

An illustration of a track and field race. In the foreground, a male athlete in a red singlet with the number '10' is running. Behind him, another athlete in a white singlet is also running. They are on a track with a green field and a crowd in the background.

APPLE II*

TRACK & FIELD

FROM
ATARI**SOFT™**

*TRACK & FIELD is a trademark of
Konami Industry Co., Ltd., manufactured
under license.
©1983 Konami.



CONTESTANTS TO THE STARTING LINE

Insert your track & field disk in the disk drive and turn on your computer as explained in your owner's guide. Press the space bar to display options. Press L to select the difficulty level. Press S to turn sound effects on or off. Press 1-4 to indicate the number of players. To begin play, press the space bar.

During play press ESC to pause or restart game. Press RESET or CTRL-RESET to reboot the game. Use CTRL-Q to quit and restart game. Press CTRL-O to quit the game and return to the list of options. NOTE: Pressing any key brings the game out of pause.

TRACK & FIELD CONTROLLER

Connect your adapter cable to the special track & field controller and plug the cable into the Game Controller Socket on your Apple II plus/2E mother board.

To operate alternate pressing the left and right RUN buttons. To jump or throw, press the red button marked JUMP/THROW.

One to four players can participate in the games. All four players alternate off of the same controller.

GO FOR T

YOU'RE THE ATHLETE OF THE HOUR

The weather is clear and warm. It's a perfect day for track & field events, and you're entered in several. You try to match or surpass qualifying standards, which—alas!—tend to improve as the meet progresses. You may even set new records. Go out there and bring back the gold medals for your team.

THE EVENTS 100 METER DASH

The distance is 100 meters, so there's no time for strategy. You dash down the track and burst through the tape at the finish line. If you beat 13.00 seconds you qualify. Don't false start, though, and be sure to lift your knees so you won't stumble.

LONG JUMP

How far into the sand pit can you launch yourself on your long jump? Get a good run and begin your leap before the start line to avoid fouling. Jackknife your body once you're in the air to reduce drag and increase your distance. Jump 7.00 meters and you qualify.

A2D
S G

THE GOLD

JAVELIN THROW

If you control the trajectory, your javelin travels farther. You aim for almost level flight so that energy isn't wasted on journeys up and back down. If you accidentally throw your javelin straight up, you won't qualify—but you may earn rewards of a different sort! A distance of 72.50 meters qualifies you for the competition.

110 METER HURDLES

You've seen athletes on TV running and hurdling for 110 meters. Now it's your turn to combine speed with technique. Stretch your legs out as you leap to avoid knocking down a gate or landing flat on your face. You qualify with 13.50 seconds.

HAMMER THROW

Around and around you spin, until you release the hammer. Build up speed as you rotate so that your momentum carries the missile the maximum distance. Concentrate on your aim, too, or you may be disqualified for flinging your hammer against a wall. Throw your hammer 77.00 meters to qualify.

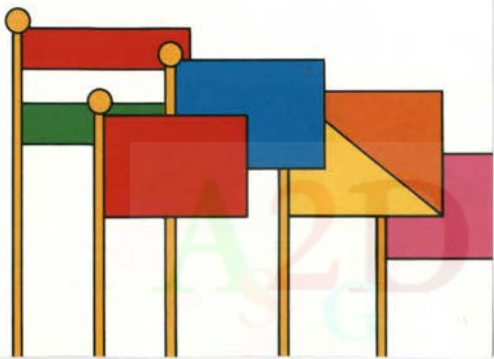


HIGH JUMP

The high jump is probably your toughest event. Don't launch yourself too soon, and don't tangle with the bar. If you do, you'll earn only a red flag and a cry of "Foul." Marshall your strength and coordination to clear ever higher obstacles. Jump 2.35 and you qualify for the competition.

THE THRILL OF VICTORY

Victory brings a warm-all-over glow. Your friends applaud, the judges stand in awe, and you're flushed with the satisfaction of giving a superior performance. Even if you experience the agony of defeat, your despair is of short duration. There'll be other days and other meets. And maybe next time....



SCORING

EVENT	POINTS	TIME/DISTANCE
100 Meter Dash	20	For every 100th of a second less than 13.00 down to 11.00.
	30	For every 100th of a second less than 11.00.
	4000	For qualifying (Qualifying time is 13.00 or less)
	1000	For matching your opponent or the computer time. You receive these points whether you qualify or not.
Long Jump	20	For every 100th meter more than 7.00 meters.
	8000	For qualifying. (Qualifying distance is 7.00 meters)
	1000	For tying all three of your jumps.
Javelin	20	For every one 10th meter over 72.50 meters.
	8000	For qualifying. (Qualifying distance is 72.50 meters)
	1000	For throwing javelin off the top of the screen without fouling.
110 Meter Hurdles	10	For every 100th of a second down to 13.00.
	20	For every 100th of a second under 13.00.
	10, 500	For qualifying. (Qualifying time is 13.50 seconds)
	1000	For matching your opponent or computer time exactly.
Hammer Throw	20	For every one 10th meter over 77.00 meters
	9400	For qualifying. (Qualifying distance is 77.00 meters.)
	1000	For tying all three of your throws.
High Jump	500	For each successful jump.
	1050	For qualifying. (Qualifying height is 2.35 meters)
	1000	For missing first jump twice and then qualifying.
HANDICAPPING	1 Life	If you fail to qualify once the game ends.
	2 Lives	If you fail to qualify twice the game ends.
	3 Lives	If you fail to qualify three times the game ends.



† APPLE is a registered trademark of Apple Computer, Inc. This software is manufactured by ATARI Corp., for use on the Apple II computer and is not made, sponsored, authorized or approved by Apple Computer, Inc.

© 1984 Atari Corp. All rights reserved.
Printed in U.S.A.
1265 Borregas, Sunnyvale, CA 94086