

COLECOVISION™

# TRACK & FIELD™



Published by



## INSTRUCTION MANUAL

Thank you for selecting the Track & Field game cartridge for your ColecoVision game system or ADAM computer. Please store this instruction booklet for future reference, and be sure to read it thoroughly to ensure maximum enjoyment of your new game.

## TABLE OF CONTENTS

<b>GAME SETUP . . . . .</b>	<b>3</b>
<b>USING THE CONTROLLER . . . . .</b>	<b>4</b>
<b>HOW TO PLAY . . . . .</b>	<b>5</b>
<b>TIPS AND HINTS . . . . .</b>	<b>7</b>
<b>TEAM PARTICIPANTS . . . . .</b>	<b>7</b>

# GAME SETUP

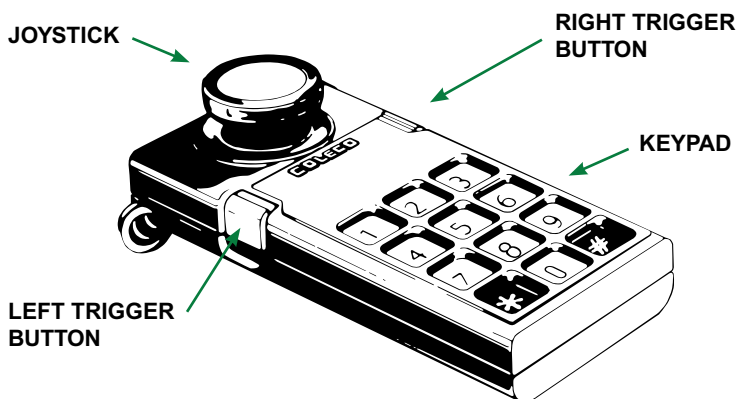
Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

Plug a compatible hand controller into joystick port #1. For a two-player gaming session, plug another hand controller into joystick port #2.

This game is fully compatible with the Atari® 2600™ Track & Field controller. Plug this special controller into joystick port #1 as you would a regular controller. If you happen to have two of these special controllers, you can plug the second one in joystick port #2 to engage in a two-player game session. See next page for more details.

Insert the Track & Field game cartridge firmly into the cartridge port, with the label facing you.

Push the ColecoVision's (or ADAM's) power switch to the ON position to begin playing. (Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.)



## USING THE CONTROLLER

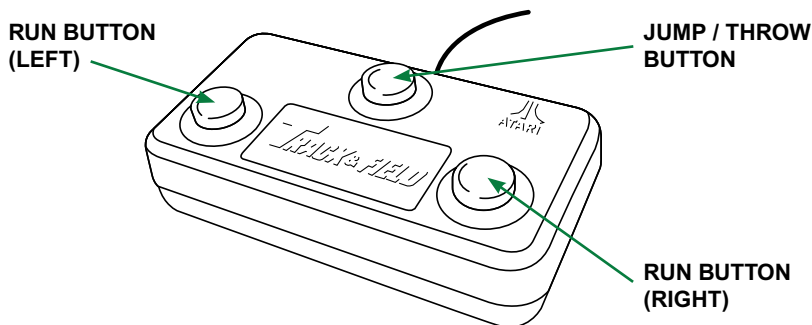
On the title screen, you can select between a one-player or two-player session. Move the joystick to move the on-screen finger cursor next to the desired option, and press either trigger buttons to confirm the selection.

In the 100-meter and 400-meter dash events, wiggle the joystick left and right as fast as you can to pick up running speed. The faster you tap the joystick, the faster your on-screen character runs.

In the long jump event, wiggle the joystick left and right as fast as you can to pick up running speed during your approach run, then press either trigger buttons to jump when you reach the jump line. How long you hold down the trigger button determines the angle of your jump.

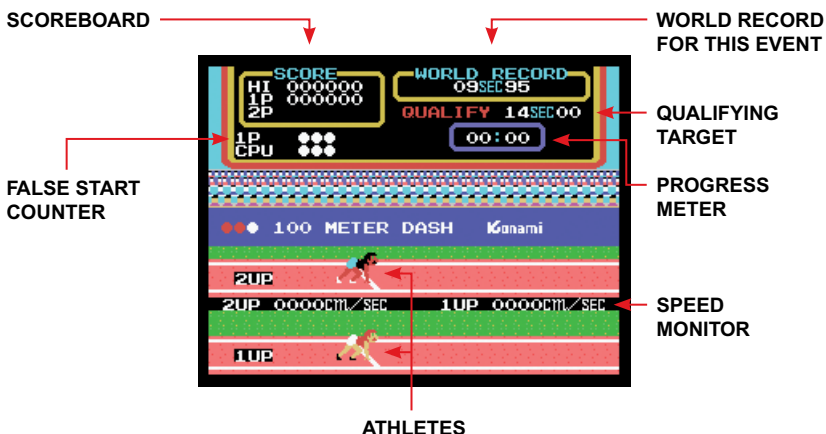
In the hammer throw event, press the joystick left or right to start swinging the hammer, and press a trigger button when you are ready to release it. Once the hammer has been thrown, you can alter its trajectory angle in mid-flight by holding down the trigger button.

**IMPORTANT NOTE:** If you are using the Atari® 2600™ Track & Field controller, pressing the white “RUN” buttons on the controller is the same as moving a regular joystick left and right. The red “JUMP/THROW” button corresponds to the left trigger button on a standard ColecoVision controller.



# HOW TO PLAY

You are here to represent your country in four Olympic events. You must meet the qualifying time or distance of each event in order to keep competing. If you fail to qualify in any event, the game is over. Once you have passed all four events, you will be taken back to the first event, and you will have to pass all four events again, with tougher qualifying goals. In a two-player game, if a player drops out, the other player will continue the game in single-player mode.



## 100-METER DASH

In the 100-meter dash, wait for the signal before starting to run, or a false start will be recorded. You will be disqualified after three false starts. Wiggle the joystick as fast as you can to keep your athlete running. In a one-player game, you will be running against a computer-controlled athlete. In a two-player game, each player controls an athlete on the screen, and at least one of the players must meet or surpass the qualifying time, otherwise the game will end for both players. You earn extra points for winning a race, but qualifying is what gets you to the next event.

# HOW TO PLAY (continued)

## **LONG JUMP**

In the long jump, you have three chances to qualify. Wiggle the joystick as fast as you can to reach your top running speed, then press the trigger button to jump just as your athlete reaches the jump line. A foul will be recorded if your feet touch the jump line as you run. After initiating the jump, hold down the trigger button to alter the angle of the jump in mid-flight. Your running speed and your jumping angle determine how far you will travel before you land. In the two-player game, players take turns making attempts at reaching the qualifying distance.

## **HAMMER THROW**

In the hammer throw, you have three chances to qualify. Press the joystick left or right to start spinning the hammer. When you feel you've reached the top spinning speed, press the trigger button at the correct moment to release the hammer. A foul will be recorded if you throw the hammer in the wrong direction, or if your feet touch the line on the ground. After releasing the hammer, hold down the trigger button to alter the angle of the hammer's trajectory as it flies forward. The hammer's speed and throwing angle will determine how far it will travel before touching the ground. In the two-player game, players take turns making attempts at reaching the qualifying distance.

## **400-METER DASH**

This event works the same way as the 100-meter dash, but the running distance of 400 meters makes it more a challenge of endurance. (See 100-meter dash on previous page for playing instructions.)

## TIPS AND HINTS

If you are using the Atari® 2600™ Track & Field controller, there are two ways to use the run buttons: You can press both run buttons alternately, or you can just tap one of the run buttons as fast as you can and ignore the other run button.

The hammer throw can be somewhat difficult to master, as it is rather easy to miss a throw. Listen to the “whoosh” sound that the hammer makes as it is spun, and use it to learn the proper timing for letting go of the hammer.

In all four events, points are added to your score according to your performance. The better your performance, the higher the score in each individual event. You also earn extra points for beating world records.

## TEAM PARTICIPANTS

- Eduardo Mello : Software port and beta-testing
- Luc Miron : Box design, game manual, cart label, software beta-testing
- Dale Crum / Doc4 : Game manual layout (<http://doc4design.com>)
- Oliver Puschatzki : Box printing services
- Fred Quimby : Cartridge PCB design
- Albert Yarusso / AtariAge: Electronic sourcing and assemblies

SPECIAL THANKS: Dan Hower, and all AtariAge forum members

### **UNLIMITED WARRANTY INFORMATION**

If your game cartridge should become defective at any point in time, contact Team Pixelboy by sending an e-mail to [pixelboy@teampixelboy.com](mailto:pixelboy@teampixelboy.com). The proper course of action (for the repair or replacement of your game cartridge) will be determined in all deliberate speed. Please keep in mind that you may (and probably will) be required to pay shipping fees. Replacements for boxes and manuals may or may not be available. Contact Team Pixelboy for information.

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