International Track & Field FAQ

by twitchyx   Updated to v1.0 on Feb 11, 2004

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                  International Track and Field FAQ v1.0
                         For Sony Playstation
                              by twitch
                         twitchyx@yahoo.com
                         January 29, 2004

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Version History:

January 29th, 2004:

I have reorganized some things and added better strategies. I consider
the FAQ fairly complete now so it has been upgraded to v1.0.

January 20th, 2004:
I've decided to write a FAQ for this game since none are currently
available. This is version v.5
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1. Introduction

Welcome. I was in the FAQ writing mood and was looking around Gamefaqs
for a game that needed one when International Track and Field popped
up. I've been playing this game since I was a kid and figured I'd
give writing a FAQ for it a shot. I'm not exactly sure what my plans
are as far as updating goes, but I will most likely update whenever I
have a substantial amount of new material to add. The latest version
of this FAQ can always be found on my website at:

http://smackdown.myrmid.com/smackdown/faqs/trackandfield.txt

If you have any comments or contributions feel free to email me at
twitchyx@yahoo.com . I'll be happy to answer any questions I can and
any contributions you make will be credited.

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you want, just don't forget who it came from!

Finally, if you want to read more of my FAQS or anything else I've
written, please visit my NES website at:

NES SMACKDOWN GT
http://smackdown.myrmid.com

Thanks, and enjoy the FAQ!

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2. Overview

International Track and Field was released by Konami in 1996 to go
hand in hand with the Olympics (which were being held that year
in Atlanta). The game is won by competing in ten events and qualifying
for each of them. In this FAQ I will attempt to give you short
strategies on how to beat each event. Keep in mind that this isn't
the type of game you can just easily blow through, and even with
winning techniques, qualifying in each event can be hard... especially
the high jump.

Never the less, the strategies contained here should definetly
provide you with an advantage in beating this game.

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3. Gameplay and Controls

International Track and Field is little more than a button pusher.

There is a little more to it than that, but on the whole, its
one of those games where the key to winning is how fast you can push
a button. Although the button's functions change with each event, the
layout stays pretty much the same. Here is a brief breakdown of the
controls.

In each event you will be required to alternate between hitting square
and circle in order to raise your power/speed. The faster you hit
these buttons, the stronger/faster your character will become. Some
people use their thumbs, other use their fingers. I find
using my first finger and my middle finger to hit the buttons is the
easiest method. It's a matter of personal choice.

The triangle and X buttons are the action buttons. You only have to
press one of them though. After charging, you'll press triangle or X
to throw/turn/finish/jump. In some events holding the triangle or X
button for longer lengths of time can determine how well your player
does. In events that use the angle meter, holding the triangle makes
the angle meter rise. If the angle meter rises too high then the
player will simply jump (or throw) straight up into the air. If it is
too low and he will barely do anything at all. Although the perfect
angle for each event depends upon the speed you're traveling, I've
done my best to estimate.

And just as a note, at the start up scene you will be able to choose
which country you want to represent. The only difference between
the countries is the uniform your character wears. No team has
any advantages over the others.

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4. Event Guides

While all events are similar in nature, each have different
strategies that should be followed. Below is a list of techniques for
qualifying in each event.

A. 100m Dash

Qualify: 12.50 Seconds
World Record: 9.85 Seconds

This event is pretty straightforward. Just run. Fast. Stamina is not
an issue here, so just hit those buttons as fast as you can. Once you
get to the end of the race press X to throw your hands out for a
dramatic finish.

Be careful not to false start at the beginning of the race (don't
start until it says GO). If you false start more than once you'll be
disqualified.

B. 110m Hurdles

Qualifying: 16.00 Seconds
World Record: 12.91 Seconds

The 110m Hurdles is similar to the 100m Dash, but this time you have
to make it over ten hurdles. Hit X as you approach each hurdle, but
don't wait until the last second or you'll end up falling flat on your
ass. Start your jump about an 1 1/2 inches from the hurdle (or roughly
the size of your character's leg if that makes it easier). Once you
get in the rhythm, the hurdles are pretty easu. Your main concern in
qualifying for this event is speed.

Be careful not to false start at the beginning of the race (don't
start until it says GO). If you false start more than once you'll be
disqualified.

C. 100m Free Style

Qualifying: 1:05.00 Minutes
World Record: 54.01 Seconds

Swim down to the other side of the pool. Right before you reach the
wall hit X to flip over and turn around. Your character will use the
wall to launch herself in the opposite direction. Once again, speed
is the key to victory.

Be careful not to false start at the beginning of the race (don't
start until it says GO). If you false start more than once you'll be
disqualified.

D. Long Jump

Qualifying: 6.5m
World Records: 8.95m

Run to the line and hit X to jump. Holding X will cause the angle
meter to rise, which will affect the length of your jump. While the
best angle is relative to your speed, I've found that for a normal
player an angle of 40 to 50 yields the best results.

E. Triple Jump

Qualifying: 13.50m
World Record: 18.29m

Start off by running towards the white line as fast as you can. When
you reach the line, press X to jump. Your character will leap about 4
feet then land. When he hits the ground immedietly press X again and
he'll jump and land again. Hit X one more time and the character will
launch himself into the air, landing in the sand pit.

From what I've observed, the jumps should look like this:

First Jump = X
Second Jump = Roughly the same amount of distance as X
Third Jump = X + X

So if your first jump is 4m, the second will be close to 4m, and the
third will be around 8m.

Of course this can change based upon the amount of time you hold the
triangle button on the third jump (which will adjust the angle). I've
found there is no reason to adjust the angle on this event. Simply
hit the triangle button normally and the player should jump with no
problem.

F. High Jump

Qualifying: 1.85m
World Record = 2.45m

This is by far the hardest event in the game. I could use some better
tips if anyone has any.

Start by running towards the bar. When the character starts turning
hit X to jump. While in the air hit X again to bring your character's
legs over the bar.

G. Discus

Qualifying: 55.00m
World Record: 74.08m

Power up your character and he will begin spinning counter clockwise.
You should begin holding triangle when the character begins
to turn for the second time and should launch the disc when he faces
the center of the field. Although the best angle is determined by how
powerful your character is, angles between 40 to 50 seem to work best
for me.

H. Hammer

Qualifying = 65m
World Record = 86.74m

Start powering up and your character will begin to spin. He will spin
counter clockwise six times then launch the hammer. On the sixth spin
start holding triangle to raise the angle of the throw. As usual,
anywhere between 40 and 50 is good. Watch the character closely and
release the hammer just as he swings in the direction of the field.

I. Javelin

Qualifying = 70m
World Record = 95.66m

Run towards the line and begin holding triangle when the camera angle
starts changing. Let the angle meter rise to somewhere between 35 and
50, then throw the javelin well before you reach the line. If you
wait until the last second you will most likely foul.

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J. Shot Put

Qualifying = 17.50m
World Record = 23.12m

Start charging and your character will bow down and lift his leg.
As he begins to turn, hold triangle and wait until he faces
the field to let go. Try to launch the shot at an angle between 35
and 45 degrees. This is a pretty hard event and landing the shot in
bounds can take some practice.


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K. Pole Vault

Qualifying = 4.5m
World Record = 6.14m

This is another really hard event that I need a winning strategy for.

Run down the track with the pole. Go as fast as possible. When you
get close to the end press X to jump. If you were running fast
enough you should be launched into the air. Press X again to clear
the pole.

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5. Cheats and Secrets

Full Power Cheat:
This one if rather obvious. Play the game using a turbo controller
and you'll be have no problem raising speed/power. Just don't think
you're gonna fool your friends because "USING CHEAT" will appear
above your power meter. Read the note below for precautions.

Bikinis:
Start a game and at the select screen highlight 100m Free Style.
Press up, Up, Down, Down, Left, Right, Left, Right, Circle, X. When
the event starts you'll all be in bikinis!

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Game Shark Codes:

NOTE: Some of these Full Power codes aren't as great as they seem.
      They can cause some pretty nasty glitches in some events (i.e.
      jumping around the world). I'm including them in the FAQ
      though because they can lead to some hilarious moments.

100m Dash Codes
1. Full Speed Player 1.......................801024AA 417E
2. Full Speed Player 2.......................80103106 417E

110m Hurdles Codes
3. Full Speed Player 1.......................801024AA 417F
4. Full Speed Player 2.......................80103106 417F

100m Freestyle Codes
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5. Full Speed Player 1.......................801024AA 417F
6. Full Speed Player 2.......................80103106 417F


Long Jump Codes
7. Full Speed...............................800B1B96 471F
8. Perfect Angle............................800B1288 0200


Triple Jump Codes
9. Full Speed...............................800B1B96 471F
10. Perfect Angle...........................80103EE4 002D


High Jump Codes
11. Full Speed Run-Up Player 1..............8010256E 42FF
12. Full speed Run-Up Player 2..............801031CA 42FF


Discus Codes
13. Full Power Player 1.....................8010256E 42FF
14. Perfect Angle...........................800B1288 0200
15. Full Power Player 2.....................801031CA 42FF


Hammer Codes
16. Full Power Player 1.....................8010256E 42FF
17. Perfect Angle...........................800B1288 0200
18. Full Power Player 2.....................801031CA 42FF


Javelin Codes
19. Full Power..............................800B1F5E 416F
20. Perfect Angle...........................80103EE4 002D


Shot Put Codes
21. Full Power Player 1.....................801024AA 417F
22. Perfect Angle...........................800B1288 0200
23. Full Power Player 2.....................80103106 417F


Pole Vault Codes
24. Full Speed Run-Up Player 1..............801024AA 417F
25. Full Speed Run-Up Player 2..............80103106 417F


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Secret Stuff:

There are some weird surprises programmed into this game that can
be discovered by doing the following:

If all three of your numbers of your jump distance are the same
(Like 3.33) in the long jump or the triple jump, a mole will
appear behind the crowd.

If the number before the decimal point matches the number after
the decimal point (like 2.2) in the hammer throw, a flock of birds
will appear in the sky.

In the Javelin throw you can hit an UFO if you throw the javelin at
the maximum power with an angle over 60 degrees.

If you manage to qualify in the high jump on your first attempt, set
the bar at least 40cm higher and go again. If you make the second
jump a blimp will appear on the third try.
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If you qualify in the pole jump on your first attempt, set
the bar at least 40cm higher and go again. If you make it the second
time a space shuttle will appear on the third try.

If all three numbers of the distance of your throw are the same
(like 9.99) in the Shot Put, a dinosaur will appear behind the crowd.

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6. Credits

Here is a list of sources I used in the creation of this guide and
other people/companies I'd like to thank.

Game Shark Code Creator's Club - For Game Shark codes.

WWW.IGN.COM - For other codes and secrets.

Konami - For making such a good game.

God - Without him I'd be nowhere.

CJAYC - For hosting my previous FAQ.

Chris - He and I played this game a lot back in the day.

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7. Disclaimer

This FAQ is copyright twitch 2004. International Track and Field is
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in no way connected to Konami.

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End of Guide   ♥ 2004 twitch: twitchyx@yahoo.com