Nintendo

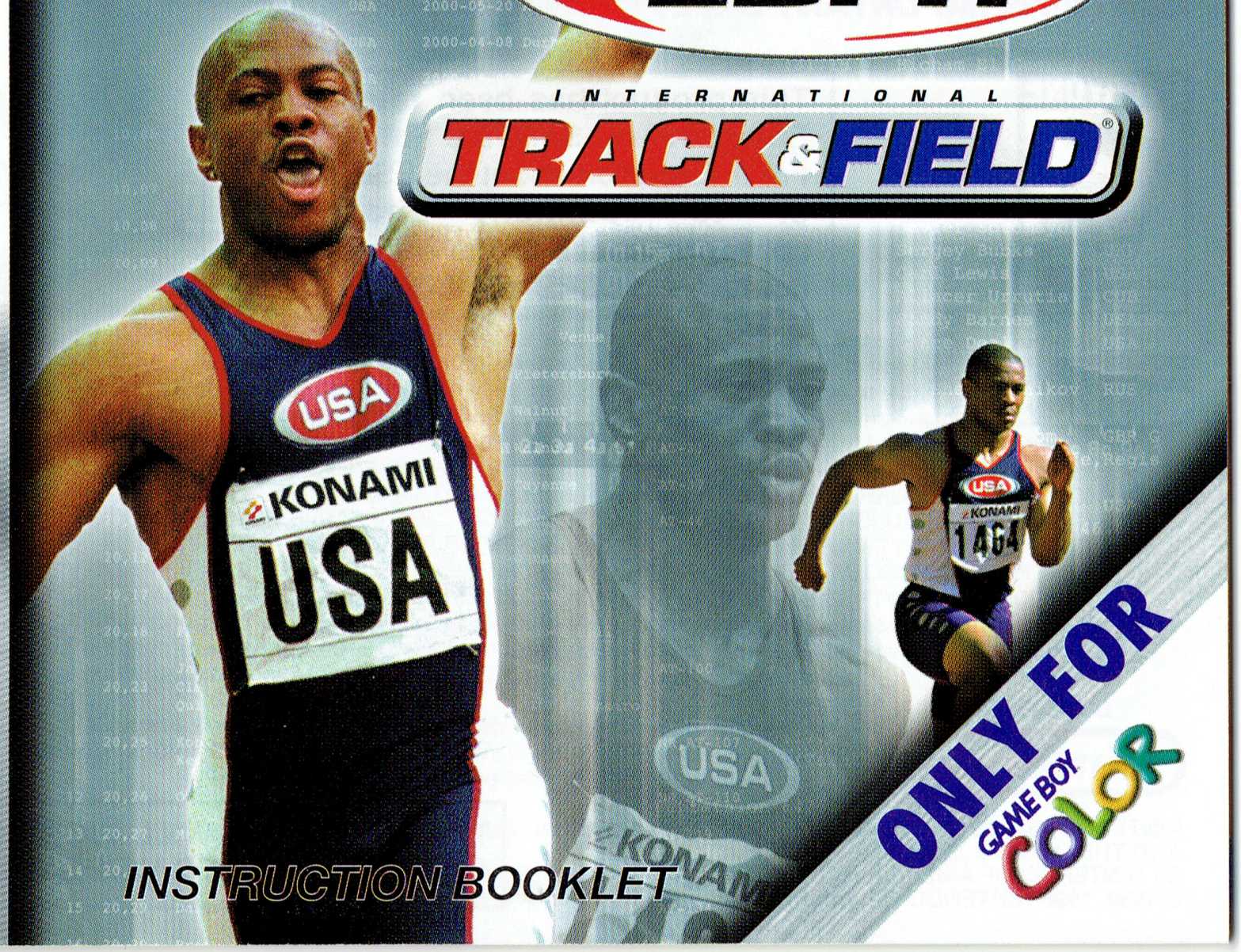
GAME BOY COLOR

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TRACK & FIELD®



INSTRUCTION BOOKLET

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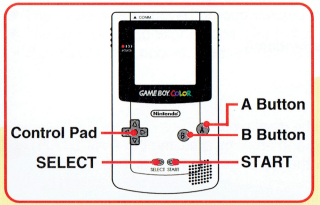
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Select Screen

Control Buttons and Select Screen Functions



A Button : Enter Item Selection, Advance to next screen
B Button : Cancel, Return to previous screen
Control Pad : Menu Item Select
START : Advance from Title Screen and Select Screen. Press to pause during an event

★ From the Pause Screen, press the Control Pad ↑↓ and press the A Button to select either RETRY, to re-start the current event from the beginning, or EVENT END, to finish the current event and return to the Event Select Screen.

SELECT : Not used

The Select Screen

Insert the Game Pak correctly into the Game Boy and switch on the power. The Title Screen will appear. Press the Start Button to advance to the Menu Screen.

PLAY SELECT SCREEN

Select from the following modes by pressing the Control Pad ↑↓, and enter by pressing the A (or START) Button.

SINGLE PLAY : 1 player challenge
VERSUS PLAY : Use a Game Link cable to compete against a friend
OPTIONS : Adjust game settings

★ Versus Play p.17
★ Options p.18

MODE SELECT SCREEN

Select from the following modes by pressing the Control Pad ↑↓, and enter by pressing the A (or START) Button.

TRIAL MODE : Practice one event
CHAMPIONSHIP MODE : Compete in 10 events which appear randomly
RECORDS : View records for all events

EVENT SELECT SCREEN

After selecting [TRIAL MODE] the EVENT SELECT Screen will be displayed.
Select an event to compete in by pressing the Control Pad ↑↓, and enter by pressing the A (or START) Button. Press the Control Pad → on a highlighted event to view the top 5 records for that event on the RECORD Screen.

PLAYER SELECT SCREEN

Select a country and name (3 letters). Choose a country with the Control Pad and enter with the A Button. Choose letters with the Control Pad ↑↓ and enter with the A Button.

Event Explanations

The Events

In TRIAL MODE only the first 6 events are available from the start of the game. To access all 12 events medals must be won in the first 6 events. In CHAMPIONSHIP MODE the winner is decided by total combined points over 10 events.

1. 100m DASH :	Sprint for the finish line! The first one across wins!	**p.08**
2. LONG JUMP :	Build up speed in the run-up and compete for the longest jump distance.	**p.08**
3. FENCING :	Score as many points as possible in a limited amount of time to win the fencing tournament.	**p.09**
4. JAVELIN :	Build up speed in the run-up and throw the javelin, competing for the longest distance thrown.	**p.09**
5. 100m FREESTYLE :	Dive in and swim your way to victory over a distance of 100m.	**p.10**
6. 110 HURDLES :	Take on hurdles over a 110m course. The clock is ticking!	**p.10**
7. HIGH JUMP :	Compete to see who can clear the highest height without knocking off the bar.	**p.11**
8. WEIGHT-LIFTING :	Compete for the heaviest successful lift, within the set time limit.	**p.11**
9. POLE VAULT :	See who can clear the highest height without knocking the bar off.	**p.12**
10. VAULT :	Use the Vault to perform various twists. Points are judged on the speed and difficulty of the routine, as well as the landing.	**p.13**
11. TRAP SHOOTING :	Blast your way to the highest score by shooting as many of the clay skeets as you can within the time limit.	**p.14**
12. TABLE TENNIS :	The first player to take 10 points wins the game.	**p.14**

Event Explanations

GAME MODES

TRIAL MODE

From the 6 events available choose 1 and go for gold! If you win a Gold, Silver or Bronze medal in all of the first 6 events you earn the right to compete in the 6th and 7th events. Win a Gold or Silver medal in the 7th and 8th events to earn the right to compete in the 9th and 10th events. If you win a Gold medal in all 10 events you earn the right to compete in the final two events.

CHAMPIONSHIP MODE

Compete for victory in all 10 events. Your ranking will be decided by Total Points after the completion of all events. The events will be played in a random order.

RECORDS

Athletes' rankings for all events are saved automatically. Press START when the cursor is highlighting an event to view the top 5 records for that event. At the bottom of the screen the AWARDS will display the number of medals won in TRIAL MODE, and the number of cups won in CHAMPIONSHIP MODE.

100m DASH



A, B Buttons Press repeatedly to build up the Power Gauge

1. Power Gauge
2. (WR) World Record. (Q) Qualifying Time
3. Time

1. (ON YOUR MARK!) (GET SET!)
   (GO!)!! Press the A, B Buttons repeatedly the build up the Power Gauge. The faster you hit the buttons, the faster you run.

★ If you 'jump the gun' (start running before GO! appears) it is a FOUL.

LONG JUMP



A, B Buttons Press repeatedly to build up the Power Gauge
Control Pad ↑ Change the jump angle. Jump

1. Power Gauge
2. (WR) World Record, (Q) Qualifying Distance
3. 3 Jump Record

1. Press the A, B Buttons repeatedly to build up the Power Gauge.
2. Before crossing the jump line, press and hold the Control Pad ↑ to adjust the angle of your jump. Release the Control Pad at the desired angle to jump.
3. The longest successful jump out of three attempts counts as your score in this event.

★ If you step over the jump line a FOUL will be called.

FENCING



A Button Sword Thrust
Control Pad (↑ ↓) Raise/Lower Sword
Control Pad (← →) Move back/forth

1. Point Gauge
2. Time Remaining
3. Country and Points

1. (Allez)!! Press the Control Pad ← → to move back and forth.
2. Press the Control Pad ↑ ↓ to raise/lower your sword. Wait for an opening and attack with the A Button!
3. If your sword tip touches your opponent (Touche) will be displayed and you will receive 1 point.

JAVELIN



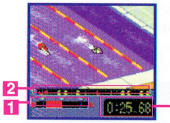
A, B Buttons Press repeatedly to build up the Power Gauge
Control Pad ↑ Change the throw angle. Throw

1. Power Gauge
2. (WR) World Record. (Q) Qualifying Distance
3. 3 Throw Record

1. Press the A, B Buttons repeatedly to build up the Power Gauge.
2. Before crossing the throw line, press and hold the Control Pad ↑ to adjust the angle of your throw. Release the Control Pad at the desired angle to throw the javelin.
3. The longest successful throw out of three attempts counts as your score.

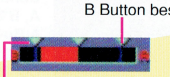
★ If you step over the throw line a FOUL will be called.

100m FREESTYLE



A, B Buttons Left/Right Stroke

1. Timing Gauge
2. (WR) World Record. (Q) Qualifying Time
3. Time



1. (TAKE YOUR MARK!) (GET SET!) (GO!) Press the A, B Buttons as the Timing Gauge reaches the best point.
2. The Timing Gauge represents the power of your stroke, so the closer the gauge is to the best point when the A and B Buttons are pressed, the more power each stroke will have.
3. Press the Control Pad ↓ to increase the turn speed at the 50m mark.

110m HURDLES



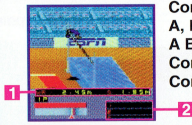
A, B Buttons Build up the Power Gauge
Control Pad ↑ Jump the hurdles!

1. Power Gauge
2. (WR) World Record. (Q) Qualifying Time
3. Time

1. (TAKE YOUR MARK!) (GET SET!) (GO!) Repeatedly press the A, B Buttons to build up the Power Gauge. The higher the Power Gauge, the faster you will run.
2. To jump, press the Control Pad ↑ just before the hurdles.
3. Your speed will drop if you hit a hurdle.

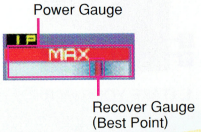
★ If you 'jump the gun' (start running before GO! appears) it is a FOUL.

HIGH JUMP



Control Pad ↑↓	Adjust the height of the bar
A, B Buttons	Press repeatedly to build up the Power Gauge
A Button	Stop the Recover Gauge
Control Pad ↑	Jump
Control Pad ↓	Lift your legs to clear the bar

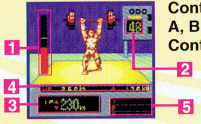
1. (WR) World Record. (Q) Qualifying Height
2. 3 Height Record



1. Adjust the height of the bar with the Control Pad ↑↓.
2. Press the A, B Buttons repeatedly to build up the Power Gauge.
3. To jump, press the Control Pad ↑ when you are in the red jump zone in front of the bar.
4. To clear the bar, press the Control Pad ↓ as the Recover Gauge reaches the best point.
5. The highest successful jump out of three attempts counts as your score.

★ If you knock the bar off a FOUL will be called.

WEIGHT LIFTING



Control Pad ↑↓	Adjust the barbell weight
A, B Buttons	Press repeatedly to build up the Power Gauge
Control Pad ↑	Lift the barbell

1. Power Gauge
2. Time Remaining
3. Barbell Weight
4. (WR) World Record. (Q) Qualifying Weight
5. 3 Lift Record

1. Adjust the weight of the barbell with the Control Pad ↑↓. Press the A Button to grab the barbell. The clock will start to count down.
2. Press the A, B Buttons repeatedly to build up the Power Gauge. When the Power Gauge passes the Limit (the White line), press the Control Pad ↑ to lift the barbell to your chest.
3. Continue to press the A, B Buttons to build up the Power Gauge, and again, when the Power Gauge passes the Limit (the White line), press the Control Pad ↑ to lift the barbell above your head.
4. Once again, continue to press the A, B Buttons to build up the Power Gauge, and again, when the Power Gauge passes the Limit (the White line), press the Control Pad ↑ to complete the lift. Continue to press the A, B Buttons to keep the Power Gauge above the Limit for 3 seconds.

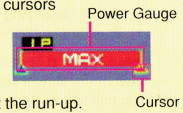
★ If you knock the bar off a FOUL will be called.

POLE VAULT



Control Pad ↑↓	Adjust the height of the bar
A, B Buttons	Press repeatedly to build up the Power Gauge
Control Pad ↑	Enter the Jump position. Stop the sliding cursors

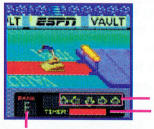
1. (WR) World Record. (Q) Qualifying Height
2. 3 Height Record



1. Adjust the height of the bar with the Control Pad ↑↓. Press the A Button to start the run-up.
2. Press the A, B Buttons repeatedly to build up the Power Gauge. The pole will set itself automatically.
3. A red sliding cursor will move from left to right. Press the Control Pad ↑ as the cursor reaches the right hand side of the Power Gauge.
4. A blue sliding cursor will now begin to move from right to left. Press the Control Pad ↑ as the blue cursor reaches the left hand side of the gauge to clear the bar.
5. The highest successful jump out of three attempts counts as your score.

★ If you knock the bar off a FOUL will be called.

VAULT





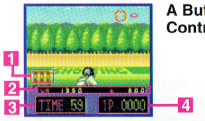
A, B Buttons Press repeatedly to build up the Power Gauge
A Button Stop the Body Position Gauge
Control Pad Enter the technique commands

1. Power Gauge
2. (Q) Qualifying Score
3. Average score of both attempts

1. Press the A, B Buttons repeatedly to build up the Power Gauge. The difficulty of the Vault depends on the level of the Power Gauge.
2. You will automatically jump onto the vaulting horse. After (Ready 3, 2, 1) appears, the vault to be performed will be displayed, and the Time Bar will begin to countdown.
3. Enter the commands displayed on-screen as fast as you can, within the time limit.
4. To land cleanly, press the A Button as the blue Landing Gauge drops to the best point.
5. Your final score is the average score from both attempts.

★ If the commands are not entered within the time limit, [NO GOOD!] will be displayed, and the points awarded will decrease.
★ The points awarded depend on the difficulty rating of the vault and the speed with which the commands are entered.

TRAP SHOOTING



A Button Shoot
Control Pad Move cursor

1. Shells remaining
2. (WR) World Record. (Q) Qualifying Score
3. Time Remaining
4. Score

1. After (Get Ready!!) appears, the clay skeets will appear from the left or right of the screen.
2. Use the Control Pad to line the sights up with the skeets, and press the A Button to shoot!

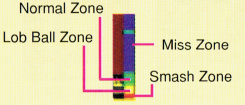
★ Shoot the Blue skeets to increase your score.
★ You only have 6 shells. Each time the direction from which the skeets appears changes, your stock of shells will be replenished.

TABLE TENNIS



A Button Hit the ball

1. Return Gauge
2. Country and Points



1. Press the A Button to serve the ball.
2. Your player will move to the left and right automatically. The type of ball returned will depend on the position of the sliding cursor on the Return Gauge when the ball is hit.
3. Service changes every 5 balls.
4. The first player to score 10 points wins the game. The first player to win 4 games wins the Tournament.

★ If your opponent returns a lob ball to you, your Smash Zone will enlarge.
★ If you hit the ball when the sliding cursor is in the Miss Zone, or has already passed the Return Zone, your return will fail and your opponent will win 1 point.

Event Completion Screen

Event Records

After completion of each event the current records will be displayed.

100m DASH



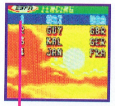
RECORDS

LONG JUMP



RECORDS

FENCING



RECORDS

JAVELIN



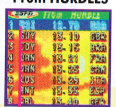
RECORDS

100m FREESTYLE



RECORDS

110m HURDLES



RECORDS

HIGH JUMP



RECORDS

WEIGHT LIFTING



RECORDS

POLE VAULT



RECORDS

VAULT



RECORDS

TRAP SHOOTING



RECORDS

TABLE TENNIS



RECORDS

Continue

In TRIAL MODE, after the records have been displayed, the following menu selection will be displayed.

RETRY	Retry the current event
EVENT SELECT	Return to the EVENT SELECT Screen, where you can choose another event
EXIT	Return to the MODE SELECT Screen

Championship Mode

Championship Mode

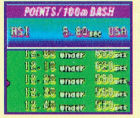
After selecting CHAMPIONSHIP MODE from the MODE SELECT Screen, the OPENING Screen will be displayed, followed by the COUNTRY SELECT Screen, where you can input your Country and Name. The first event will then be displayed.

★ Player Select Screen p.4



Points and Total

After completion of the event the points earned (POINTS) and the current points total (TOTAL) will be displayed.





GAME OVER Screen

If the minimum qualifying standard (Q) for the event is not reached, the GAME OVER Screen will be displayed.



Versus Play

Versus Play

Play a VS. game with a friend using a Game Link cable (sold separately)

The following equipment is necessary to play a Link Game :
2 Game Boy Color units
2 "IT&F Summer Games" Game Paks
Game Link cable (sold separately)

1. Connect the 2 Game Boys with the Game Link cable, and correctly insert the Game Paks into each Game Boy.
2. Switch on the power to both Game Boys.
3. Both players must select VERSUS PLAY from the PLAY SELECT Screen, and then select the event to compete in.

Versus Events

In VERSUS PLAY, depending on the type of event, victory can be decided either in head-to-head battle, or by the highest number of Total Points after 3 attempts.

Events decided in head-to-head battle

100m Dash	p.08
Fencing	p.09
100m Freestyle	p.10
110m Hurdles	p.10
Table Tennis	p.14

Events decided on Total Points

Long Jump	p.08
Javelin	p.09
Weight Lifting	p.11
Pole Vault	p.12
Vault	p.13
Trap Shooting	p.14

Link Cable Caution

The conditions described below can cause the game to malfunction. Therefore, make sure the cable is connected properly. For more information, refer to the Game Boy operating manual.

- The Game Link cable is not connected properly
- The cable was removed or reconnected during play
- The cable is not designed specifically for use with the Game Boy

★ If a malfunction occurs, please check for the above conditions, then restart the game.

Options Mode

Options Mode



Select one of the following items by pressing the Control Pad ↑↓, and press the A Button to enter.

SOUND BGM TEST
Select the desired BGM by pressing the Control Pad ←→. Press the A Button to play, and the B Button to stop.

DATA ALL CLEAR
Delete all RECORDS data.
★ Note : Once data has been deleted it cannot be recovered.

EXIT
Return to the PLAY SELECT Screen.

Event Strategy Guide

100m Dash



Strategy Tip
Your speed depends on how fast you press the A and B Buttons. Practice your button pressing and go for the Gold!!

Long Jump



Strategy Tip
The best jumping angle is 45°. Build up as much power as you can in the run-up, but pay attention to the jump line and the jump angle.

Fencing



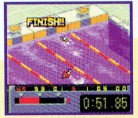
Strategy Tip
Press the Control Pad twice quickly, and then the A Button, to step within reach of your opponent and attack quickly. It is important to keep a safe distance from your opponent!

Javelin



Strategy Tip
The best throwing angle is 45°. Build up as much power as you can in the run-up, but pay attention to the throw line and the throw angle.

100m Free Style



Strategy Tip
Watch your timing and press the A and B Buttons at the best point. The race will be won or lost, depending on your timing.

110m Hurdle



Strategy Tip
Build up your speed by pressing the A and B Buttons as fast as you can, then use precision timing to jump over the hurdles without stumbling!
You will slow down if you knock over a hurdle!

High Jump



Strategy Tip
Stop the Recover Gauge at the best point to clear the bar. A high speed run-up is not enough, because if your timing is off you will end up knocking the bar off!

Weight Lifting



Strategy Tip
Practice your button pressing, and aim to become the strongest weight-lifter in the world!

Pole Vault



Strategy Tip
Build up the Power Gauge by pressing the A and B Buttons as fast as you can, then stop the red sliding cursor as close to the right side of the Power Gauge as possible to use the maximum tension in the pole. Stop the blue sliding cursor as close to the left side as possible to clear the bar.

Vault



Strategy Tip
Enter the commands as fast as you can, and try your best to stick the landing by stopping the Landing Gauge at the best point!
Stick your landing to earn maximum points!

Trap Shooting



Strategy Tip
Carefully line the sights up with the clay skeet, then shoot!
For maximum points don't let the blue skeet get away!

Table Tennis



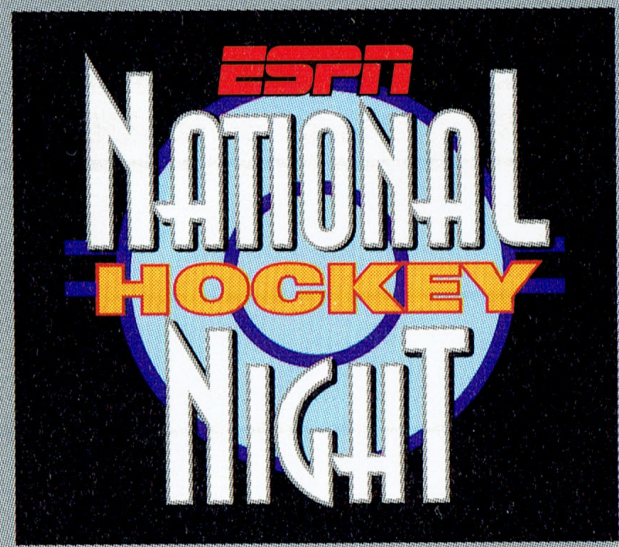
Strategy Tip
If your opponent lobs you a ball, time it right and SMASH it back to him!
Work your way through the tournament and go for Gold!

NOTES

NOTES

COMING SOON TO

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PRINTED IN JAPAN