new button you wish to use. Different actions cannot be set to the same button.

For example: For Player 1 to change the RUN1 control from the default $\square$ setting to the $\times$ button, highlight the 1P, RUN1 setting, then press the $\times$ button on the 1P controller. Note that the JUMP1 button will now change because two commands cannot have the same button setting.

DIFFICULTY: Set the qualification requirements to "EASY," "NORMAL," or "HARD."

DISPLAY: Adjust the vertical positioning of the screen display.

SOUND: Switch between stereo and monaural sound.

BGM VOL: Set the volume of the background music.

SE VOL: Set the volume of the sound effects.

MEMORY CARD: Load the World Records from a memory card, or save the current World Records on a memory card. (Follow the instructions on the screen.)

- SAVE—Save the records to a memory card.
- LOAD AFTER COMPARISON—Load only those World Records on the memory card that are better than the ones currently in the main unit.
- LOAD: ALL—Load the records from a memory card
- Press the ○ button to return to the Option screen

EXIT: Exit option mode.



MULTIPLE PLAYERS

This game can be played by up to four players with the Multi-Tap™ and extra controllers (sold separately). Four controllers can be connected to one Multi-Tap™.

REQUIRED EQUIPMENT

Two players: Two controllers

Three-four players: One controller for each player and one Multi-Tap™

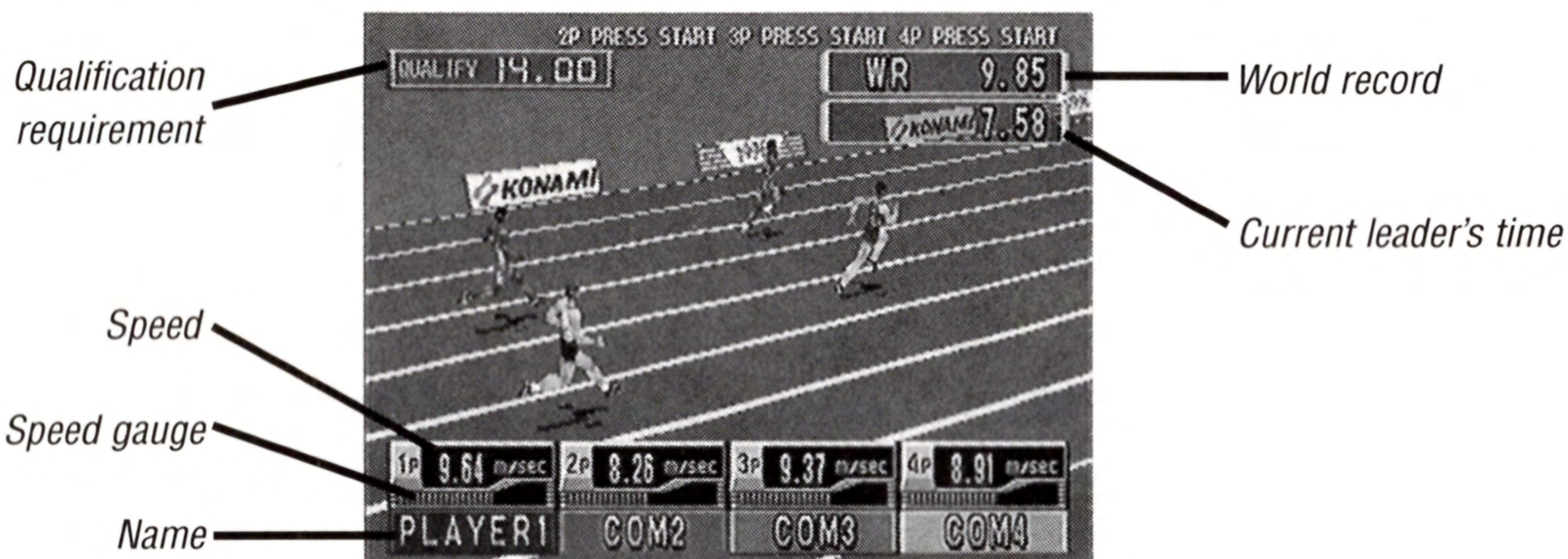
Connection Example

Connect a controller to the first and second ports to control the 1P and 2P players respectively. To play with three or four players, connect a Multi-Tap™ to either the first or second port, and connect controllers to the A, B, C and D ports on the Multi-Tap™.

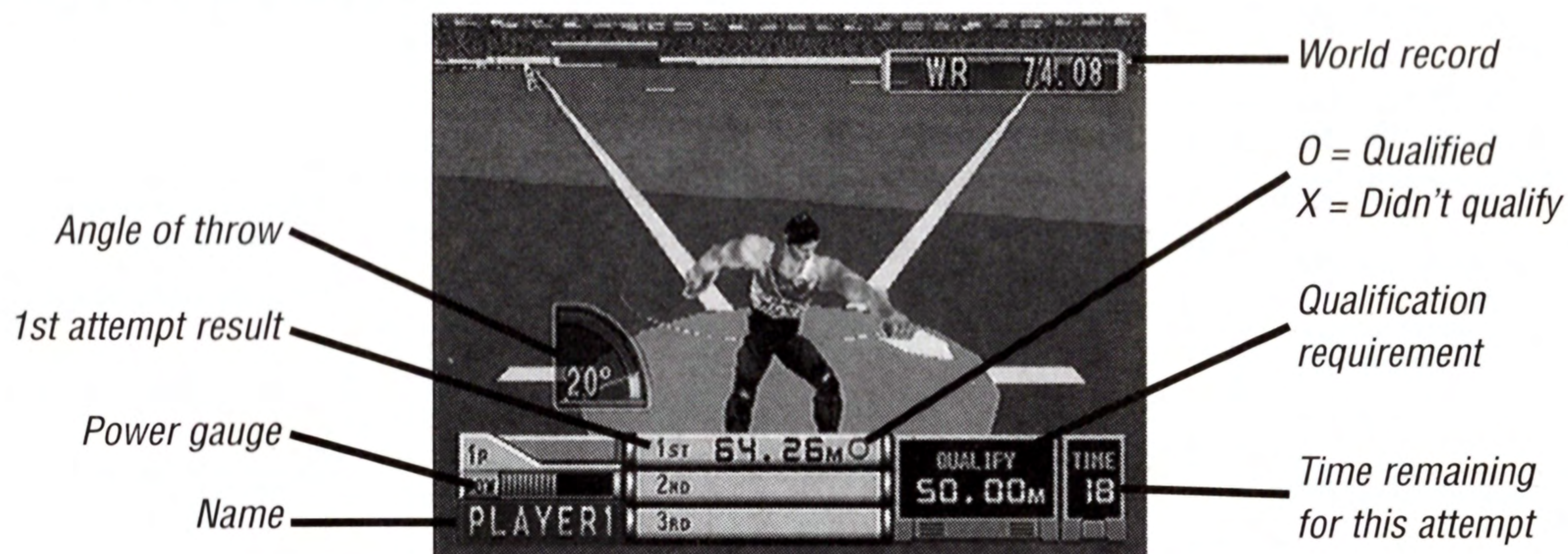
Do not connect another pad into the open controller port while the Multi-Tap™ is plugged in.

THE GAME SCREENS

100 METER DASH, 110 METER HURDLES AND SWIMMING



SHOT-PUT, DISCUS AND HAMMER THROW



LONG JUMP, TRIPLE JUMP AND JAVELIN THROW

HIGH JUMP (W/O ANGLE METER), POLE VAULT (W/O ANGLE METER)

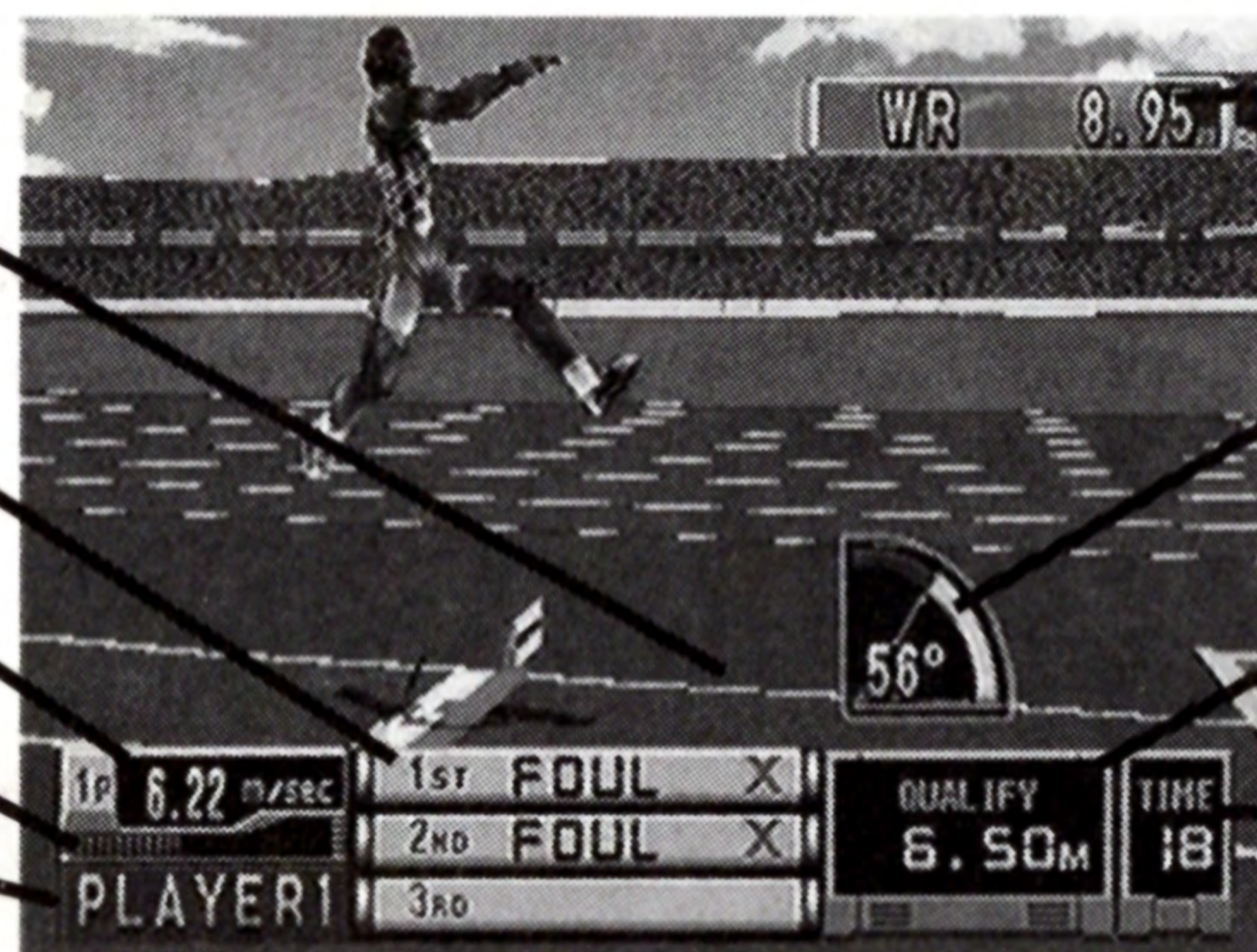
O = Qualified
X = Didn't qualify

1st attempt result

Running speed

Speed gauge

Name



World record

Angle of jump

Qualification requirement

Time remaining for this attempt

HOW TO PLAY EACH EVENT

(Controls listed are for the default button settings.)



100M DASH

STRATEGY: Hit the run buttons faster than your opponent.

To run: Tap the ☐ or ☐ button(s) repeatedly as soon as the competition starts.

Finishing move: Press the ☐ button just before the finish line to lean forward into the tape.

- Starting before the start signal causes a false start.
- An X mark appears above the speed gauge of any player that is guilty of a false start, and the competition starts over. If a player is guilty of a false start twice, that player is disqualified.



110M HURDLE

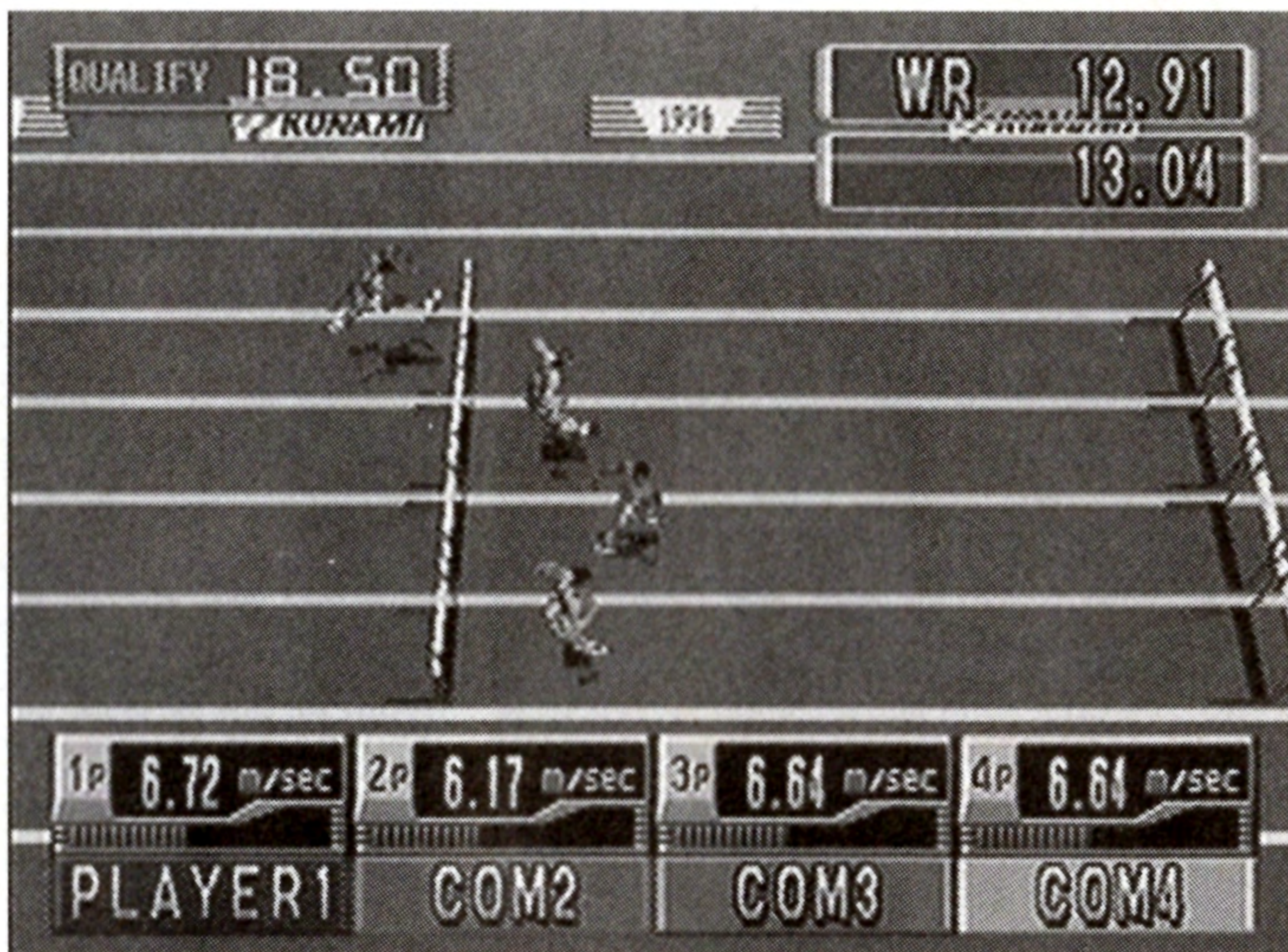
STRATEGY: Tapping the buttons quickly is important, but good timing in clearing the hurdles is necessary to set world records!

To run: Tap the ☐ or ☐ button(s) repeatedly as soon as the competition starts.

To jump: Clear the hurdles by pressing the ☐ button with the right timing. Approximately one stride away from the hurdle should do the job—but experiment to see what works best for you.

Finishing move: Press the ☐ button just before the finish line to lean forward into the tape.

- Starting before the start signal causes a false start.
- An X mark appears above the speed gauge of any player that is guilty of a false start, and the competition starts over. If a player is guilty of a false start twice, that player is disqualified.



LONG JUMP

STRATEGY: The length of the jump is determined by the running speed.

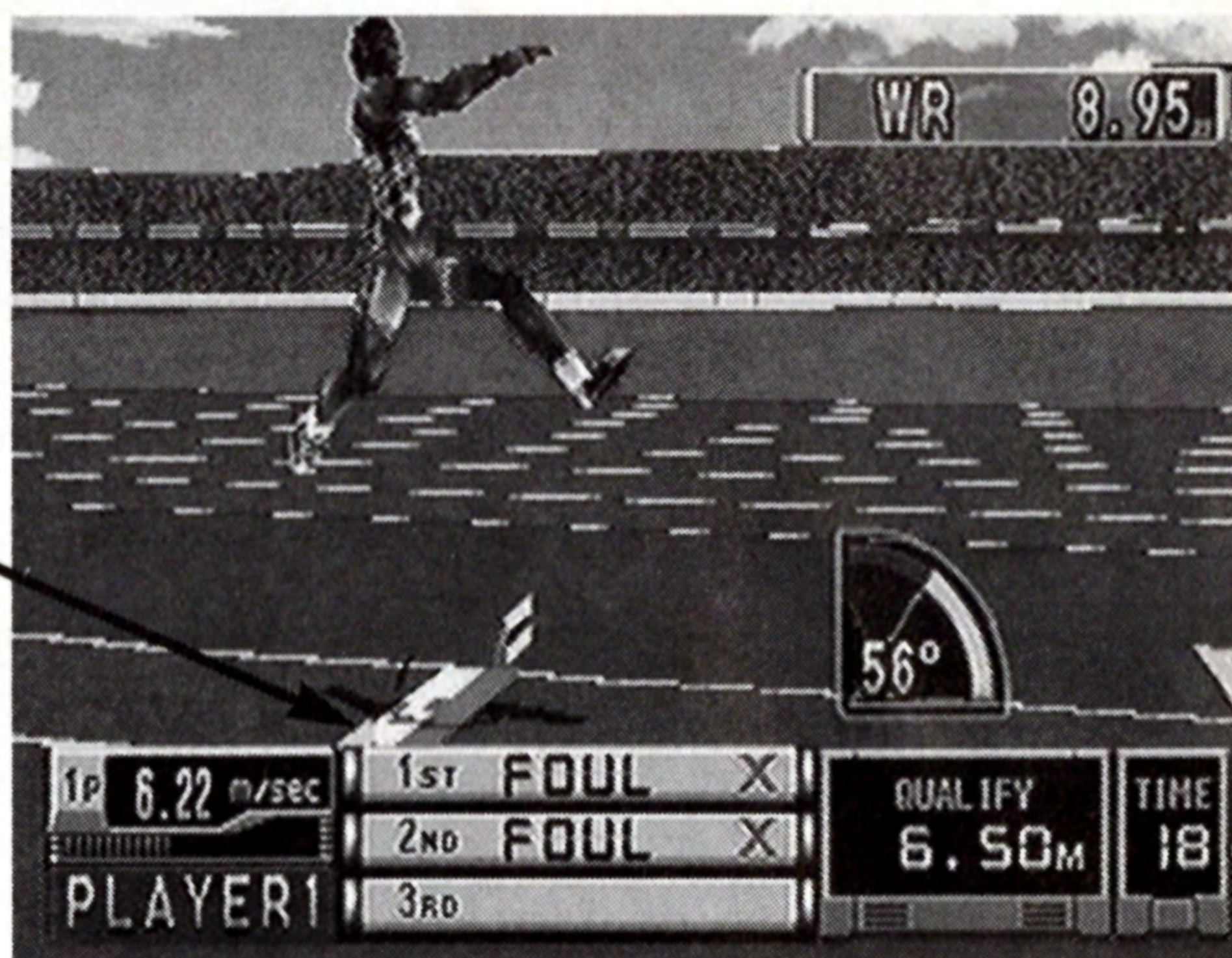
The jump angle is important if you want to make the best of your speed! Experiment to see what gives you the longest jump.

To run: Tap the ☐ or ☐ button(s) repeatedly to run.

To jump: Press and hold the ☐ button before your runner reaches the foul line. Release the ☐ button when you reach the desired angle.

Three attempts are allowed for the long jump. If you qualify in any one of the three jumps, you can clear the event. If more than one player is participating, the first player can continue with his/her second attempt after all players have completed their first attempts.

*Jump before you
cross the foul line!*



TRIPLE JUMP

STRATEGY: Similar to the long jump, but you jump three times, trying to make each successive jump as long as possible. The rhythm you use to press and release the button is key!

To run: Tap the ☐ or ☐ button(s) repeatedly to run.

To jump: Press the ✕ button before the foul line to jump. As you come down, press ✕ again for the second jump, then press and hold for the third jump. Release the ✕ button when you reach your desired jump angle.

Three attempts are allowed for the triple jump.



Tap ✕ once...



tap ✕ again...



press and hold ✕ until the angle is right, then release!

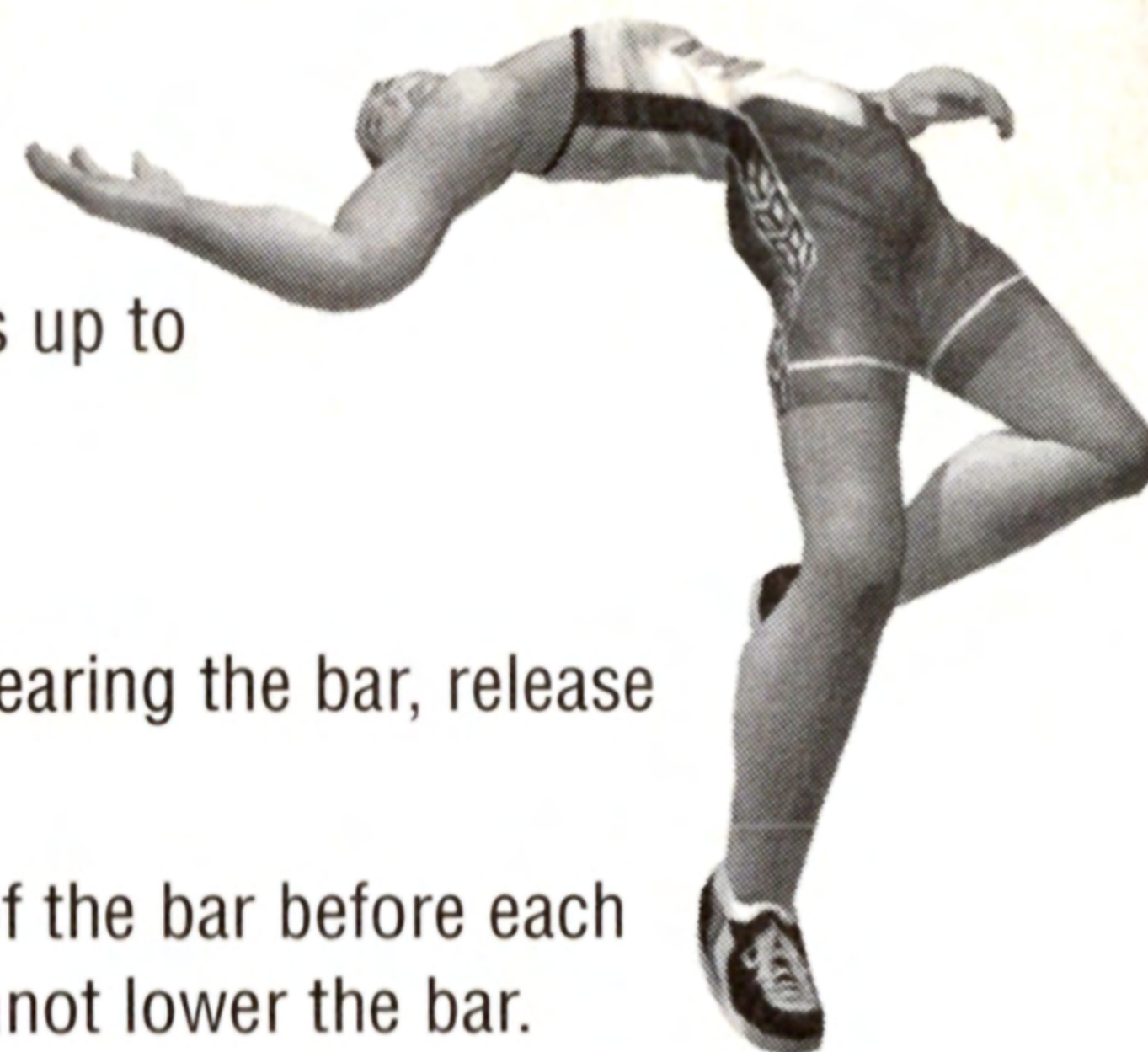
HIGH JUMP

STRATEGY: Leap over the cross bar and bring your legs up to avoid knocking it down.

To run: Tap the ☐ or ☐ button(s) repeatedly to run.

To jump: Press and hold the ☐ button to jump. After clearing the bar, release the ☐ button to bring your legs over the bar.

Three attempts are allowed. You can adjust the height of the bar before each attempt, but once you have attempted a height, you cannot lower the bar.



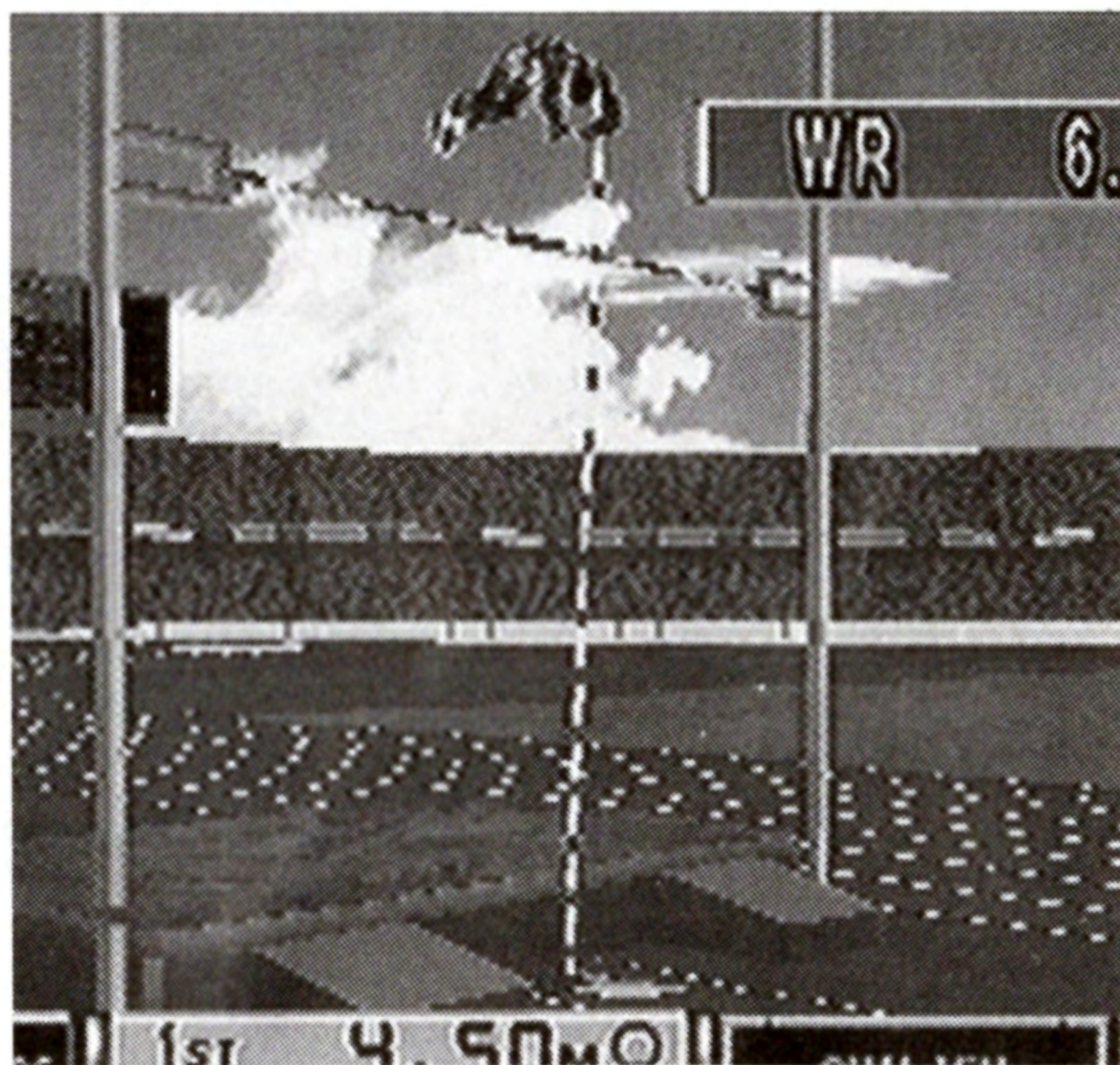
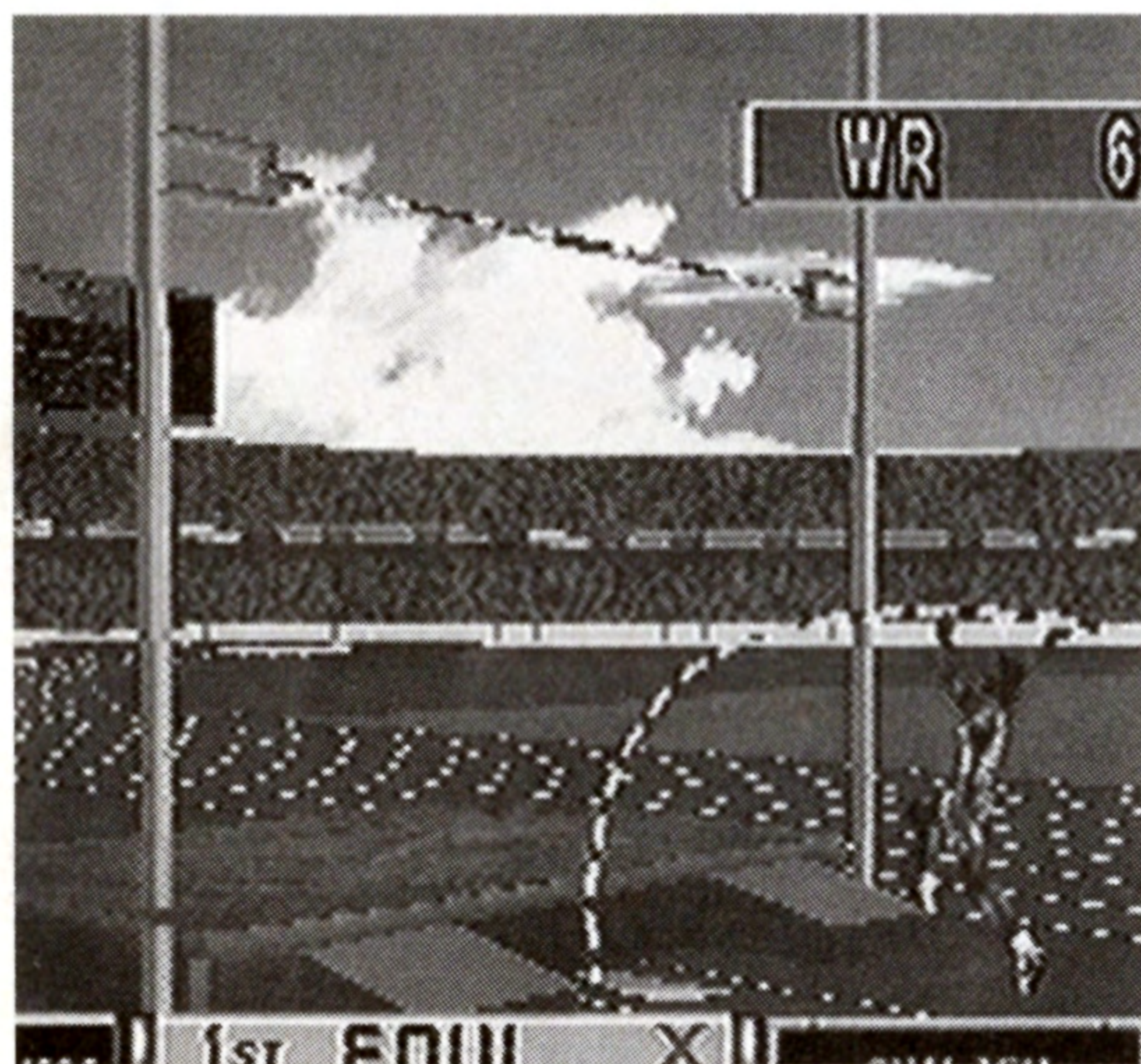
POLE VAULT

STRATEGY: You cannot jump unless you run fast enough. Time your release of the pole carefully as you jump!

To run: Tap the □ or ○ button(s) repeatedly to run.

To jump: The pole will automatically “plant”. Release the pole by pressing and holding the ✕ button when your body and the pole are in the right position. Release the ✕ button to bend your legs in order to avoid touching the bar.

Three attempts are allowed. You can adjust the height of the bar before each attempt, but once you have attempted a height, you cannot move the bar back down to a lower height.



HAMMER THROW

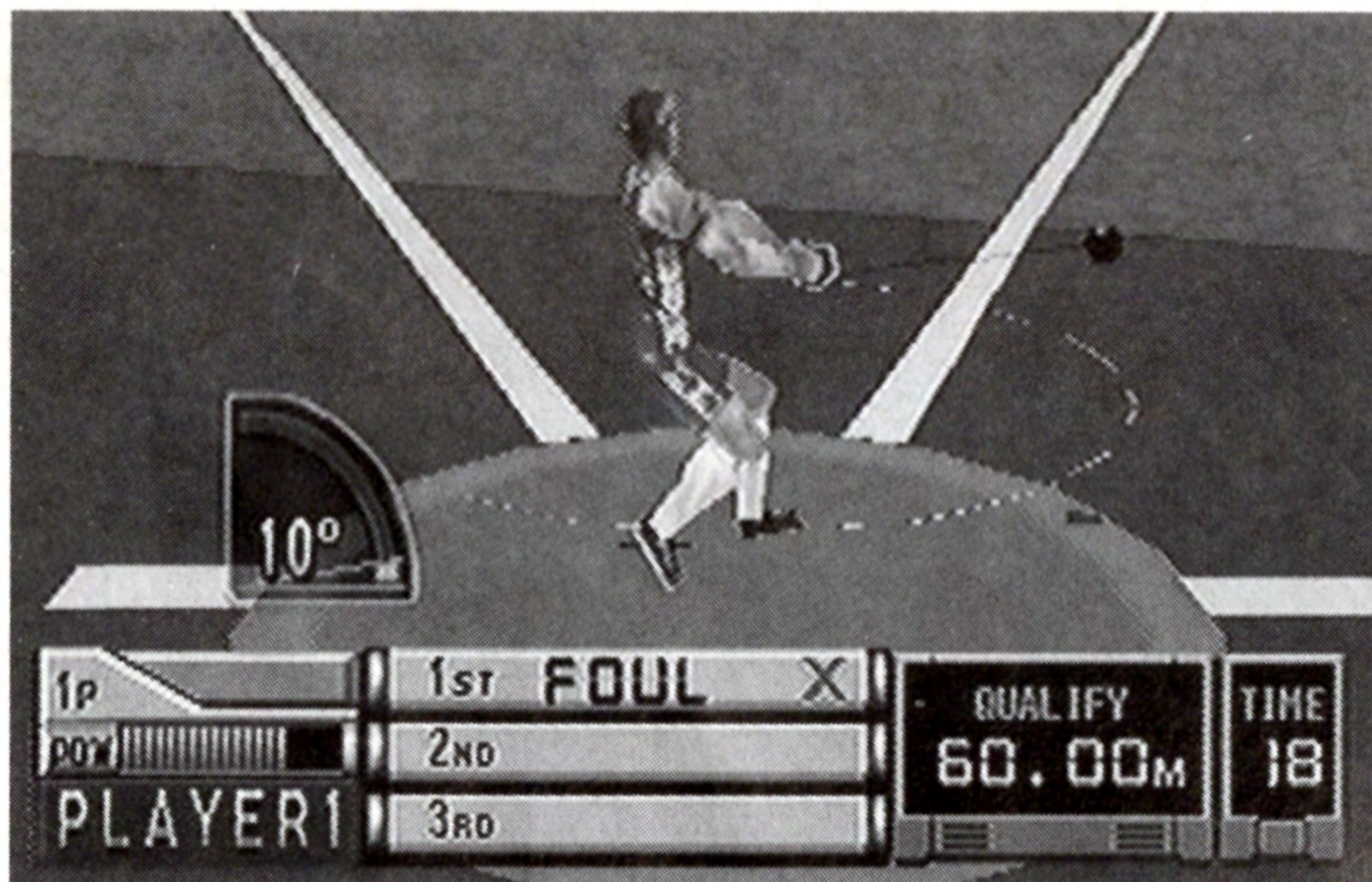
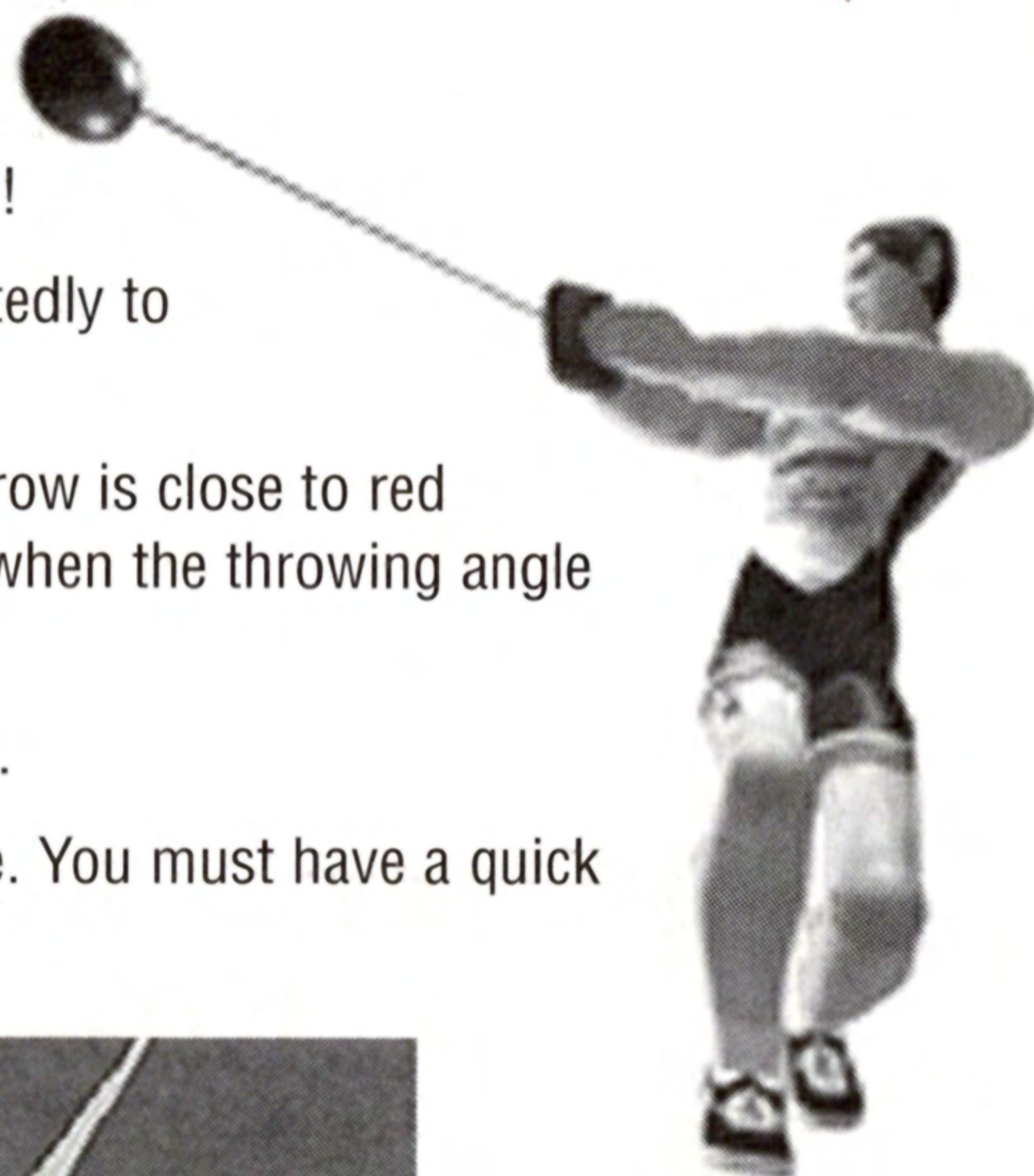
STRATEGY: As the power increases, the timing becomes difficult. Keep watching and concentrate!

Increase power: Tap the ☐ or ☐ button(s) repeatedly to build up power.

Throw: Press and hold the ☐ button when the arrow is close to red to adjust the angle gauge. Release the ☐ button when the throwing angle is correct.

Three attempts are allowed for the hammer throw.

TIP: The thrower will spin four times, then release. You must have a quick release for a successful throw.



JAVELIN

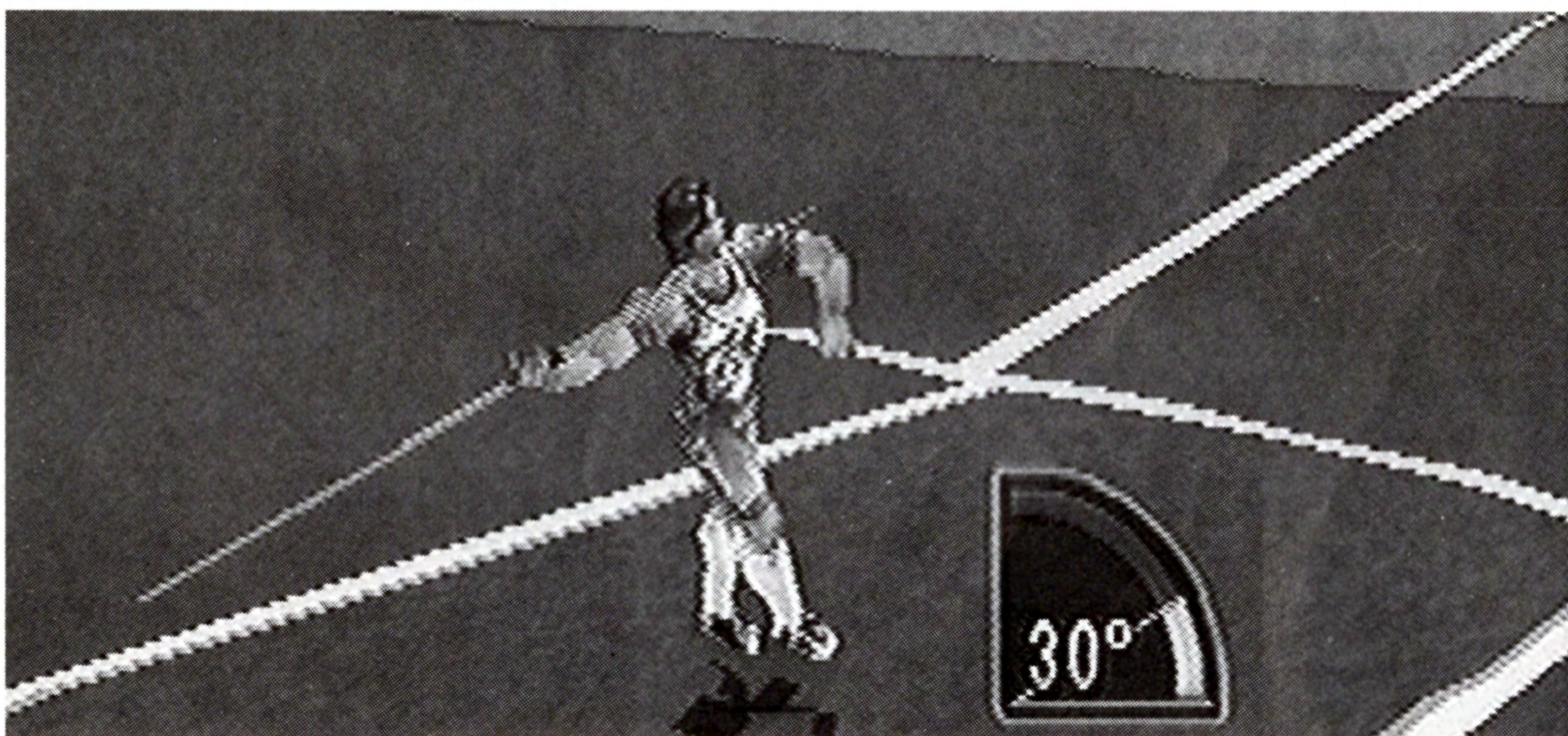
STRATEGY: Watch the foul line, and build speed quickly!

To run: Tap the ☐ or ☐ button(s) repeatedly to run.

Throw: Press and hold the ☐ button to adjust the throwing angle. (TIP: The javelin angle adjustment is much slower than the other jumping and throwing events, so begin the adjustment early. Also, keep running while you adjust the angle and throw. Follow-through is important!)

Release the ☐ button when the throwing angle is right.

Three attempts are allowed for the javelin throw.





DISCUS

STRATEGY: Throw far and throw fair, because no matter how far you throw the discus, it doesn't count if it's a foul.

Increase power: Tap the ☐ or ☐ button(s) repeatedly to build up power.

Throw: Press the ☐ button when the direction arrow is close to red to adjust the angle gauge. Release the ☐ button when the throwing angle is correct.



Three attempts are allowed for the discus throw.

TIP: The thrower will spin twice, then release. Be quick with the angle button!

DIRECTION ARROW

SHOT PUT

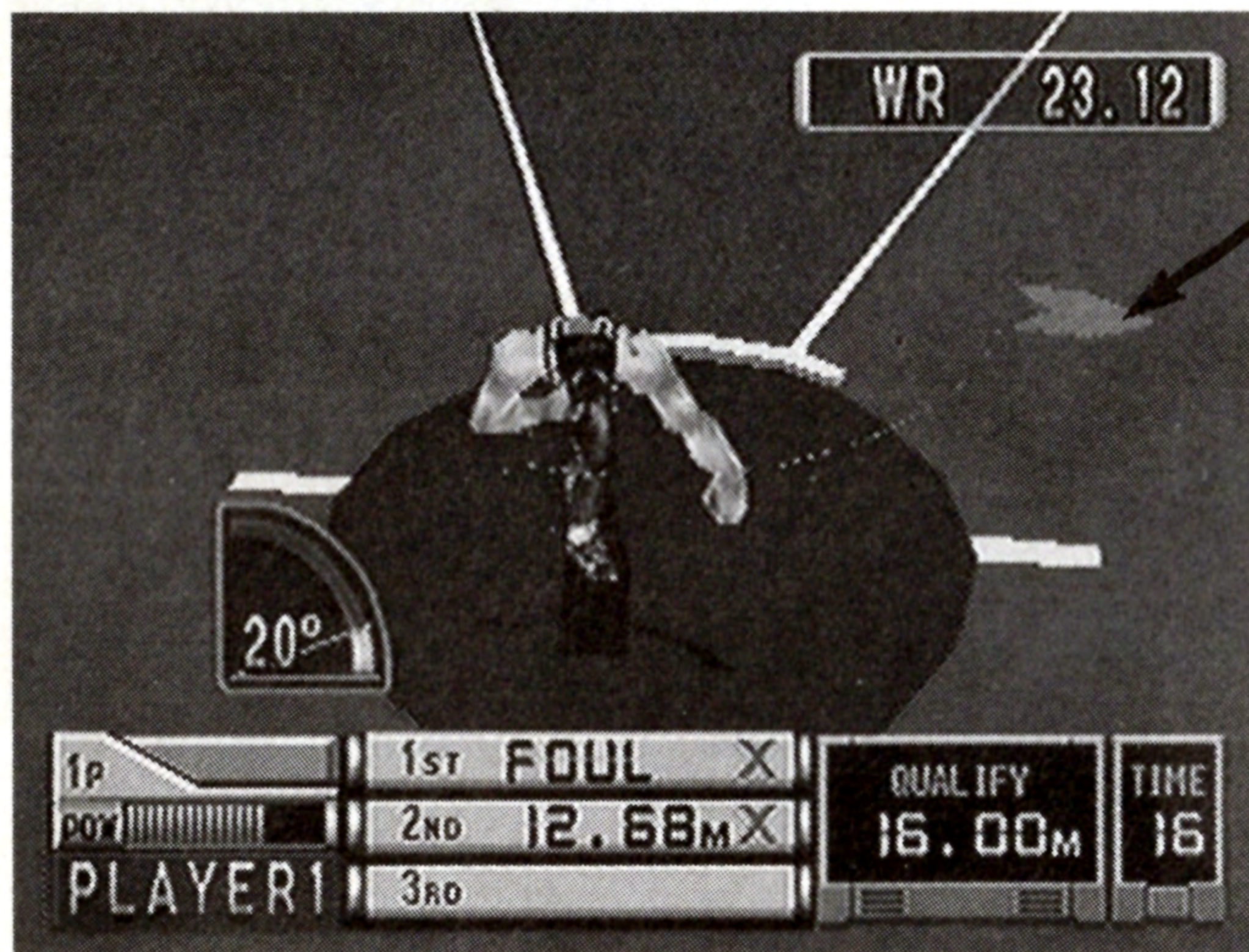
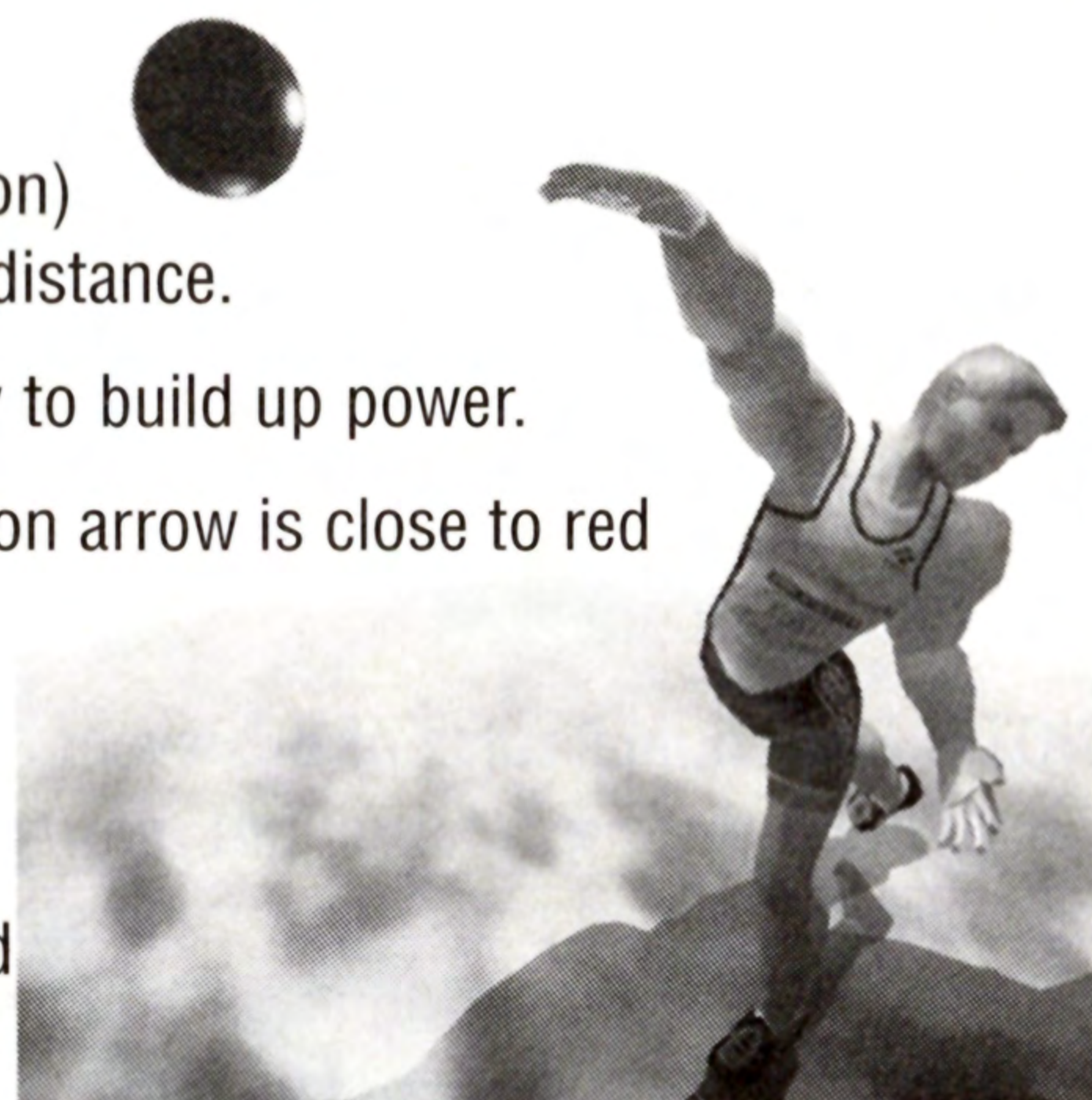
STRATEGY: Continue to tap the ☐ button (or ☐ button) even after throwing. This will increase your throwing distance.

Increase power: Tap the ☐ or ☐ button(s) repeatedly to build up power.

Throw: Press and hold the ☐ button when the direction arrow is close to red to adjust the angle gauge. Release the ☐ button when the throwing angle is correct.

Three attempts are allowed for the shot-put throw.

TIP: The thrower will start at the back of the circle and move toward the front. Throw before his foot hits the foul line (front of the circle).



DIRECTION ARROW

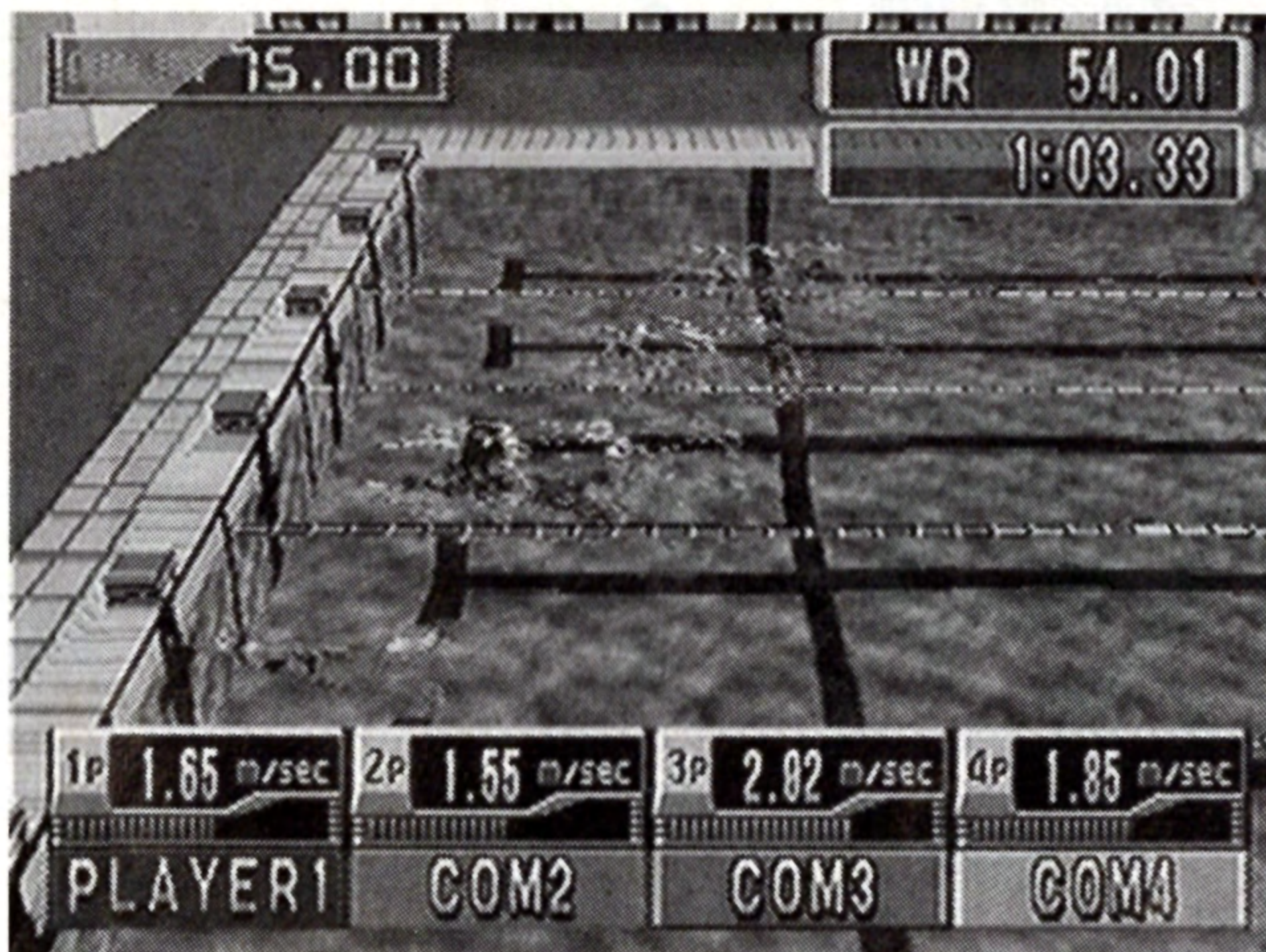
100M FREE STYLE

STRATEGY: Sometimes a swimmer's turning technique will decide a competition.

To swim: Tap the ☐ or ☐ button(s) repeatedly to run.

To turn: Press the ☐ button just before the 50 meter wall to turn around.

NOTE: The original rules of this event call for restarting if there is a false start during the first race, and disqualifying a player that false starts during the second race even if he didn't false start during the first race, but in this game two false starts are necessary for a player to be disqualified.



NOTES

RECORDS

EVENT.....RECORD

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slightly aged or off-white appearance.

EVENTRECORD

[illegible]

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all the fine Konami products.

Konami Game Hint & Tip Line **1-900-896-HINT (4468)**

- ☎ 85¢ per minute charge
- ☎ \$1.15 per minute support from a game counselor
- ☎ Touch tone phone required
- ☎ Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 8:30 A.M. to 5:00 P.M. CST only. Prices and availability are subject to change. U.S. accessibility only.

Online Support

Konami is available online from:

CompuServe: Click FIND then type **konami**. We are in the videogame publisher's forum. In addition to reading and sending messages, you can receive press releases, hints, codes and other files.

If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #374 for your FREE introductory membership and \$15 usage fee credit.

Reach us on the World Wide Web at: **www.konami.com**

E-mail us at **76004.3530@compuserve.com**

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