SPECTRAL ASSOCIATES

QUALITY MICROCOMPUTER SOFTWARE

DECATHLON

100 M

SHOT PUT

JAVELIN

PLUS
4
MORE EVENTS

POLE VAULT

HIGH JUMP

HURDLES

DECATHLON

DECATHLON is an exciting track and field game designed for the Color Computer. DECATHLON requires 64K and is for one to four players.

LOADING INSTRUCTIONS:

Cassette: Load the program by typing CLOADM (enter); if the program does not autostart, type EXEC (enter).

Disk: Type RUN "Decath" (enter).

TROUBLE:

Cassette: If you encounter an FM Error, you are probably trying to load the program using CLOAD or trying to use RUN once the program is loaded. You must CLOADM and EXEC with machine language programs. If you encounter an I/O Error, try loading another copy of the program; both sides of the tape contain several copies of the program.

Disk: If you receive an ?FM Error while loading, you are either trying to LOAD when you should use LOADM or using LOADM when you should use LOAD or RUN. Machine language programs (with a BIN extension) need LOADM and EXEC. Basic programs (with a BAS extension) need LOAD or RUN. If you get an ?IO Error, it doesn't necessarily mean the disk is bad. Try loading other files not saved by your drive. Continual errors may suggest servicing or cleaning of the drive. If our disk continues to give errors, return it within 10 days of purchase for free replacement.

METHOD OF PLAY:

CORRECTING THE COLORS - It is necessary to correct the colors
displayed on the screen if the color of the area enclosed at
the bottom of the screen is not blue. Pressing the reset
button for a second usually will correct the colors. If the
colors are not corrected the first time that reset is
pressed, continue reseting the computer until the colors
are corrected.

LOADING THE HIGH SCORES - To load saved top scores, insert a
cassette which has scores saved on it into the cassette
player, start the cassette player and press "Y".

ENTERING INITIALS - The maximum number of players who can
play at one time is four. While entering initials, ←moves
the cursor counter clockwise, → moves the cursor clockwise,
and ENTER enters an initial, rubs out an initial or ends the
entering of initials, depending on where the cursor is
located.

THE INSTRUCTION MODE - Once all of the players' initials have
been entered, ENTER will move you out of the instruction
mode into the country selection mode. To get instructions
for an event while in the instruction mode, press the
numbered key which corresponds with the event instructions
are needed for. Pressing ENTER while the instructions for an
event are being displayed will cause the game to begin at
that event rather than event one when the game is started.

SELECTING A COUNTRY - Enter the number corresponding to your
country. The anthem of the country selected will be played
at the end of the game.

DIFFICULTY LEVEL - Enter the difficulty level that you want
to play at:
                    1 - Normal Level
                    2 - Easy Level

THE DECATHLON - There are ten track and field events in the
decathlon. For each event, there is a qualifying time,
distance or height which must be achieved in order to
continue on to the next event. For all of the events, there
are three attempts allowed, except for the pole vault and
high jump, where a person can continue until he misses
three times.

The game can be ended at any point by pressing reset.

THE EVENTS

I - The events in order of their occurrence are:

    1 - 100 Meters
    2 - Long Jump
    3 - Shot Put
    4 - High Jump
    5 - 400 Meters
    6 - Hurdles
    7 - Discus
    8 - Pole Vault
    9 - Javelin
   10 - 1500 Meters

II - The Track Events

The object of all of the track events is to complete the
run in the shortest time possible. Tapping ENTER causes
the athlete to run. The higher the tapping speed, the
higher the speed of the athlete. For the hurdles event,
pressing the "J" key will cause the athlete to jump
over a hurdle. The player must start tapping after the
sound of the gun. If the player starts before the sound
of the gun, it is a fault. Each player is given three
attempts at starting correctly.

III - The Field Events

The object of the throwing events is to achieve the
longest throw possible. The object of the jumping events
is to achieve the longest or highest jump possible,
depending on the event. The higher the speed of the
tapping of ENTER, the higher the speed of the athlete.
The higher the speed of the athlete, the better the throw
or jump. For events with an angle of ascent involved,
the optimum angle is between 38 degrees and 45 degrees,
depending on the event.

1 - Long Jump - The player must begin after the tone.
Pressing the "J" key will cause the athlete to jump.
The athlete may touch the fault line, but may not cross
it. The angle of ascent of the athlete is determined by
the length of time the jump key is held in.

2 - Shot Put - The player must begin after the tone. Pressing the "J" key will cause the athlete to throw the shot. The athlete may not cross the fault line. The angle of ascent of the shot is determined by the length of time the throw key is held in.

3 - High Jump - The player must begin after the tone. The player must press the "J" key to jump up before reaching the bar. Pressing the "J" key again will cause the athlete to kick up over the bar.

4 - Discus - The player must begin after the tone. Pressing the "J" key will cause the athlete to throw the discus. The athlete may not cross the fault line. The angle of ascent of the discus is determined by the length of time the throw key is held in.

5 - Pole Vault - The player must begin after the tone. The player must press the "J" key to place the end of the pole in the vaulting box and jump up. Pressing the "J" key again will cause the athlete to push up over the bar.

6 - Javelin - The player must begin after the tone. Pressing the "J" key will cause the athlete to throw the javelin. The ahtlete may not touch or cross the fault line. The angle of ascent of the javelin is determined by the length of time the throw key is held in.

THE END OF THE GAME: The game ends when all of the athletes have either completed all of the events, or not qualified to continue. At the end of the game, the players' final point totals are displayed, as well as the name of the champion.

Pressing the "Y" key when the computer displays "PLAY AGAIN SAME PLAYERS?" will start the game again at event one with the same players.