PlayStation

NTSC U/C

PlayStation

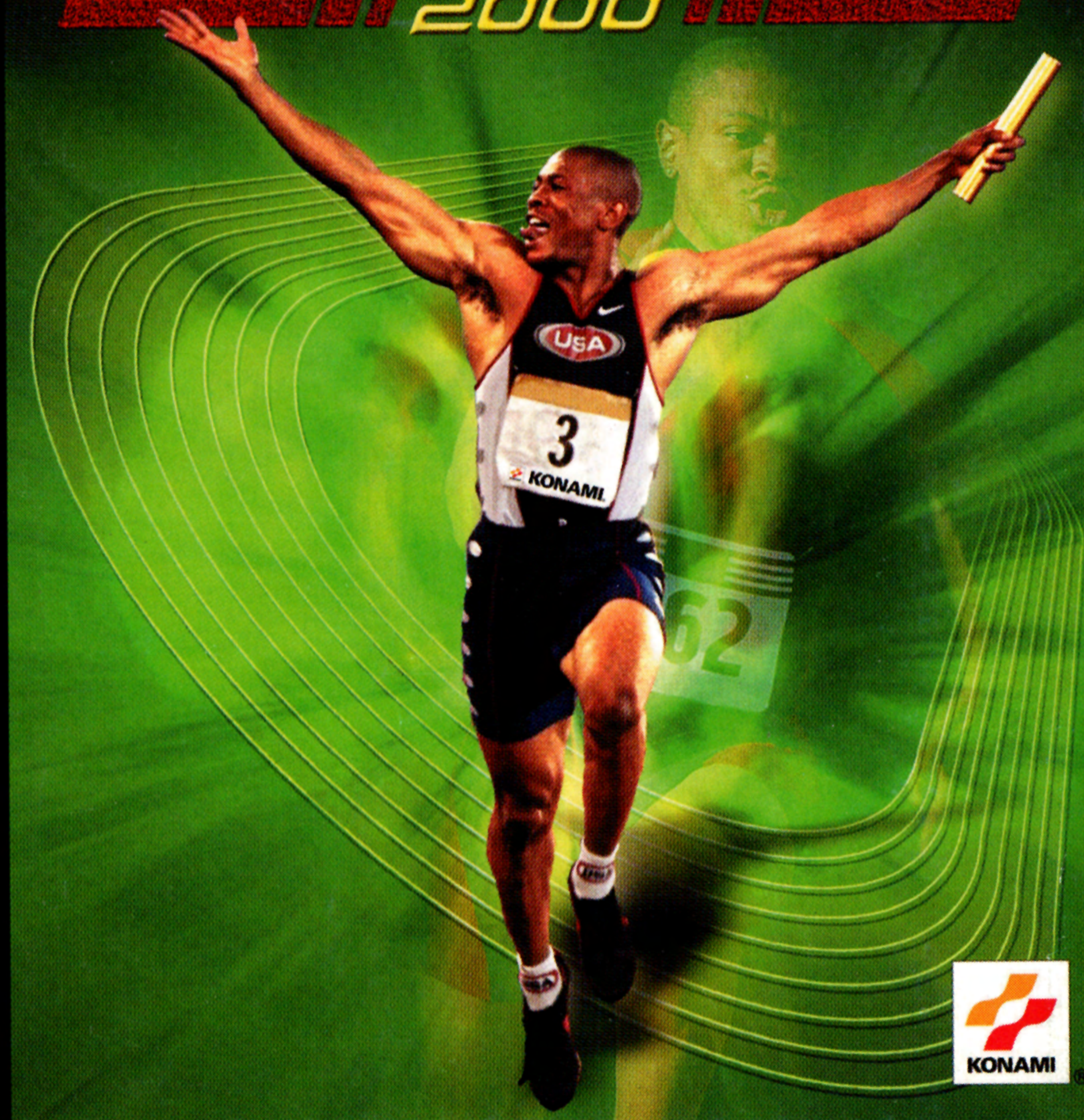
EVERYONE

CONTENT RATED BY ESRB

SLUS-00987
00987

INTERNATIONAL

TRACK & FIELD 2000



KONAMI

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.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

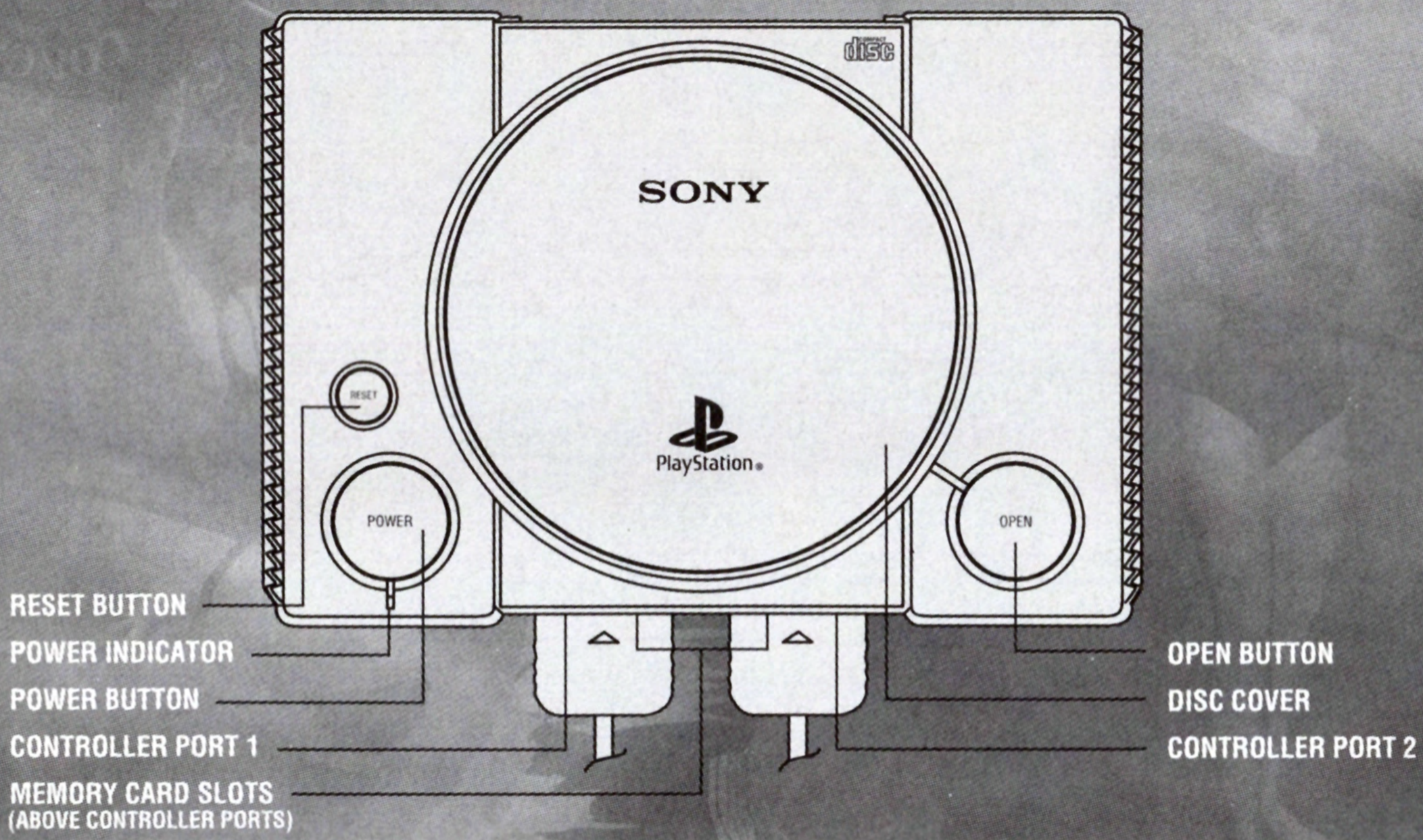
HANDLING YOUR PLAYSTATION DISC:

- 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.

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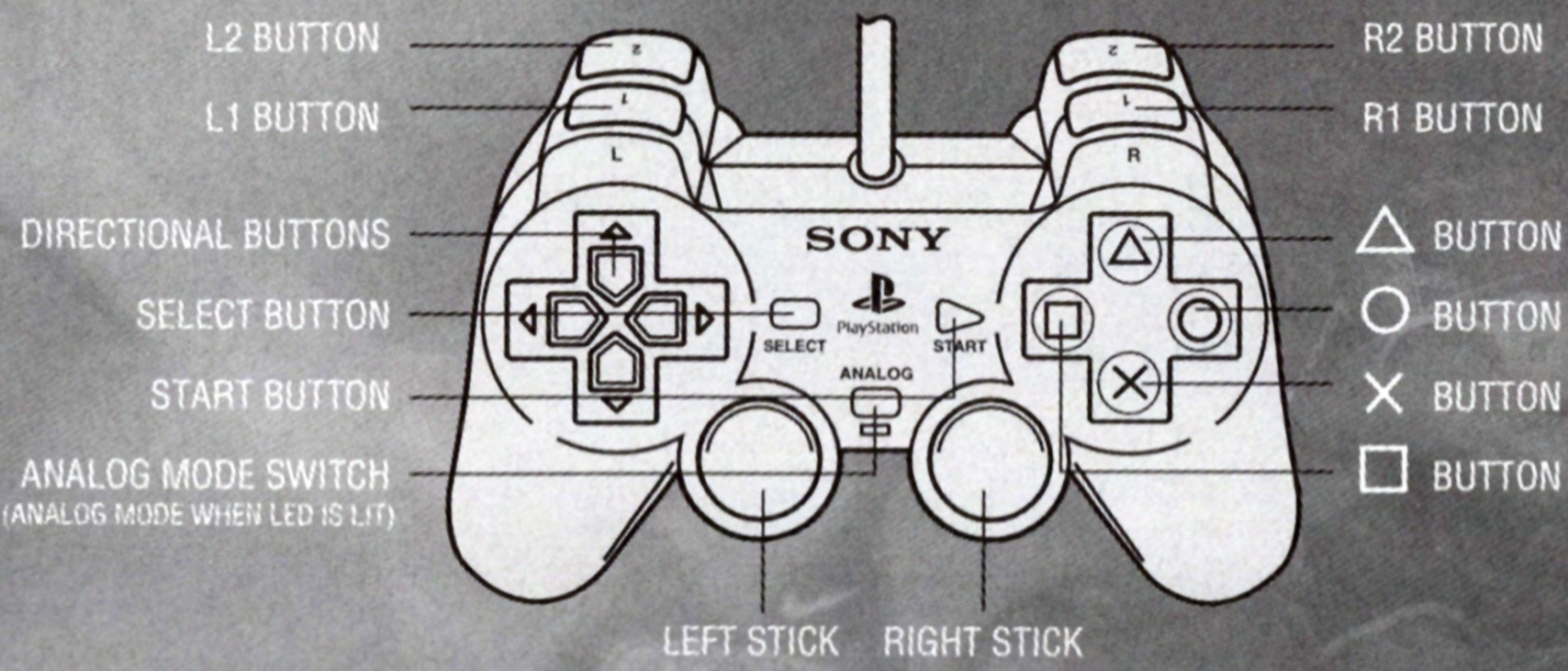
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GETTING STARTED



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 AND FIELD 2000 disc and close the disc cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

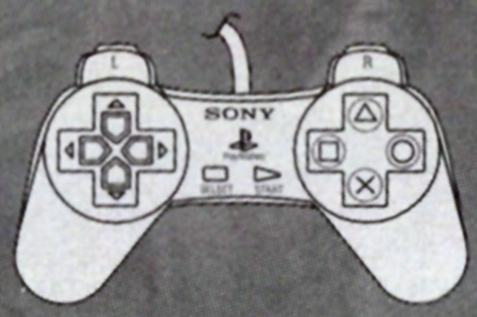
CONTROLS



DEFAULT CONFIGURATION

△Button/×Button: Jump Button
□Button/○Button: Run Button

Note: You can change the button configuration on the Option Screen.



NOTE: You may have a controller that looks like this, if so please follow the instructions at left.

THE CHALLENGE

INTERNATIONAL TRACK AND FIELD 2000 consists of 12 different events, each with its own qualifying parameters. If you do not qualify for an event, that event cannot be completed.

Receive the Gold Medal in all 12 events to become the best athlete in the world!

A maximum of 4 players can compete. A Multi Tap (sold separately) is required if more than 2 people are playing.

You can also set new world records or practice by playing individual events.

GAME MODES

Select from ARCADE, WORLD RECORD or REPLAY.



ARCADE

Compete for the highest score in all 12 events. If you do not qualify for an event you cannot advance to the next one.

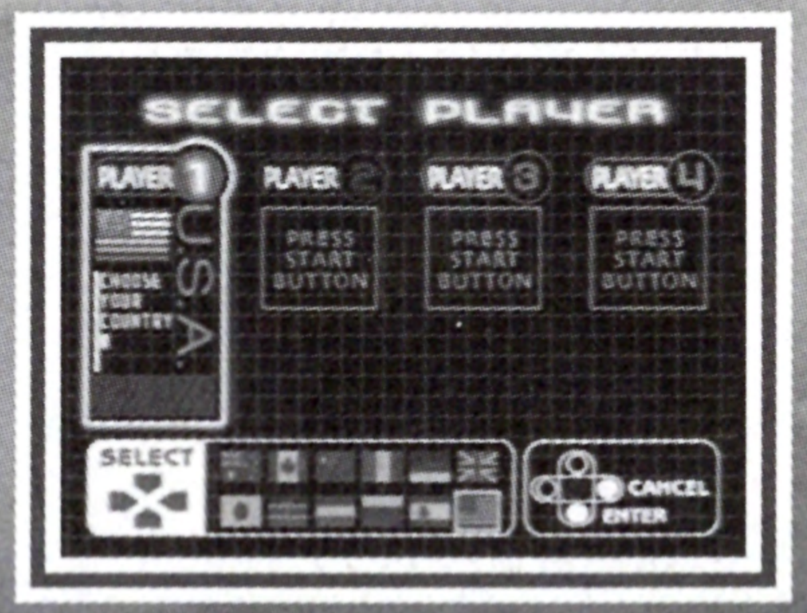
WORLD RECORD

In this mode, you can aim for the World Record in one specific event. You can save your best records onto the memory card.

REPLAY

In this mode, you can view a replay of all the World Records in each event. You can adjust the camera to see the replay from any angle. You can also adjust the camera by using the select button and the directional button during the replay.

PLAYER SELECT



From this screen, you can enter your athlete's details. First, you must select your athlete's nationality. Use the Directional buttons to select the country from the 12 countries listed, and press the × button to enter.

Note: Each player must select a country different to that of the other players.

Next, use the Directional buttons to input your athlete's name. Press the × Button to select each letter (maximum 7 characters) and press the Start button when done to enter the name.

GAME SELECT



Select which sport you would like to compete in. Use the Directional buttons to select your event, and press the × Button to enter that event.

Note: If you do not qualify for an event, the game will be over. Press the Start button to continue your game while "Continue" is displayed on screen. Also during this time, extra players can be added by pressing the Start button.

All players must qualify for an event in order to move onto the next event. The game will be over if the group fails to qualify.

MULTI PLAY

Requirements
2 Players - 2 controllers
3 or 4 Players - 3 or 4 controllers and a Multi Tap

Up to 4 players can enjoy this game at once.

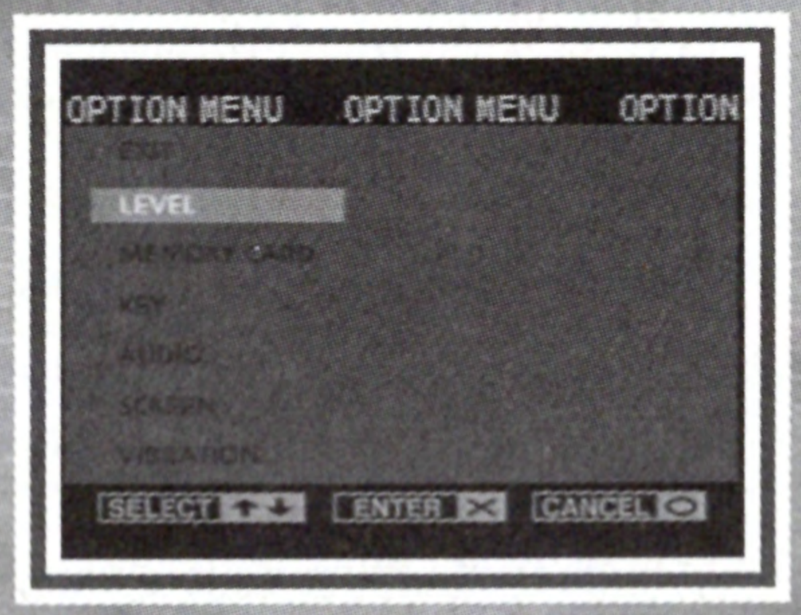
A Multi Tap (sold separately) is required to enable 4 controllers to be connected.

For a 1 or 2 player game, make sure that the controllers are plugged into Controller Port 1 and 2 respectively. For a 3 or 4 player game, plug the Multi Tap into either Controller Port 1 or 2, and then plug each controller into Port A, B, C and D respectively. If a controller is not plugged in during game startup, the game will not recognize that controller as being used.

CAUTION REGARDING USE OF MULTI TAP

When connecting controllers to the Multi Tap, please connect the controllers to Port A, then B, C and D respectively. The use of controllers other than those licensed by Sony Computer Entertainment America is not recommended.

OPTION MENU



LEVEL
Adjust game difficulty level. Select from EASY, NORMAL or HARD.

MEMORY CARD
Load and Save data from a Memory Card.

LOAD - Load option settings and all event World Records and replay data from a Memory Card.

COMPARE LOAD - Compare the data on the Memory Card to the current data in the game, and load in only those records that are better than the current data.

SAVE - Save option settings and all event World Records and replay data to the Memory Card.

KEY
Change the Run and Jump Button settings.

AUDIO
Adjust Volume and Stereo/Monaural settings.

SCREEN
Center the game screen on the television.

VIBRATION
Turn the Vibration function on/off (DUALSHOCK™ analog controller only).

MEN'S 100M



EVENT CONTROLS

△Button/×Button: Press just before the finish line to assume the finishing pose

□Button/○Button: Run

RACE TECHNIQUES

1. Press and repeatedly tap the □Button/○Button as soon as you hear the starting signal.
   - If you time your start well, your starting speed will be high.
   - If you do not press a button, your runner will start automatically after a short period of time, and run at a set speed until the end of the race. You are unable to qualify like this.
   - Your runner will be disqualified if you have 2 false starts – that is, pressing the □Button/○Button before you hear the starting signal.

2. Press the □Button/○Button repeatedly to keep a good speed.

3. Press the △Button/×Button just before you reach the finish line to make your runner lean forward and thrust out his chest in a race finishing move.
   - You can achieve the best record times by skillfully using this technique. Be careful not to use it too early, though, as your athlete will lose speed if your timing is off.

4. Complete the race at or under the qualifying time to qualify.

MEN'S LONG JUMP

EVENT CONTROLS

△Button/×Button: Jump/Select jump angle and landing
□Button/○Button: Run



JUMP TECHNIQUES

1. Press and repeatedly tap the □Button/○Button when you hear the start signal to begin running.
   - If you do not start within the time limit, you are fouled.

2. Press and hold down the △Button/×Button when your jumper reaches the jumping mark. The angle gauge will go up as the button is held down. Release the △Button/×Button when you have reached the desired angle.
   - Be careful with your jump timing. If your jumper's legs cross over the jumping mark, you are fouled.
   - If you jump too early, your athlete will be unable to jump properly and will pitch forward.

3. Press the △Button/×Button again to land your jumper.
   - Just before your jumper lands, press the △Button/×Button to make his landing as smooth as possible. If your timing is off, he will fall backward.

4. To qualify, you have to exceed the qualifying distance in at least 1 out of 3 jump attempts.

MEN'S POLE VAULT

EVENT CONTROLS

△Button/×Button: Pole release/Clear the bar
□Button/○Button: Run



POLE VAULTING TECHNIQUES

1. Select the desired height.
   - This height must be higher than a previously selected height.

2. Repeatedly press the □Button/○Button when you hear the start signal to begin running.
   - If you do not start within the time limit, you are fouled.

3. Your pole vaulter's pole will automatically be inserted into the pole box. When your pole vaulter reaches the top of his jump, press and hold the △Button/×Button to release his grip on the pole and make him rise through the air.
   - The timing becomes more difficult as the bar height gets higher.

4. Release the △Button/×Button to clear the bar.
   - If you can clear the bar without knocking it off, you have succeeded.

5. To qualify, you have to exceed the qualifying height on at least 1 out of 3 jump attempts.

MEN'S HAMMER THROW



EVENT CONTROLS

△Button/×Button: Throw Direction and Angle setting
□Button/○Button: Turn (increase power)
/After-throw grunt

HAMMER THROW TECHNIQUES

1. Press and repeatedly tap the □Button/○Button when you hear the start signal to start your thrower turning.
   - If you do not start within the time limit, you are fouled.
   - The more often you tap the □Button/○Button, the more power your throw will have.

2. Press and hold the △Button/×Button when your thrower is facing the desired direction to set the direction of the throw. The throw angle gauge will begin to rise. Release the △Button/×Button at the desired angle.
   - If your timing is off, your thrower could be fouled by tripping over, his hammer might not land within the proper boundaries, or he could hit the netting with his hammer.

3. Just after your thrower has thrown the hammer, press the □Button/○Button to make him grunt. This also lengthens his throw slightly.

4. To qualify, you have to exceed the qualifying distance in at least 1 out of 3 throws.

ATHLETICS

MEN'S JAVELIN THROW



EVENT CONTROLS

△Button/×Button: Throw Direction and Angle setting
□Button/○Button: Turn (increase power)
/After-throw grunt

JAVELIN TECHNIQUES

1. Press and repeatedly tap the □Button/○Button when you hear the start signal to start your thrower running.
   - If you do not start within the time limit, you are fouled.
   - The more often you hit the □Button/○Button, the more power your throw will have.

2. Press and hold down the △Button/×Button when your thrower reaches the jumping mark. The angle gauge will go up as the button is held down. Release the △Button/×Button at the desired angle.
   - Be careful with your jump timing. If your thrower's legs cross the jumping mark, you are fouled.

3. Just after your thrower has thrown the javelin, press the □Button/○Button to make him grunt. This also lengthens his throw slightly.

4. To qualify you have to exceed the qualifying distance in at least 1 out of 3 throws.

MEN'S CLEAN AND JERK

EVENT CONTROLS

△Button/×Button: Clean/Raise barbell overhead
□Button/○Button: Increase power/Keep balance



WEIGHTLIFTING TECHNIQUES

1. Select the desired weight.
   - This weight must be higher than a previously selected weight.

2. Press and repeatedly tap the □Button/○Button to increase your power. Press the △Button/×Button to perform the "clean."
   - The timing becomes more difficult as the weight gets heavier.
   - Be careful with your timing. If your timing is off, your lifter will be unable to "clean" the barbell and will drop it.

3. Once your breathing is back under control, press the △Button/×Button once more to perform the "jerk." Press the □Button/○Button repeatedly to help keep your balance.
   - This timing becomes more difficult as the weight gets heavier, and keeping your balance becomes harder.
   - Stand still with the weight raised over your head for a set time to have a successful lift.

4. To qualify, you have to succeed in at least 1 out of 3 lifts.

DIVING

WOMEN'S SPRINGBOARD

EVENT CONTROLS

△Button/×Button: Jump/Enter the water
□Button/○Button: Rotate diver



DIVING TECHNIQUES

1. Select which type of dive you would like to attempt.
   - You get 3 tries.
   - Select from 4 different approach types (forward, back, inward, reverse) and 2 dive types (pike, tuck). There are no twist type dives available.
   - You cannot select the same type of dive more than once.

2. Press the △Button/×Button to jump up from the springboard.
   - Time your jumps to try and jump as high as possible.

3. Press the □Button/○Button to rotate the diver (jump from the board into the water).

4. As your diver is about to enter the water, press the △Button/×Button again to enter the water more smoothly.
   -Adjust the timing of your △Button/×Button press to make as small a splash as possible.

5. You qualify when the total score of your 3 dives matches or surpasses the qualifying score.

SWIMMING

WOMEN'S 50M FREESTYLE

EVENT CONTROLS

△Button/×Button: Finishing pose (press before finish)

□Button/○Button: Swim



SWIMMING TECHNIQUES

1. Press and repeatedly tap the □Button/○Button at the same time as you hear the starting signal to start swimming.
   -If you do not press a button, your swimmer will start automatically after a short period of time, and swim at a set speed until the end of the race. You are unable to qualify like this.
   -If you time your start well, your starting speed will be high.
   -You will be disqualified after 2 false starts.

2. Press the □Button/○Button repeatedly to keep a good speed.

3. Press the △Button/×Button just before you reach the Finish line to make your swimmer surge forward and thrust out her arms in a race finishing move.
   - You can achieve the best record times by skillfully using this technique. Be careful not to use it too early though, as your swimmer will lose time.

4. Finish the race at or under the qualifying time to qualify.

CYCLING

MEN'S 1KM TIME TRIAL



EVENT CONTROLS

△Button/×Button: Finishing pose
(press before finish)

□Button/○Button: Pedal

CYCLING TECHNIQUES

1. Press and repeatedly tap the □Button/○Button at the same time as you hear the starting signal.
   -If you do not press a button, your cyclist will start automatically after a short period of time and cycle at a set speed until the end of the race. You are unable to qualify like this.
   - If you time your start well, your starting speed will be high.
   - If you time your start badly, your starting speed will be very low.

2. Press the □Button/○Button repeatedly to keep up your good speed.

3. Press the △Button/×Button just before you reach the Finish line to make your cyclist lean forward off his seat in a race finishing move.
   - You can achieve the best record times by skillfully using this technique. Be careful not to use it too early, as your cyclist will finish the race in this position, losing time.

4. Finish the race at or under the qualifying time to qualify.

MEN'S SPRINT



EVENT CONTROLS

△Button/×Button: Change lanes
□Button/○Button: Pedal

CYCLING TECHNIQUES

1. This is a tournament with 4 cyclists.

2. Each game consists of 3 one-on-one races.

3. Press the □Button/○Button at the same time as you hear the starting signal.
   - Each race is 3 laps.
   - The cyclist on the inside must take the lead on the first lap and move faster than walking pace.

4. Using good timing, repeatedly press the □Button/○Button to increase your cyclist's speed.

5. The first cyclist over the finish line is the winner.

6. If you receive a medal, you succeed.

CANOE/KAYAK

SINGLES 500M

EVENT CONTROLS

△Button/×Button: Right stroke
□Button/○Button: Left stroke



CANOE TECHNIQUES

1. Press the □Button/○Button at the same time as you hear the starting signal.
   - If you do not press a button, your canoe will start automatically after a short period of time and move at a set speed until the end of the race. You are unable to qualify like this.
   - If you time your start well, your starting speed will be high.
   - You will be disqualified after 2 false starts.

2. Press the □Button/○Button and △Button/×Button in sequence while watching the left/right movement gauge.
   - As your speed increases, it becomes harder to match the timing accurately.

3. Finish the race at or under the qualifying time to qualify.

GYMNASTICS

WOMEN'S HORSE VAULT

EVENT CONTROLS

□Button/○Button: Jump from the springboard/Put hands on vaulting horse

○, ×, △, □: Buttons Mid-air techniques



VAULTING TECHNIQUES

1. Select the type of vault you would like to attempt.
   - You get 2 attempts.
   - If on your first try you select a forward spinning technique, please select a different technique for your second try.

2. Press the □Button/○Button to start running.
   - Your gymnast will run automatically after you press the button.

3. Press the △Button/×Button when you reach the springboard to jump. Watch your timing!

4. Press the △Button/×Button- again to put your hands on the vaulting horse.

5. A series of random commands will appear on screen. Follow them as well as you can.
   - Your score is judged on how well you follow the commands.

6. Your total score is the average of your 2 scores.

7. You will qualify if your score is at or higher than the score needed to qualify.

Note: Vaulting selections are on page 21.

VAULT TYPES

- **Handspring forward on** Tucked double somersault with forward off.
- **Handspring forward on** Tucked forward somersault with 1/2 turn (180°) off.
- **Handspring forward on** Tucked forward somersault with 1 1/2 turns (540°) off.
- **Handspring forward on** Piked somersault with forward off.
- **Handspring forward on** 1/2 turn (180°) and piked somersault with backwards off.
- **Handspring forward** Forward somersault with stretched off.
- **Round off, flic-flac on** Tucked backward somersault with 1 turn (360°) off.
- **Round off, flic-flac on** Piked double somersault with backward off.
- **Round off, flic-flac on** Stretched backward somersault with 1 turn (360°) off.
- **Round off, flic-flac on** Stretched backward somersault with 1 1/2 turns (540°) off.
- **Round off, flic-flac on** Stretched backward somersault with 2 turns (720°) off.
- **Round off, flic-flac on** 1/2 turn (180°) somersault forwards with stretched off.

Notes



Notes

CREDITS

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Special Thanks: HSI International, Emanuel Hudson, Erin Kendrigen, Kendall Hudson, Ato Bolden, Larry Wade, Avery Andersen, Luke Sullivan, Ferris Kawar, Aki Saito, Jason Enos, Doug Rebert, Debra Heinz, Daniel Castillo, Akira Kinebuchi, Catherine Fowler, Michael Lynch, Everyone at KOA, JAM Advertising

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If you experience technical problems with your game pak, please call our Warranty Services number (650) 654-5687.

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CONSUMER SUPPORT

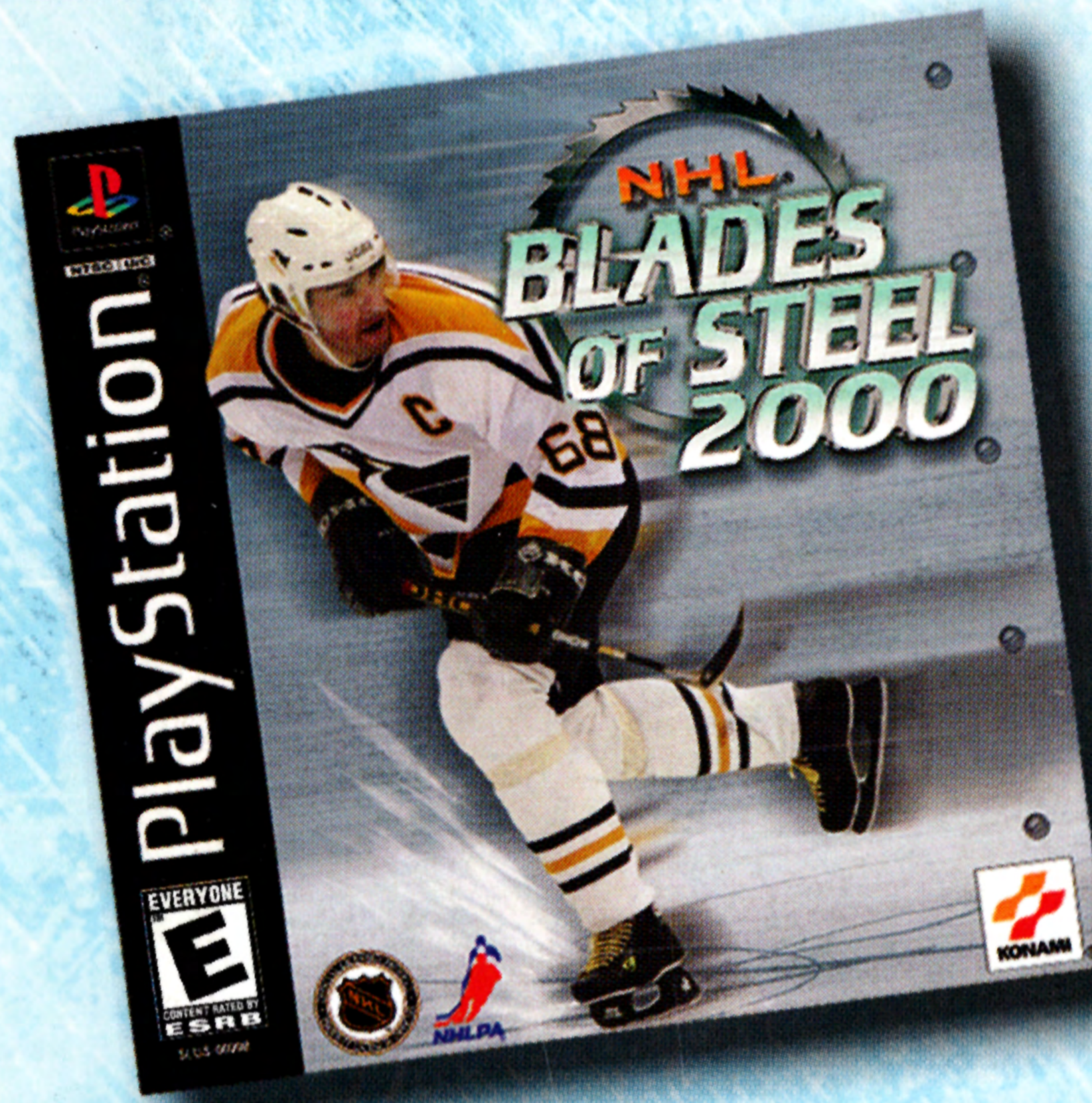
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- ☎ **Touch tone phone required**
- ☎ **Minors must have parental permission before dialing**

Hints are available 24 hours a day. Live support Monday-Friday 8:00 A.M. to 4:30 P.M. Pacific Time. Prices and availability are subject to change, U.S. accessibility only.

Available December 1999







- NEW texbook hockey AI
- NEW player graphics
- Innovative camera angles

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