

# OFFICIAL RULES

## THE ACTIVISION® DECATHLON





Requiring discipline and sweat, stamina and speed, with muscles opposing muscles, compete in the most celebrated game of the Olympics: the ten events of the decathlon. Earn points for each event. Highest final score wins!

1. **Insert game cartridge** into video game system with power OFF. Then, turn power ON.
2. **Plug Joystick** into left controller port only. One to four contestants may compete, taking turns using the Joystick.
3. **The game select switch** is pressed to choose the number of contestants. This switch may also be used to play individual events. (See "Practice Heats" under "Special Highlights.")
4. **The difficulty switch is not used.**
5. **Use of Joystick Controller.**
  - Hold Joystick with the red button in the upper left corner.
  - Continually move Joystick to the left and right to **run** or to **approach** the scratch line.
  - Press red button to **jump, throw, hurdle, put the shot** or **vault**.
  - Total scores may be reviewed by pressing the red button **before** any event.
6. **To begin the Games**, press game reset switch.
7. **The ten decathlon events are:** 100-Meter Dash, Long Jump, Shot Put, High Jump, 400-Meter Race, 110-Meter Hurdles, Discus Throw, Pole Vault, Javelin Throw and 1500-Meter Race.
8. **Contestants compete separately** in each event. Some events allow more than one attempt per contestant. When all contestants have completed an event, the next event automatically appears.
9. **Scoring.** Contestants earn points for each event. Screen displays the contestant's **event score** following the event, and then each contestant's **total score** is displayed. For the events that allow multiple attempts, only the highest **event score** is added to the total score.
10. **End of competition.** When the last contestant has completed the 1500-Meter run, The Activision Decathlon is concluded. Final scores for all contestants are displayed.



## pecial Highlights

**Speed Gauge.** Registers your relative **running speed** or **approach speed** throughout each event. The faster or quicker you move the Joystick, the closer the gauge measures to **the right-hand limit**.

**Real-Time Clock.** Counts the minutes, seconds and fractions of seconds on the screen during all  **races**.

**Distance Measure.** In each throwing event — Shot Put, Discus, and Javelin — the distance of each throw displays on the screen in meters. The distance measure also calculates how far you jump in the Long Jump.

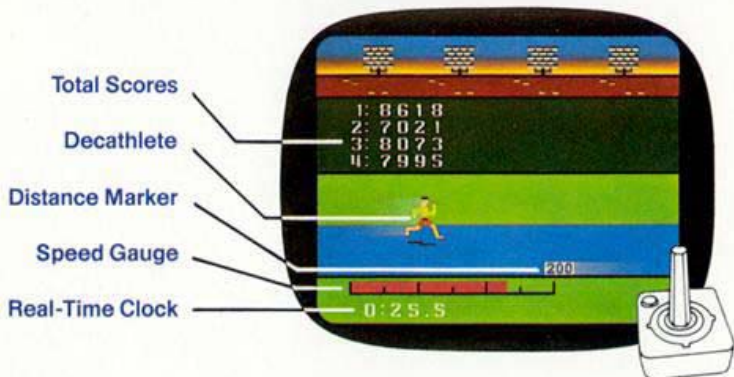
**Scratch Line.** Don't cross the scratch line before pressing the red button to jump the Long Jump, throw the javelin, put the shot or hurl the discus. "Scratching" disqualifies the attempt, resulting in a score of 0.

**Musical Tribute.** Each time you score 1000 or more points in any event, a musical tribute recognizes your special accomplishment.

**Current Contestant.** A small square enclosing the number 1, 2, 3 or 4 reminds all contestants which decathlete is currently competing.

**Practice Heats.** All decathletes can practice any event before the Games.

**Hold** the game select switch down and the name of each event will appear on the screen one at a time. When the event you want to practice appears, release the game select switch and press the game reset switch.







**100-Meter Dash.** Just one opportunity to sprint from start to finish. Explode out of the starting blocks, then give it your all by moving the Joystick as fast as you can for the entire dash. When you see the 100 meter marker, find a final burst of strength. The quicker your time, the higher your points. Every 1/100 of a second matters.



**Long Jump.** Each decathlete gets three jumps. You begin with a running start of 30 meters. Press the red button **just before** you reach the scratch line to jump. The faster you are running when you jump, the farther you'll go. Your longest jump earns the most points.



**Shot Put.** All contestants "put" the shot three times. Move the Joystick as rapidly as you can to approach the scratch line, then press the red button. The quicker your approach, the farther your "put" will go, and the more points you'll earn.



**High Jump.** You are allowed a maximum of three attempts at each height. Your turn ends when you miss the same height three times. There is a 30 meter approach run to the high jump standards. Press the red button to jump. Each time you successfully "clear" a height, the crossbar automatically raises. The higher you jump, the more points will be added to your total.



**400-Meter Race.** It's one middle-distance race. Nothing to throw or jump. Pick your feet up and put 'em down as fast as you can. The distance markers, set every 100 meters, show how far you've run. The faster you complete the race, the more points you'll earn.



**110-Meter Hurdles.** There are ten hurdles to jump over that are positioned at 10 meter intervals. Run by moving the Joystick, and jump the hurdles by pressing the red button. You won't be disqualified for 'spilling' a hurdle, but it will slow you down. And that's important, because the faster you complete the race, the more points you are awarded.



**Discus Throw.** You get three throws, but don't forfeit any of them by "scratching." The approach to the scratch line is just a few feet, so start moving the Joystick as fast as possible before pressing the red button to hurl the discus. The farther the throw, the greater the points awarded.



**Pole Vault.** Each vaulter gets a maximum of three tries at each height. Turn ends when you miss the same height three times. Run to the vault pit and **plant your pole** by pressing the red button. Continue to move the Joystick **as you vault** and, just at the peak, press the red button again to release the vaulting pole. Each time you "clear" a height, the crossbar automatically raises. The higher you vault, the more points you'll get.



**Javelin Throw.** All contestants throw the javelin three times. Run to the scratch line and press the red button to throw the javelin. The farthest of your three throws earns the most points. There's only one event left, so give this one your all.



**1500-Meter Race.** Each decathlete gets one chance to score well in the final event...you'd be too exhausted to race this one twice. Maintain a steady pace for the first 1300 meters and then sprint to the finish. Distance markers are placed every 100 meters, so you'll know how far the finish line is at all times. The faster you complete the race, the higher the number of points you'll earn. **Good luck!**



# The Activision Decathlon Club

If your final score is from 8,600 to 8,999 points, then step up to the first award level and receive your Bronze Medal patch. Let all contestants take special notice if you scored from 9,000 to 9,999 points, and climb to the second award level to receive your spirited Silver Medal patch. Stand at the top award level, where only champions have stood, if you score 10,000 or more points, and be presented with the glorious Gold Medal patch.

Send us a picture of your paramount performance (TV screen), and we'll mail you the appropriate Activision Decathlon Medal patch.

Please write "The Activision Decathlon" and your final score on the bottom left corner of the envelope.



## David Crane's Personal Best Event Scores

EVENT	SCORE	PERFORMANCE
100-Meter Dash	991	10.29 seconds
Long Jump	1148	8.66 meters
Shot Put	949	17.81 meters
High Jump	1025	2.2 meters
400-Meter Race	989	46.2 seconds
110-Meter Hurdles	937	14.19 seconds
Discus Throw	1052	60.75 meters
Pole Vault	1052	5.0 meters
Javelin Throw	996	80.68 meters
1500-Meter Race	994	3:41.00

**TOTAL**

**10,133 points**





## in the Gold Medal Patch

### Tips from David Crane, designer of The Activision Decathlon.

David Crane is a multiple award-winning senior designer at Activision. Recognized as one of the premier designers by the video game industry, David has created Dragster®, Fishing Derby®, Laser Blast®, Grand Prix™, Freeway®, Pitfall!™ and now The Activision Decathlon.

"It won't take you very long to realize that The Activision Decathlon is very physically demanding. Therefore, the best tip I can give you is to **pace yourself**. It won't do you any good to use up all of your energy in the earlier events, only to become too tired to complete the final 1500-meter run.

"Since each event includes some form of running, even if it's just a short approach to the scratch line, it is important to know that you don't have to move the Joystick to its left-hand and right-hand limits. It is only the continual left-to-right **motion** of the Joystick that makes you run.

"Another characteristic of The Activision Decathlon is balance. Remember that every event adds to your final score equally. You must excel in all events, so practice those that you are weakest at.

"Also, watch the speed gauge to measure your progress **as you compete**. If you can keep the red speed bar at 5/6 of the distance towards the right limit of the gauge throughout a race, or at that level when you jump or throw, then you'll score close to 1,000 points and will be on your way to winning the gold.

"But most important, enjoy yourself. Compete at your absolute best and send me a scorecard telling me how your progress is going. I'd love to know how I compare."





Let us get to know you!

If you have questions or comments about our games or clubs, or want to be added to our mailing list, drop us a note or call the "Game Hotline" toll-free at (800) 633-GAME. In California please call (415) 940-6044/5.

**ACTIVISION<sup>®</sup>**

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