


T H E A C T I V I S I O N

# ~~DECATHLON~~



## T H E G O A L

The goal here is to win.

Very simple.

Score as many points as you can in all  
ten events of the decathlon.

## G O O D L U C K !



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## **P R E P A R A T I O N**

- With power **OFF**, insert cartridge into system. Turn power **ON**.
- Solo decathlete uses left control stick. Two control sticks required for more than one player.
- Press # to begin. Follow on-screen directions to select number of players and type of competition.
- If "practice" is selected, keep pressing # to select event. After completing a single event, press \* to repeat, or # to return to menu.

### **Joystick**

Continually move Joystick to the left and right to run or approach the scratch line. (See "Events").

### **Scoring**

Earn points for each event. Screen displays event score following each attempt, and total score. Score 1,000 points in any event, and a musical tribute will be your reward. Only the highest event score is added to total.



## **S P E C I A L H I G H L I G H T S**

### **Strength Bar**

Registers your relative running or approach speed throughout each event. The faster you move, the closer the bar moves to the right-hand limit.

## **Real-time Clock**

Counts the minutes, seconds and fractions of seconds during all races.

## **Scratch Line**

Don't cross the scratch line before pressing the red button for appropriate events (see next section).

## **Distance Measure**

Distance is measured on-screen in meters for appropriate events.

## **Current Contestant**

The number 1, 2, 3 or 4 appears directly next to the strength bars to remind contestants which decathlete is competing.



## **E V E N T S**

### **100-Meter Dash**

One opportunity. The quicker your time, the higher your points.

### **Long Jump**

Three attempts allowed. Begin with a 30 meter running start, then press the red button just before the scratch line.

### **Shot Put**

Three attempts allowed. Move as quickly as you can to the scratch line, then press the red button.



## **High Jump**

Allowed a maximum of three attempts at each height. Run the 30 meter approach, then press the red button to jump. Successfully "clear" a height and the crossbar raises.

## **400-Meter Race**

One opportunity. A middle-distance race.

## **110-Meter Hurdles**

Ten hurdles at 10 meter intervals. You won't be disqualified for "spilling" a hurdle, but it will slow you down. Press the red button to jump the hurdle.

## **Discus**

Three attempts allowed. Approach the scratch line as quickly as possible, then press the red button.

## **Pole Vault**

Allowed a maximum of three attempts at each height. Run to the vault pit and plant your pole by pressing the red button. Continue to move the Joystick as you vault, and, at the peak, press the red button again to release the pole. Successfully clear a height and the crossbar raises.

## **Javelin**

Three attempts allowed. Run to the scratch line, then press the red button.

## **1500-Meter Race**

One chance in this final event. Pace yourself, then, give it your all!

# THE CLUB OF CHAMPIONS

If your final decathlon score meets or exceeds the following, you're in the club!

Bronze: 8,600 to 8,999

Silver: 9,000 to 9,999

Gold: 10,000 or more

Fill out the attached coupon and we'll send you the appropriate patch. Be sure to write "Dec Coleco" on the envelope.

## COUPON

H05/C30

My Decathlon score is \_\_\_\_\_  
I have attached a picture of my TV screen displaying the score. I am including \$1.00 per patch for shipping and handling. Please enroll me and send my emblem to:

NAME (Please print) \_\_\_\_\_

ADDRESS (Street or P.O. Box) \_\_\_\_\_

CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP CODE \_\_\_\_\_

Please circle those systems you own: Atari 2600, 400, 800, 5200; Coleco; Commodore 64; Intellivision.

Mail your completed form, picture and check or money order (no cash please) to:

ACTIVISION, INC.  
P. O. Box 7286  
Mountain View, CA 94039

The Activision Decathlon was originally designed by David Crane. This Coleco version has been skillfully designed by Action Graphics.



Action Graphics

*David Crane*