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

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Consumer Relations
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V-006-09

THE ACTIVISION DECATHLON

THE GOAL

The goal here is to win.
Very simple.
Score as many points as you can in all ten events of the decathlon.

GOOD LUCK!

OFFICIAL RULES FOR THE COLECOVISION®

PREPARATION

- 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.

SPECIAL HIGHLIGHTS

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.

EVENTS

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!