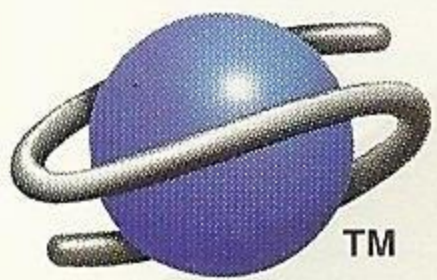SEGA SPORTS™

SEGA SATURN™

Decathlete™

81115

WARNINGS
READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- ❏ The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn system.
- ❏ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ❏ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ❏ Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.

Visit Sega's Internet Sites at:

web site:	http://www.sega.com
email:	webmaster@sega.com
CompuServe:	GO SEGA

For French Instructions, please call:
Instructions en français, téléphoner au: 1-800-872-7342

Contents

Starting Up

1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2.

   Note: *Decathlete™* is for one or two players.

2. Place the *Decathlete* disc, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo appears on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.

4. If you wish to stop a game in progress and return to the on-screen Control panel, simultaneously press Buttons A, B, C and Start on the Sega Saturn Control Pad. When the game Title screen appears press again to go to the on-screen Control panel.

Important: Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.
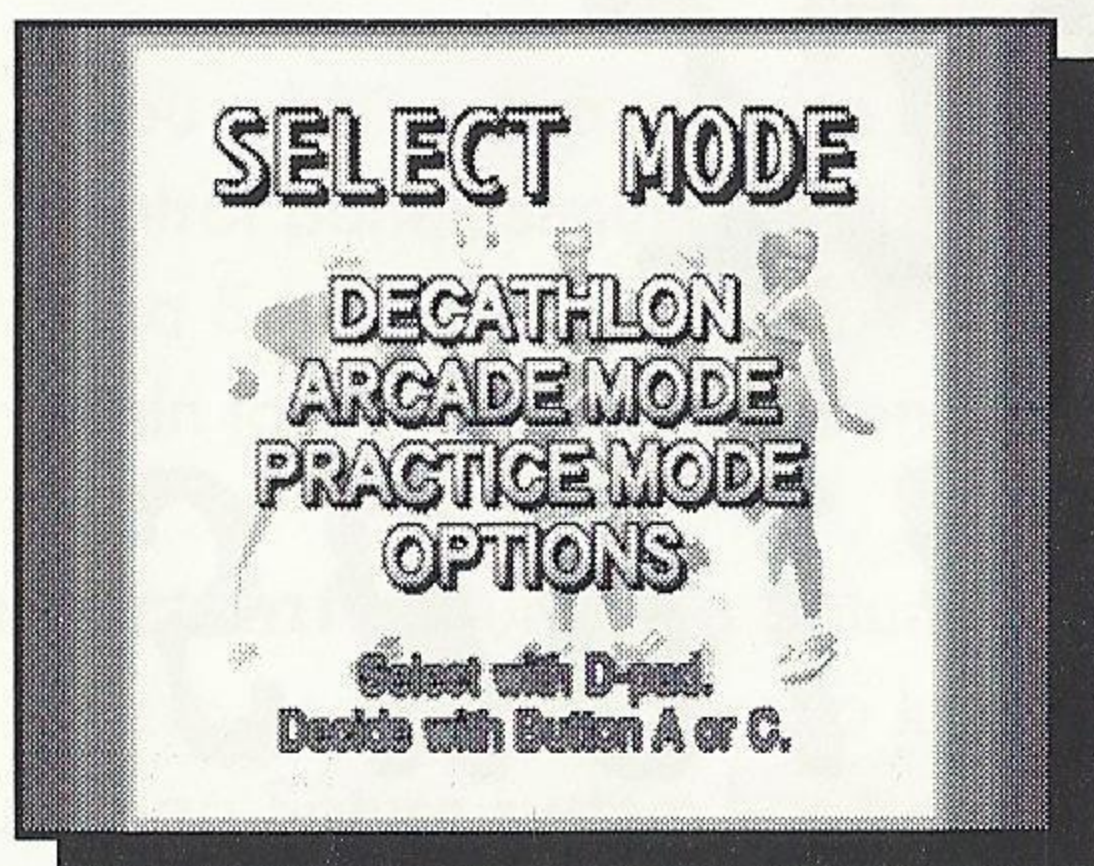
Place CD

Control Pad 1

Control Pad 2
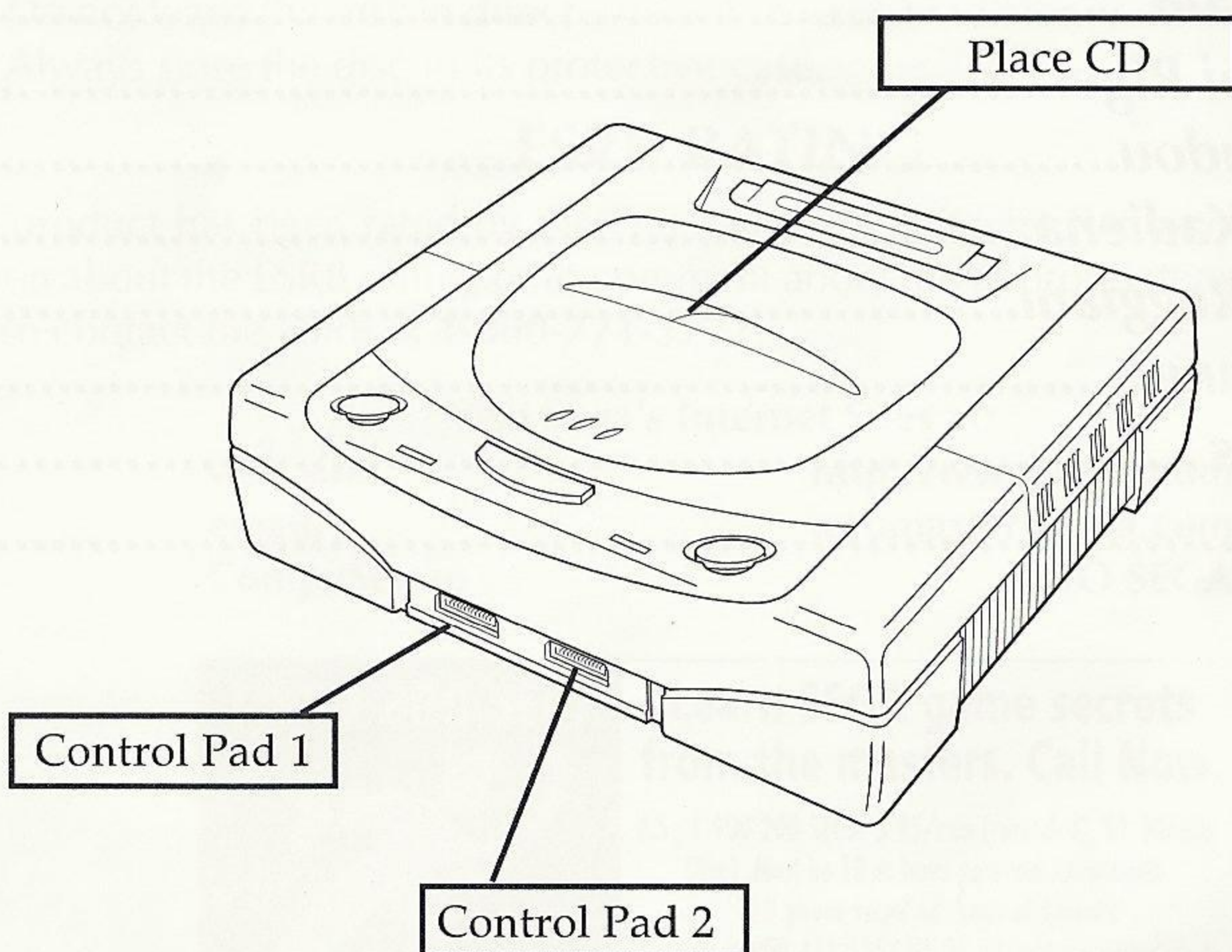
Decathlete

FIERCE COMPETITORS NEED ONLY APPLY!

Getting Started

After the Sega and Sega Sports logos, the Title Screen appears. Press Start to advance to the Select Mode Screen, or wait a few seconds to see the game demo. At any time during the demo press Start to bring up the Title Screen.

From the Select Mode Screen you can choose to play one of the game modes or change features of the game in Options.
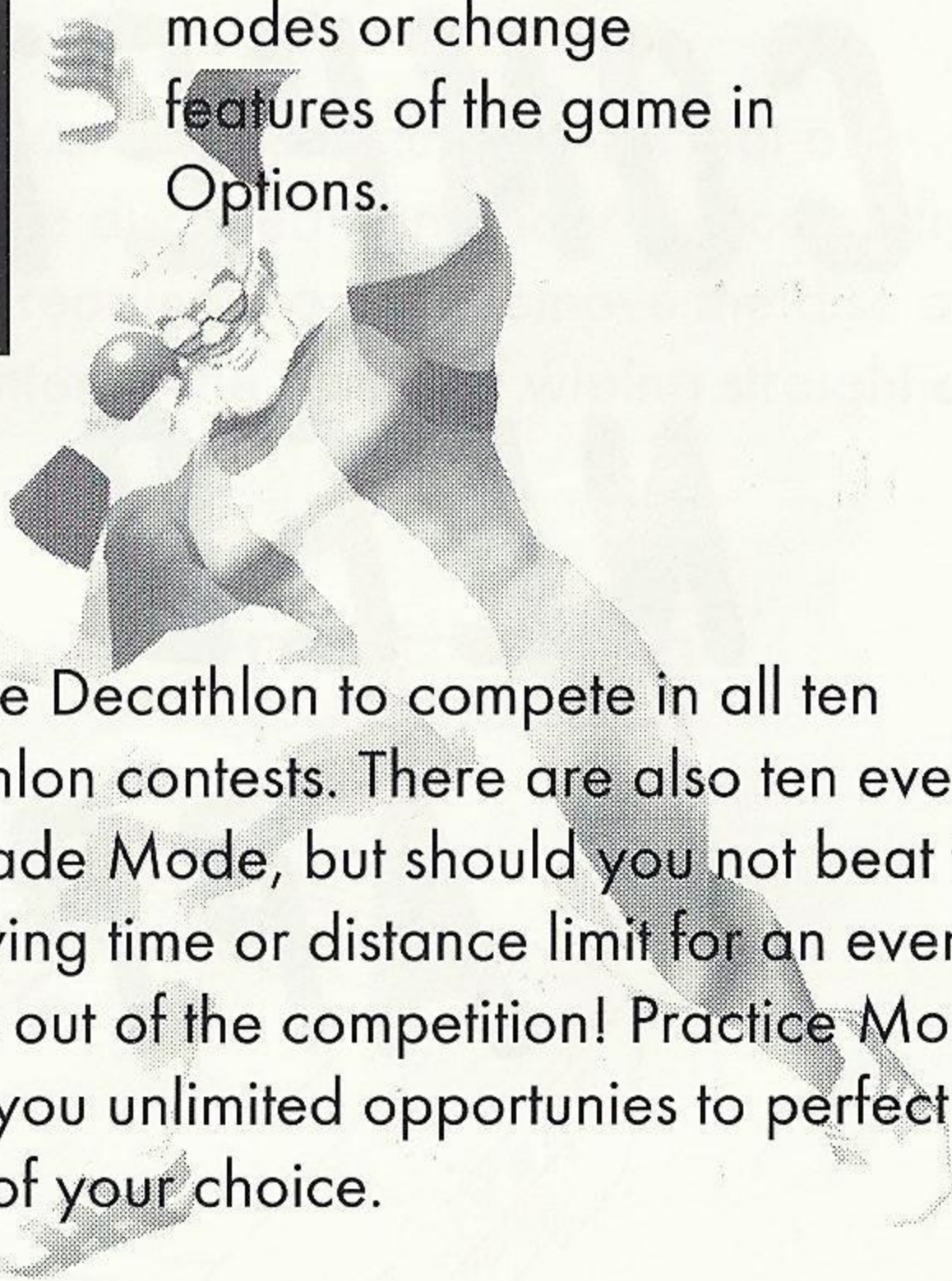
Choose Decathlon to compete in all ten Decathlon contests. There are also ten events in Arcade Mode, but should you not beat the qualifying time or distance limit for an event you're out of the competition! Practice Mode offers you unlimited opportunies to perfect the event of your choice.

Press the D-Pad UP or DOWN to highlight your choice, and press Button A or C to select.

Controlling the Athlete

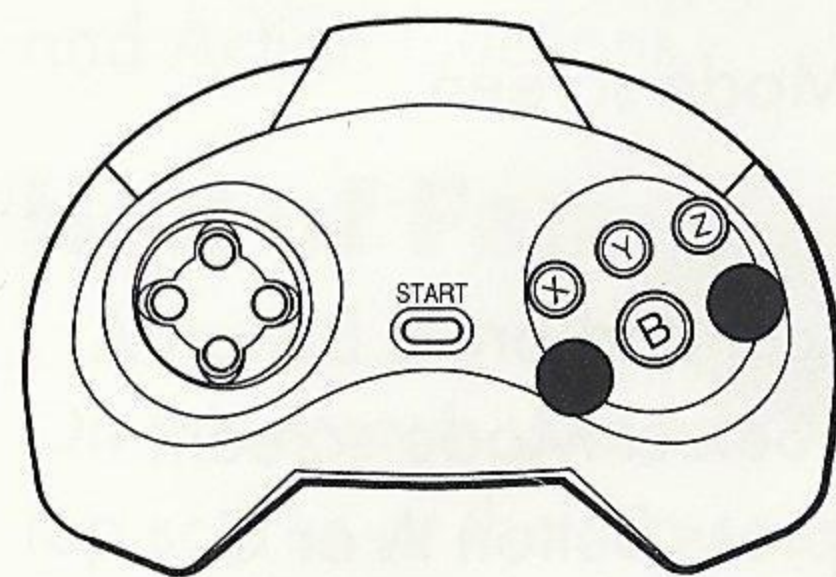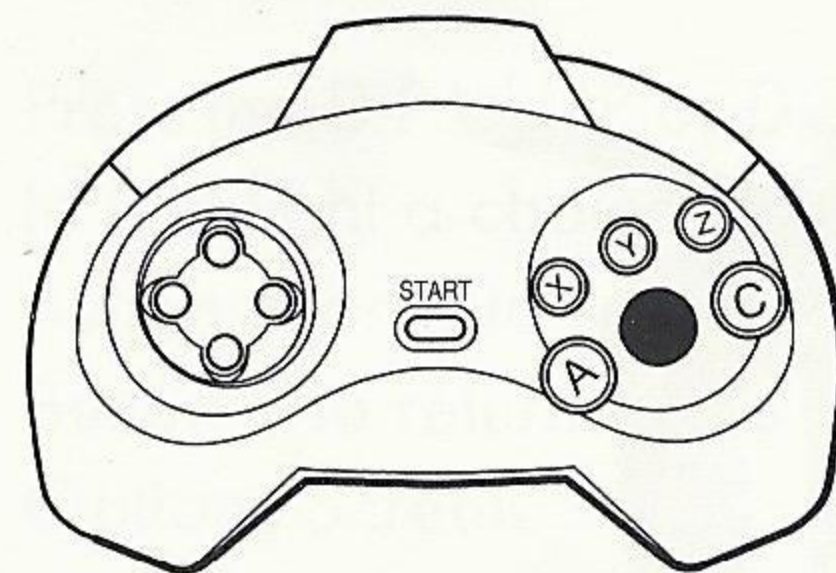|	**Pre-game**	**During Competition**
Start	Starts game Returns game to the Select Mode screen	Pauses game; resumes play when paused
D-Pad	Highlights selections Sets options	Controls athlete in Discus Throw (p. 17) and 1500-Meter Race (p. 19)
Buttons A and C	Confirms selections	Used as the Run/Power Button (see the individual events for specific use)
Button B	Cancels selections	Used as the Action Button (see the individual events for specific use)
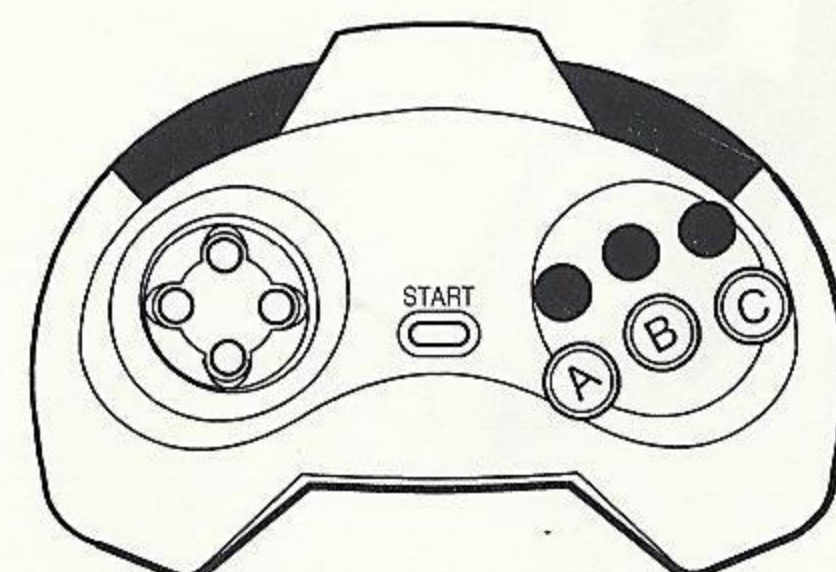
Note: Buttons X, Y, Z, L and R are not used as default controls. To change button functions, see page 7.

5
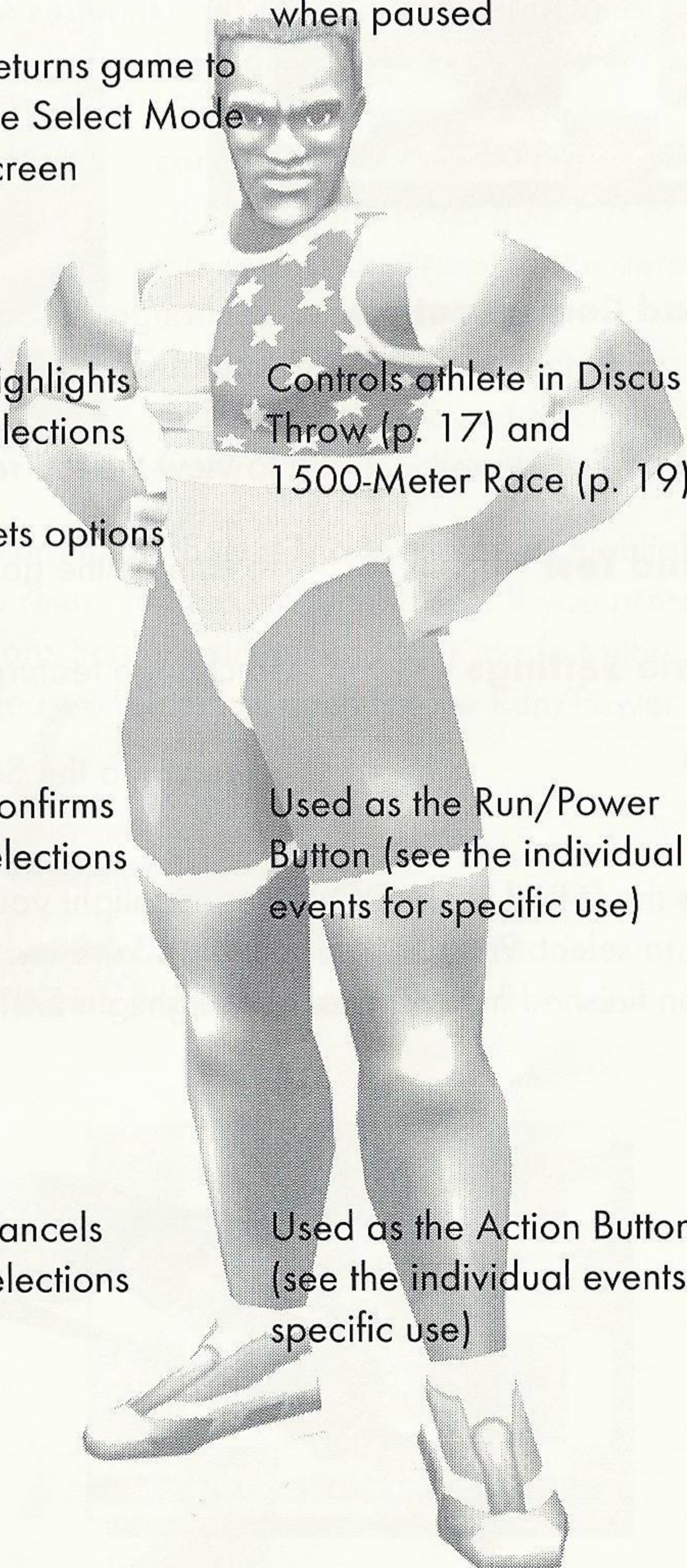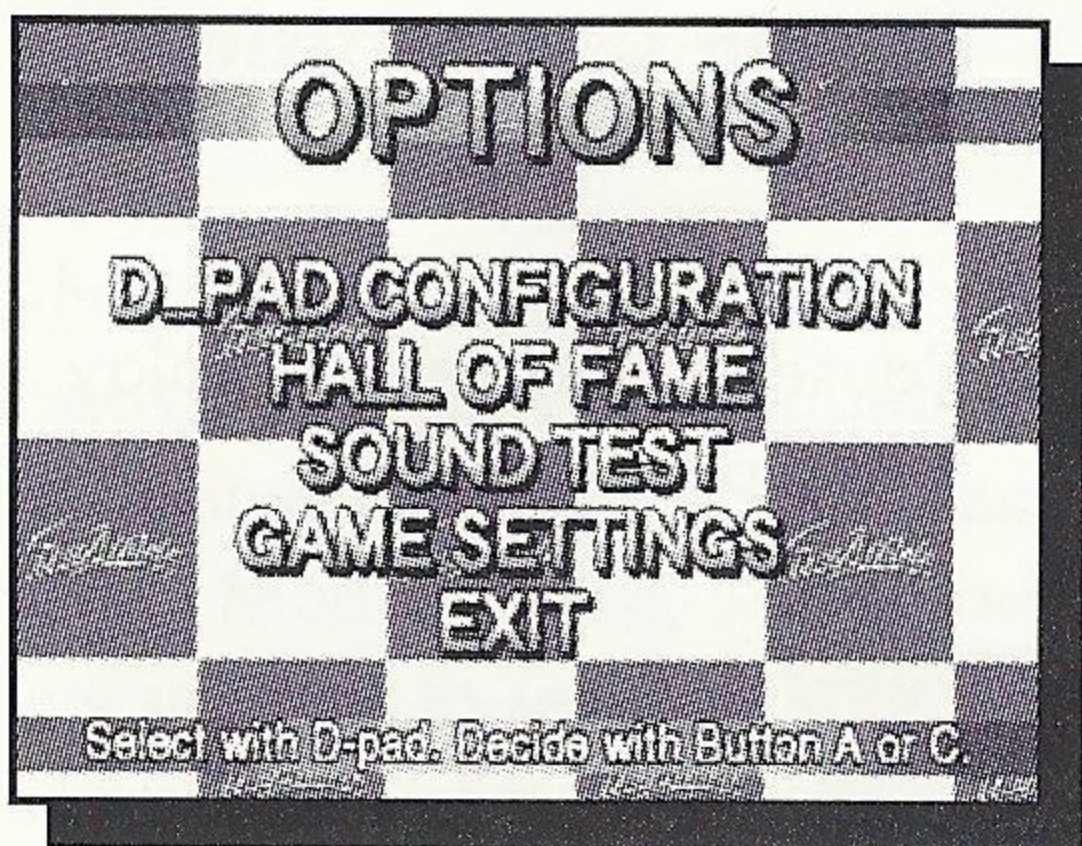
Options

On the Options Screen five features are listed. Select:

D-Pad Configuration   to change the button functions for the Sega Saturn Control Pad.

Hall of Fame   to view the top records for Decathlete.

Sound Test   to sample the game's music and sound effects.

Game Settings   to change features for any Mode.

Exit   to return to the Select Mode screen.

Press the D-Pad UP or DOWN to highlight your choice, and press Button A or C to select. Press Start or Button B to return to the Select Mode screen. When finished making changes, highlight EXIT and press Button A or C.

D-Pad Configuration

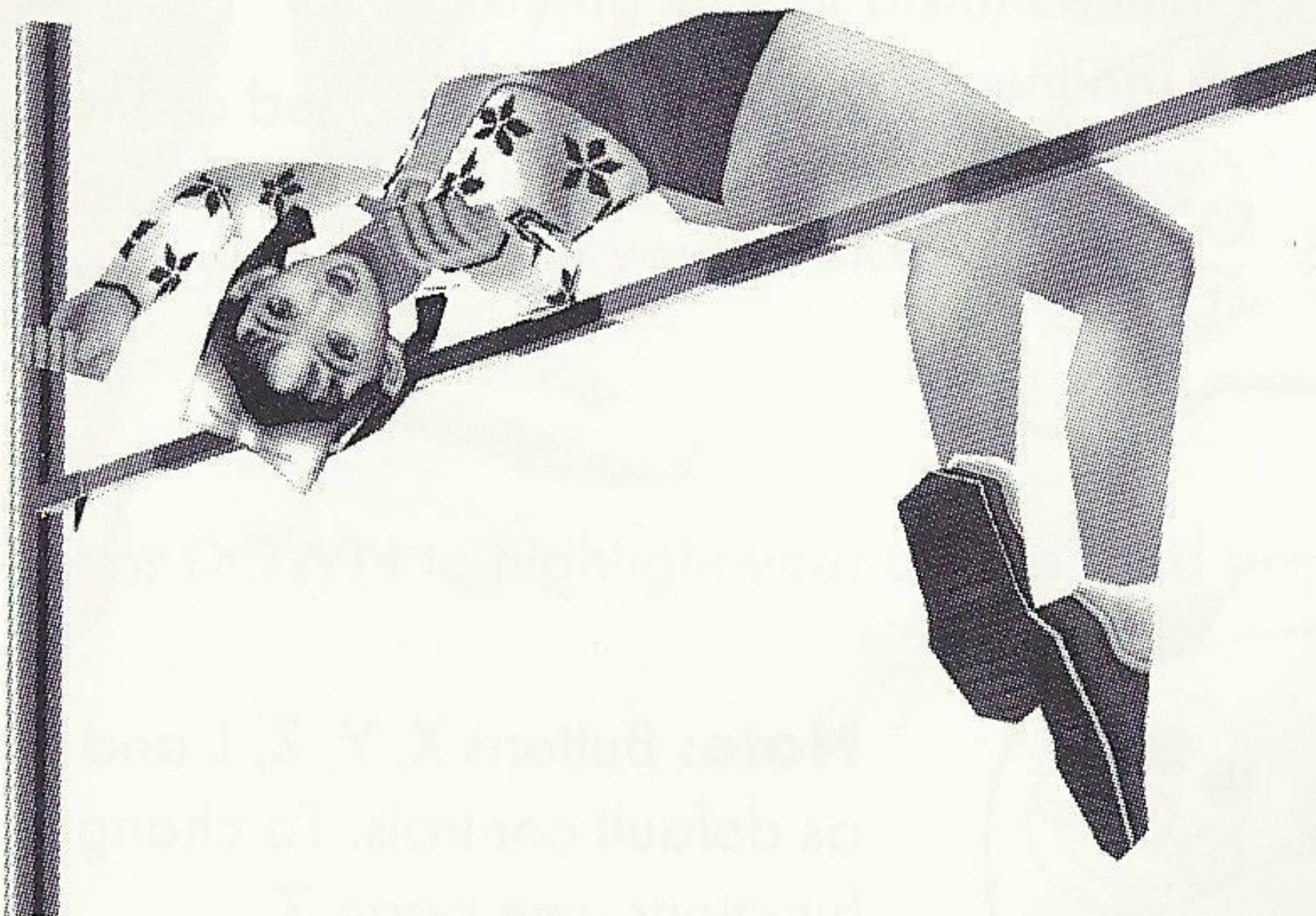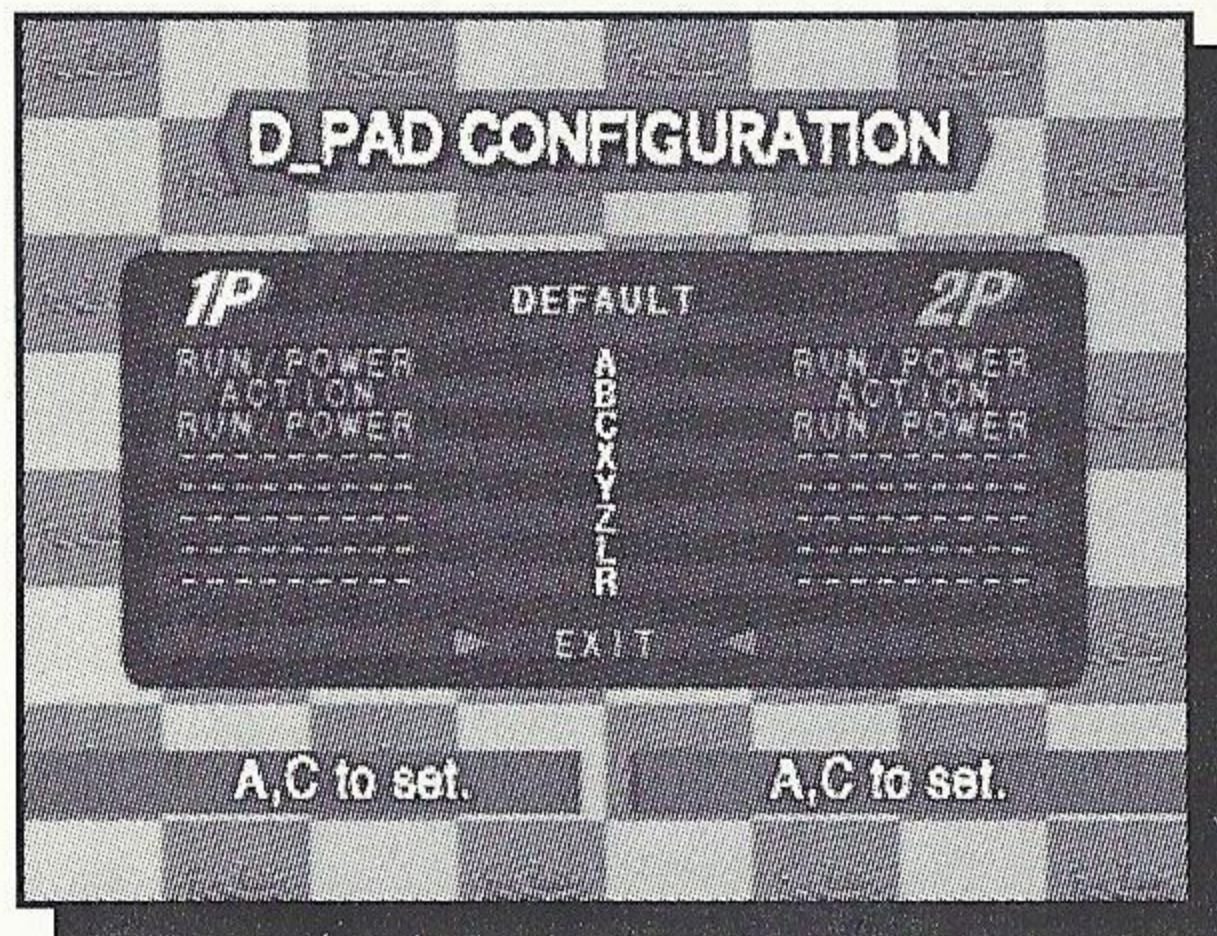You have three choices for each control: RUN/POWER, ACTION, or no function (indicated by the dotted line). For more on the control functions, see the events, pages 14-19.

To select a control, press the D-Pad UP or DOWN until the control is highlighted. Then press the D-Pad LEFT or RIGHT to change the control function. If you highlight DEFAULT and press Button A or C, the controls are reset to the default settings. Make sure that two Control Pads are connected in order for both players to change Control Pad functions.

When finished, press Start to return to the Select Mode screen or highlight EXIT and press Button A or C to return to the Options Screen. If you press Button B, you return to the Options Screen without changes made to the controls. Make sure you set at least one control each for the Run/Power and Action functions.

Hall of Fame

On this screen you can view either the Decathlon or Arcade Mode overall top scores or the top scores for the individual events in Event Records.

Press the D-Pad UP or DOWN to highlight a choice, and press Button A or C to select. Press Button B to return to the Options Screen.

ARCADE MODE
Best 5 Decathletes

RANK	NAME	SCORE		DATE
1ST		0pts	JPN	Jun. 17 '96
2ND		0pts	USA	Jun. 17 '96
3RD		0pts	RUS	Jun. 17 '96
4TH		0pts	CHN	Jun. 17 '96
5TH		0pts	GER	Jun. 17 '96

Select with D-pad. A.C to set.
Press Button B to Exit.
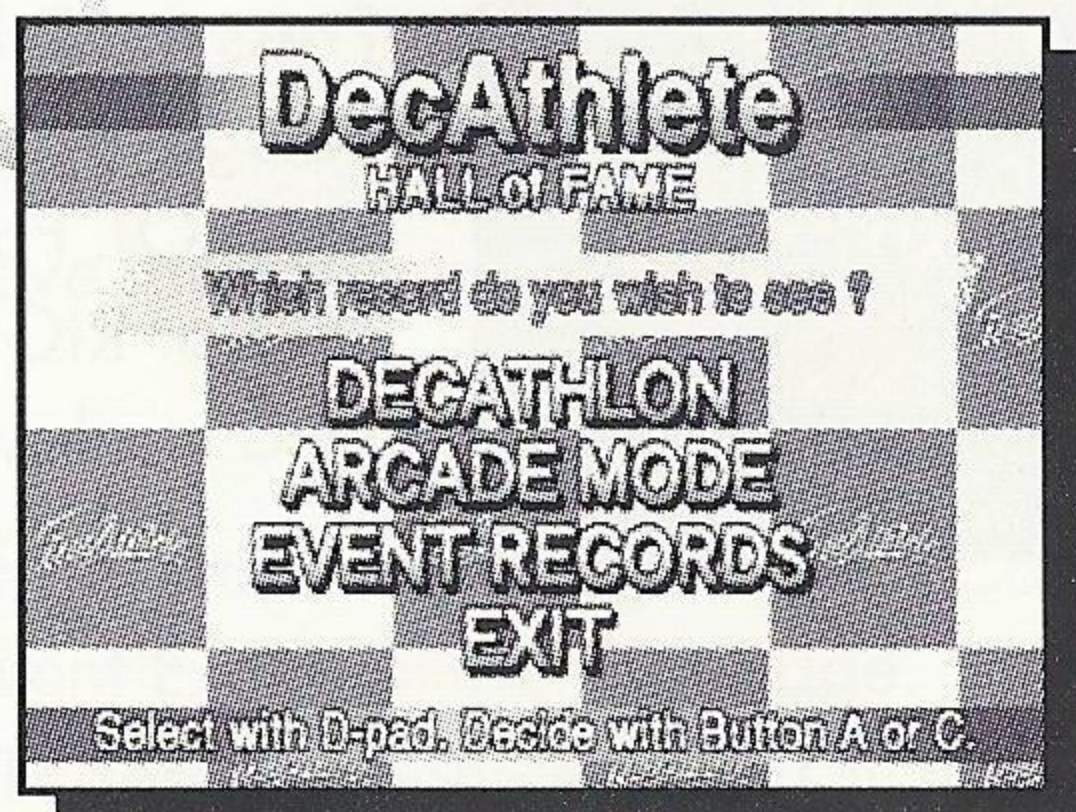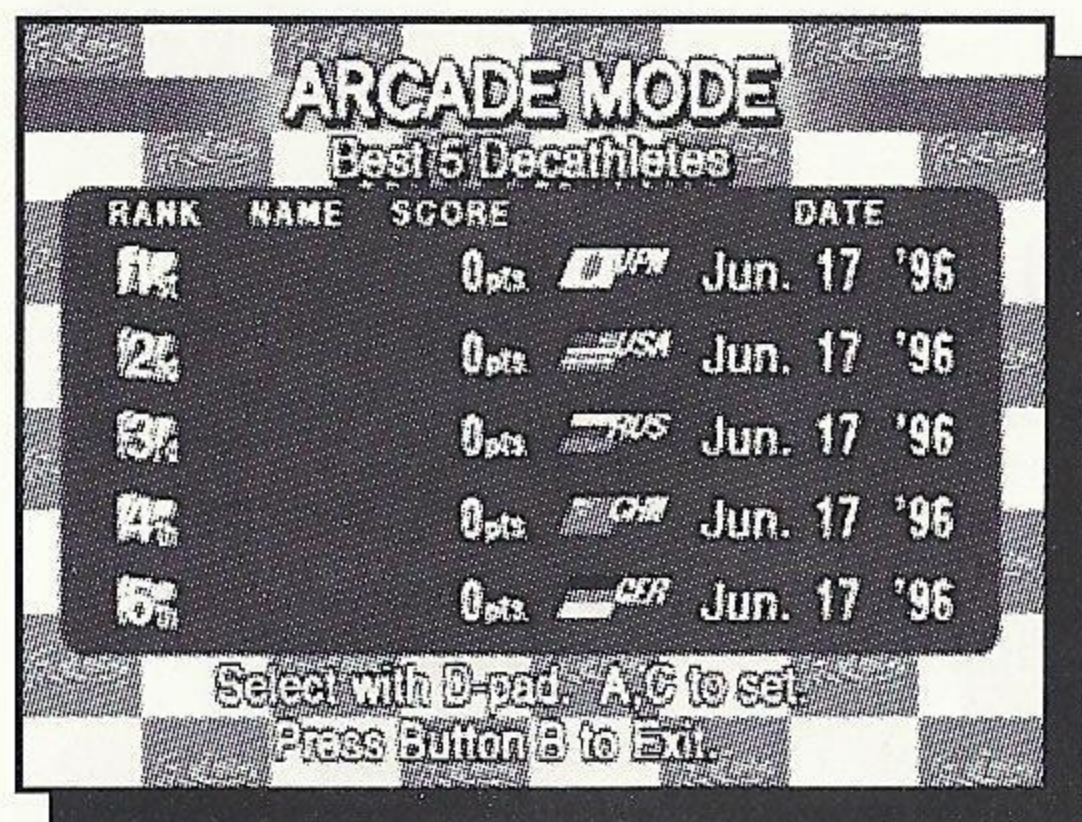
From the Decathlon or Arcade Mode high score screens, you can check out the individual event results for any of the athletes listed. Press the D-Pad UP or DOWN to highlight your choice, and press Button A or C to select. After reviewing the scores, press Button B to return to the Hall of Fame main screen.

You can also review the top five scores for any Decathlon event with Event Records. Press the D-Pad UP or DOWN to bring up the event top score screen. When finished, press Button B to return to the Hall of Fame main screen.

100-METER DASH
Best 5 Records

RANK	NAME		REC.
1ST	HAY	FRA	10.80s
2ND	RIC	USA	10.90s
3RD	JOE	JPN	11.00s
4TH	ELE	FRA	11.10s
5TH	KAR	GER	11.20s

100m DASH
LONG JUMP
SHOT PUT
HIGH JUMP
400m RACE
110m HURDLES
DISCUS THROW
POLE VAULT
JAVELIN THROW
1500m RACE

Select with D-pad.
Press Button B to Exit.

From the Hall of Fame main screen press Start or highlight EXIT and press Button A or C to return to the Select Mode Screen.

Sound Test

With this feature sample any of the Background Music (BGM) or Sound Effects (SE) tracks for Decathlete.

SOUND TEST
BGM   1
SE   1
AUDIO   STEREO
      EXIT

Decide with Button A or C

Press the D-Pad UP or DOWN to highlight the category of your choice (BGM, SE, or AUDIO). For BGM or SE, press the D-Pad LEFT or RIGHT to select a track, then Button A or C to play it. Press Button B to stop the track.

With the AUDIO feature choose either STEREO or MONO (monaural) sound for your stereo system. Press the D-Pad LEFT or RIGHT to select.

When you are finished making adjustments, highlight EXIT and press Start or Button A or C.
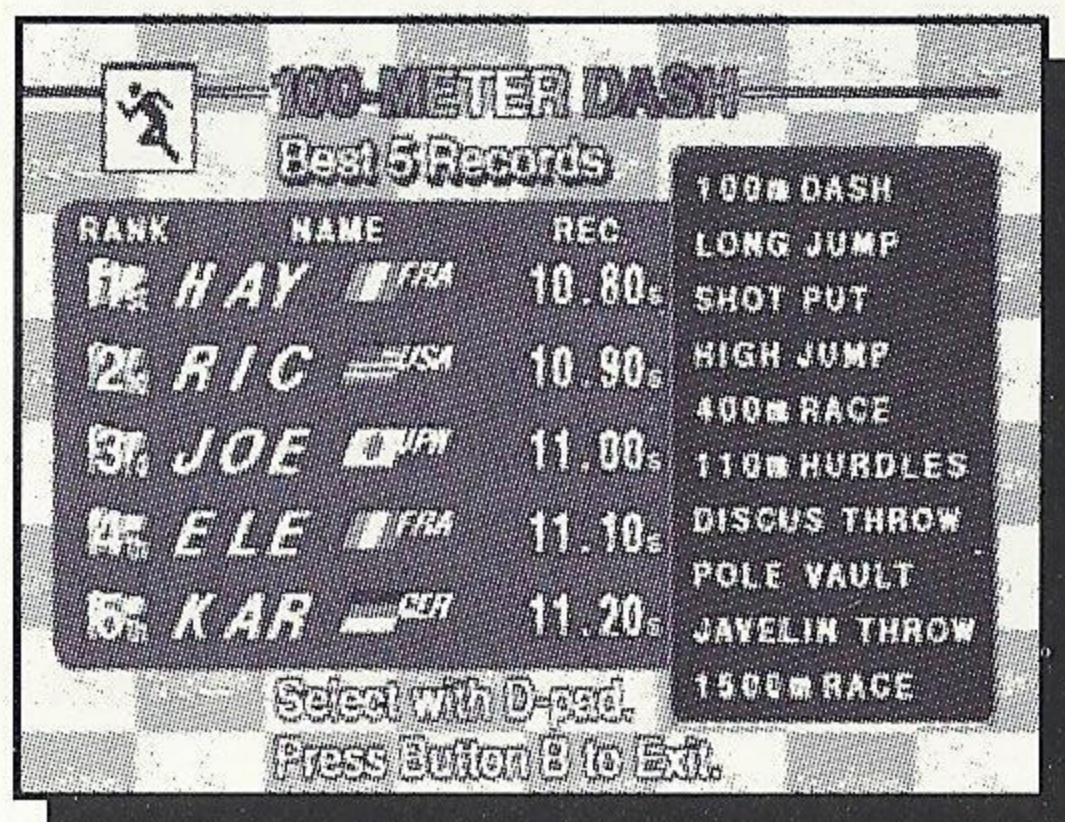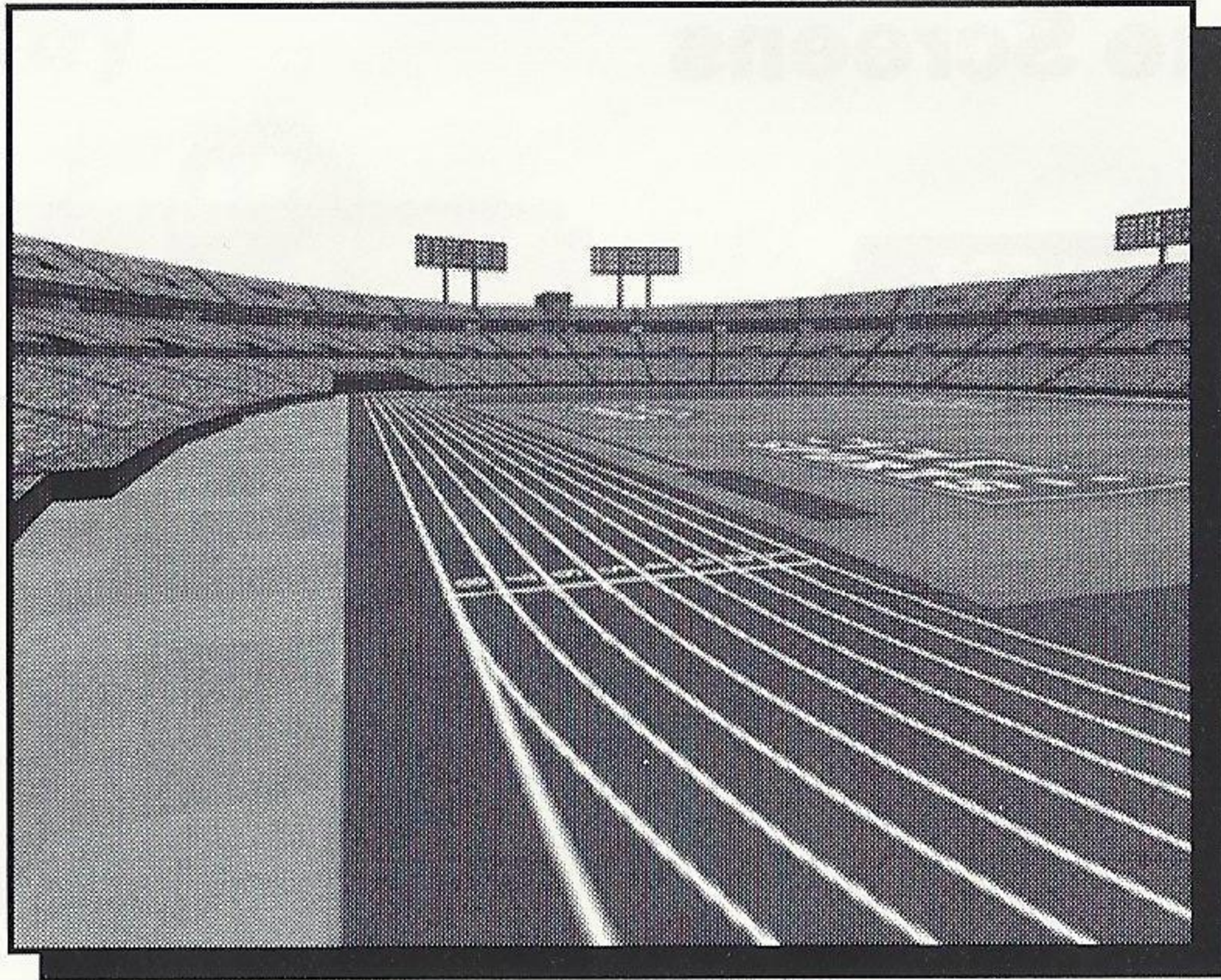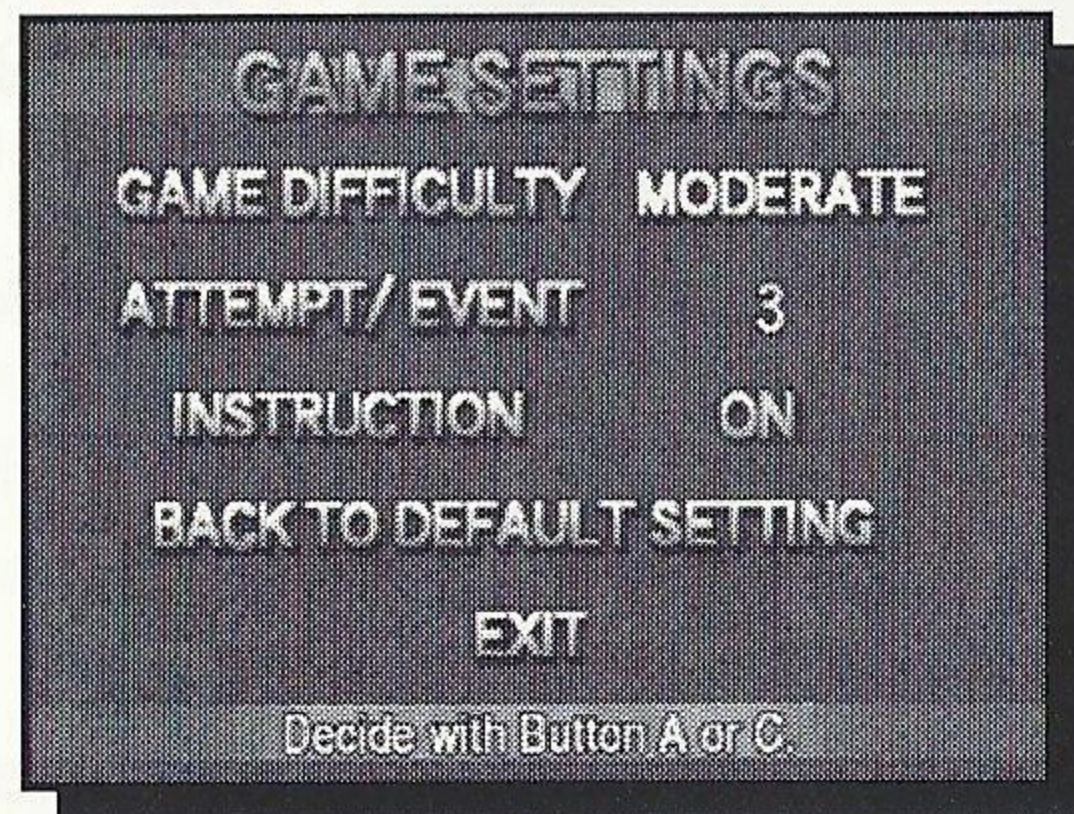
Game Settings

There are game features you can change through Game Settings. To change a feature, press the D-Pad UP or DOWN to highlight it, and LEFT or RIGHT to change the setting.

GAME SETTINGS

GAME DIFFICULTY   MODERATE
ATTEMPT/EVENT   3
INSTRUCTION   ON
BACK TO DEFAULT SETTING
EXIT
Decide with Button A or C.

Game Difficulty (Easy, Moderate, Hard, Hardest)
The more difficult the game, the higher the qualifying time and distance limits in the events of Arcade Mode.

Attempts/Event (1-3)
Pick the number of attempts you have for non-running events.

**Instruction (On, Off)**
If On is selected an explanation of how to use the Sega Saturn Control Pad for each event is displayed. See Event Explanation, next page.

When you press Button A or C with BACK TO DEFAULT SETTING highlighted the default setting for the above features are restored.
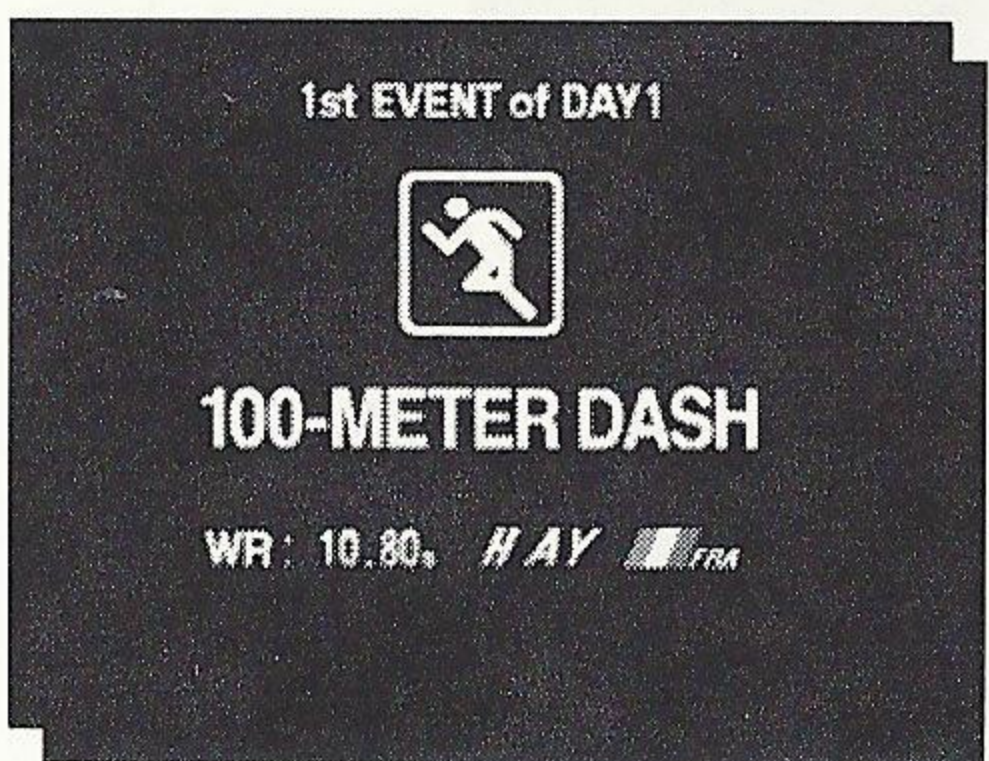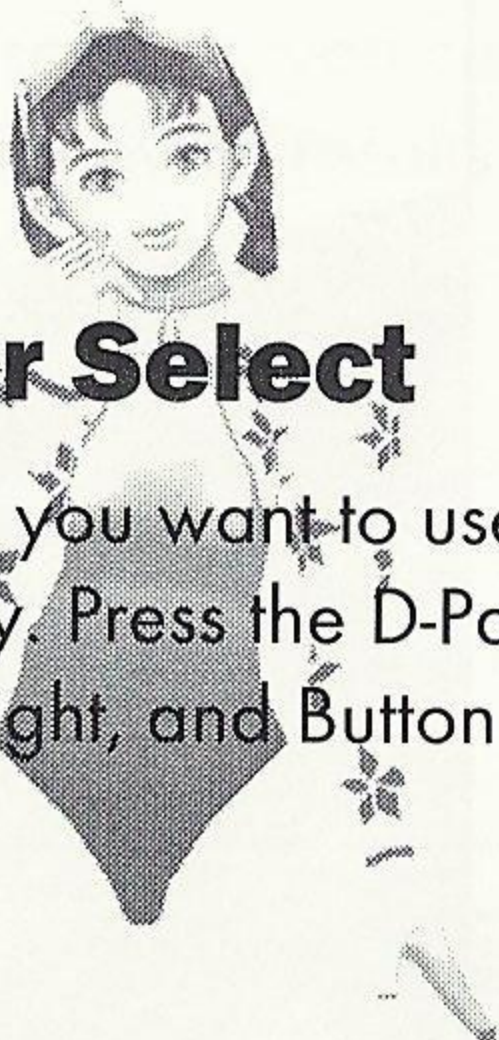
When you are finished making adjustments press Start or highlight EXIT and press Button A or C.
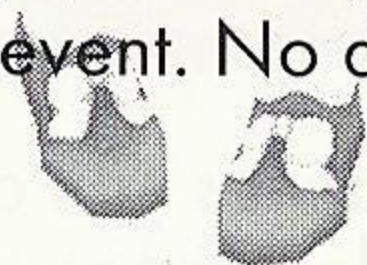
Pre-game Screens
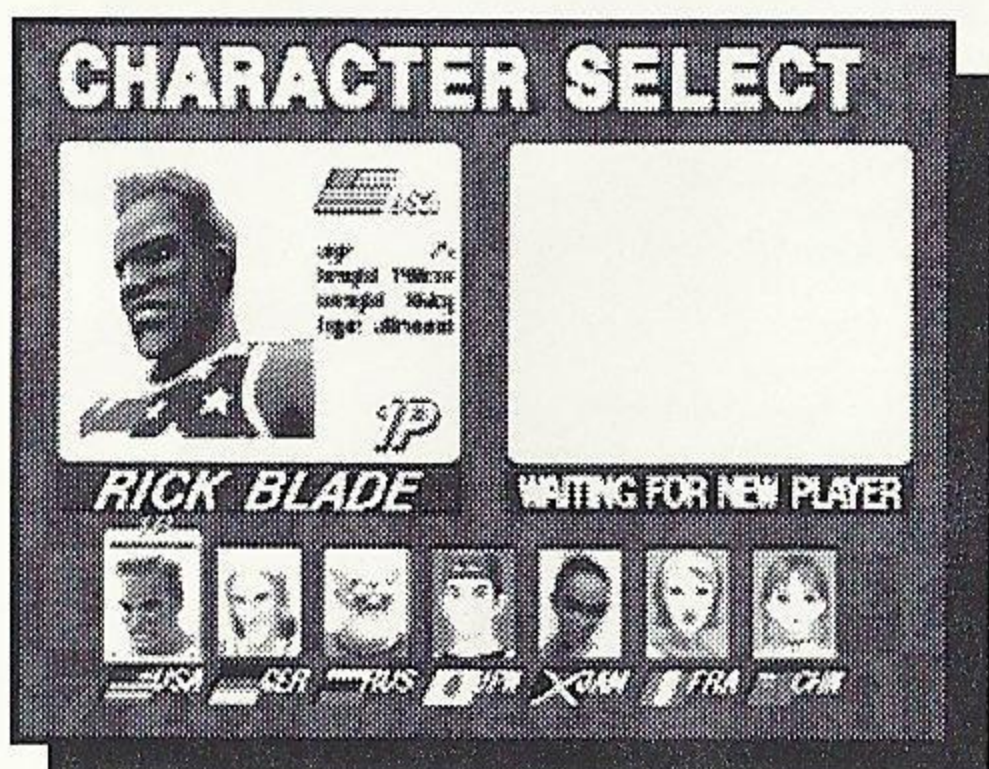
Character Select

Pick the athlete you want to use in your quest for victory. Press the D-Pad LEFT or RIGHT to highlight, and Button A or C to select.


Event Announcement

This screen displays the event you are about to compete in and the world record holder of the event. No doubt you can do even better!

Event Instruction

The Event Instruction screen displays the Control Pad controls needed for the event and how to use them for successful results. Press Button A or C to skip the explanation. You can choose whether to have the explanation appear or not through Game Settings (see previous page).
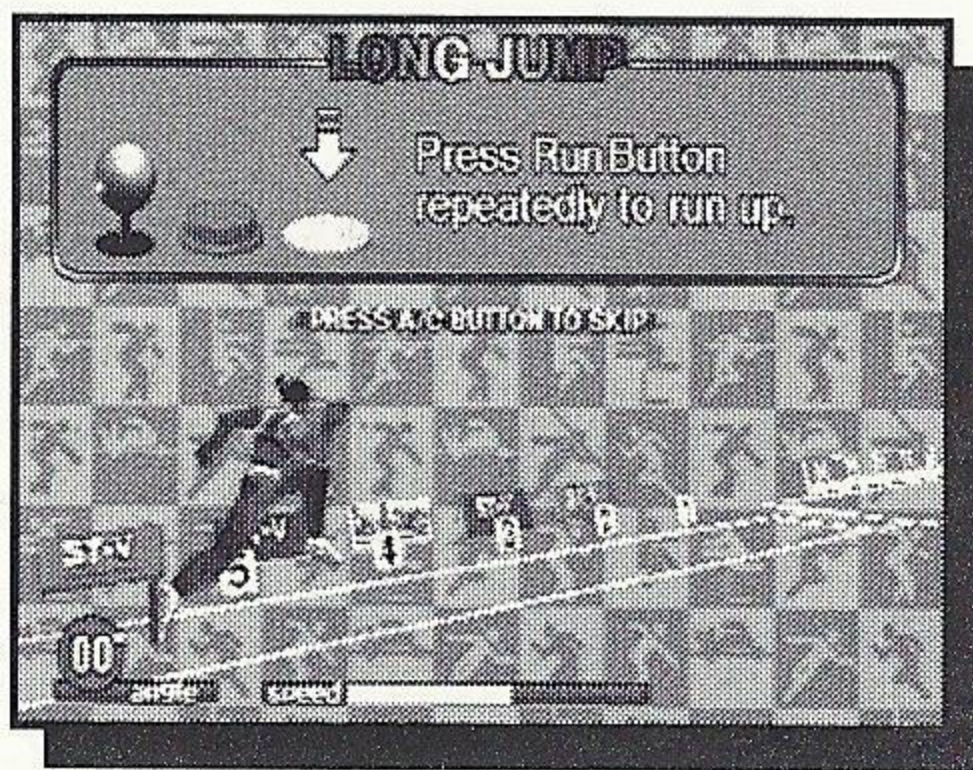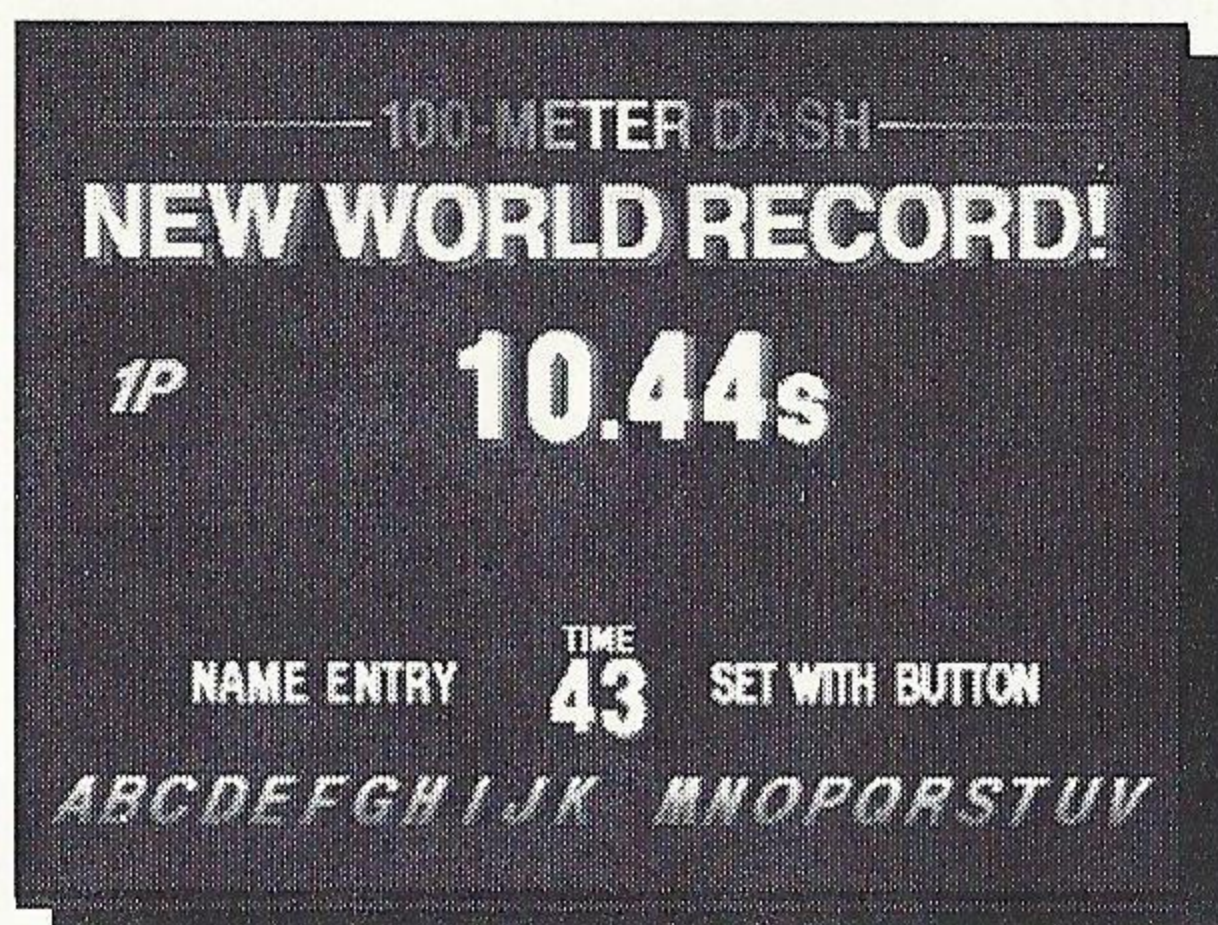

Event Results

After the event your time or distance for the event, event score, and total score are listed. Didn't get a satisfactory result? There's no reason not to try again!

Name Entry

For outstanding performance you are invited to enter your initials in the top five records. You are asked to do so when:
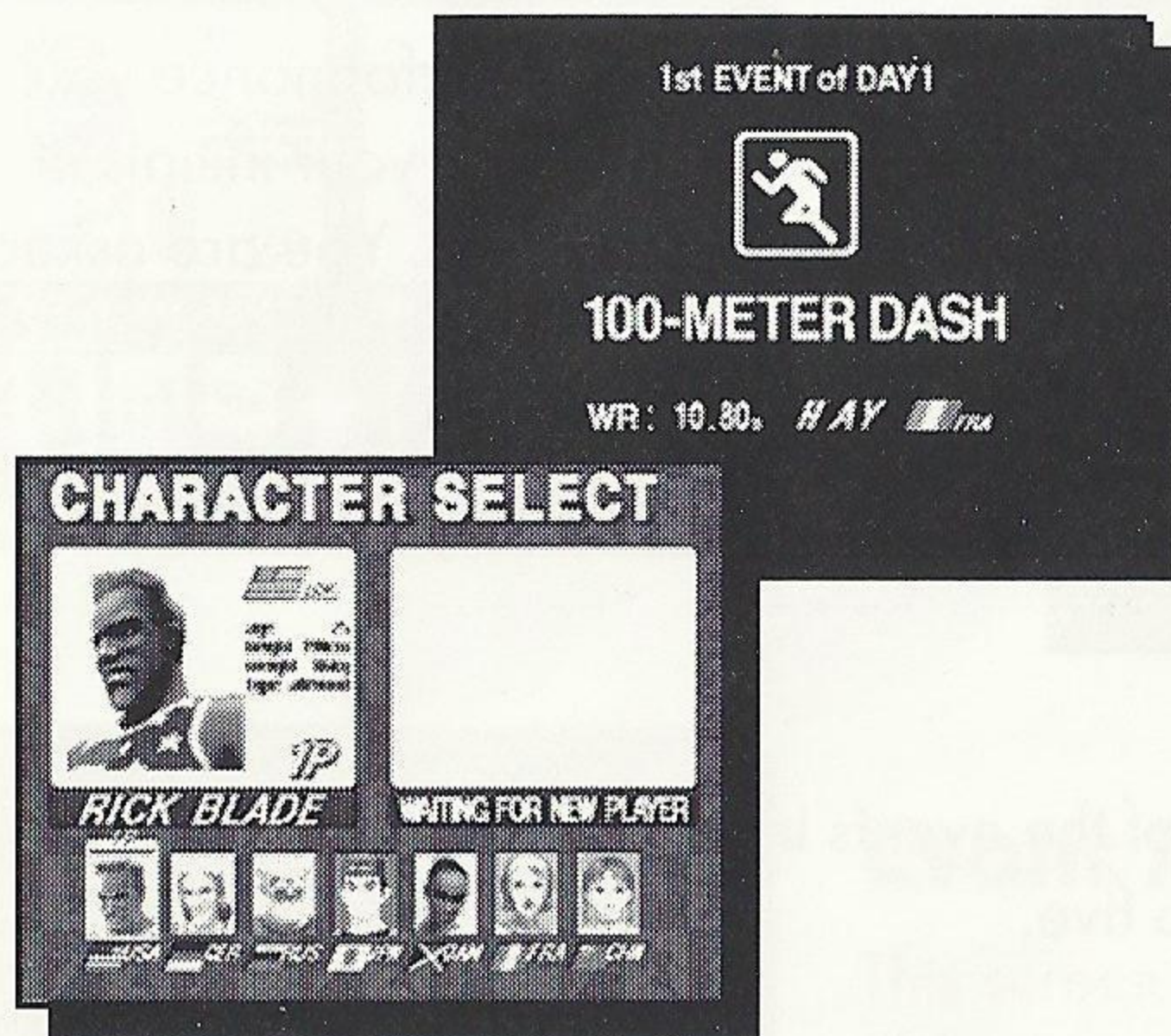
- Your overall score for all of the events in Decathlon or the Arcade Mode is in the top five.

- Your score for one of the events in Decathlon or the Arcade Mode is in the top five.

Press the D-Pad LEFT or RIGHT to highlight a character, and press Button A or C to select. Highlight the arrow and press Button A or C to delete a character. When finished, highlight END and press Button A or C. If all three characters are entered, your record is automatically entered.

Note: The Name Entry screen appears only the first time you score in the top five. Your initials are added to the record books automatically if you score in the top five again.

Game Modes

Decathlon

After the Character Select Screen (p. 10) and the Event Announcement (p. 10), the first of the ten events begins. Get ready because you'll be racing in the 100-Meter Dash!

If you score in the top five for an individual event, or your overall score is in the top five, put your initials in the record book. The Name Entry Screen appears the first time you score in the top five.

Arcade Mode

In this mode you compete in all of the events available in Decathlon Mode, except that here you need to attain a qualifying event limit or better. Otherwise the games are over for you!

When you select this mode the Character Select Screen appears (p. 10), followed by the Event Announcement screen (p. 10).
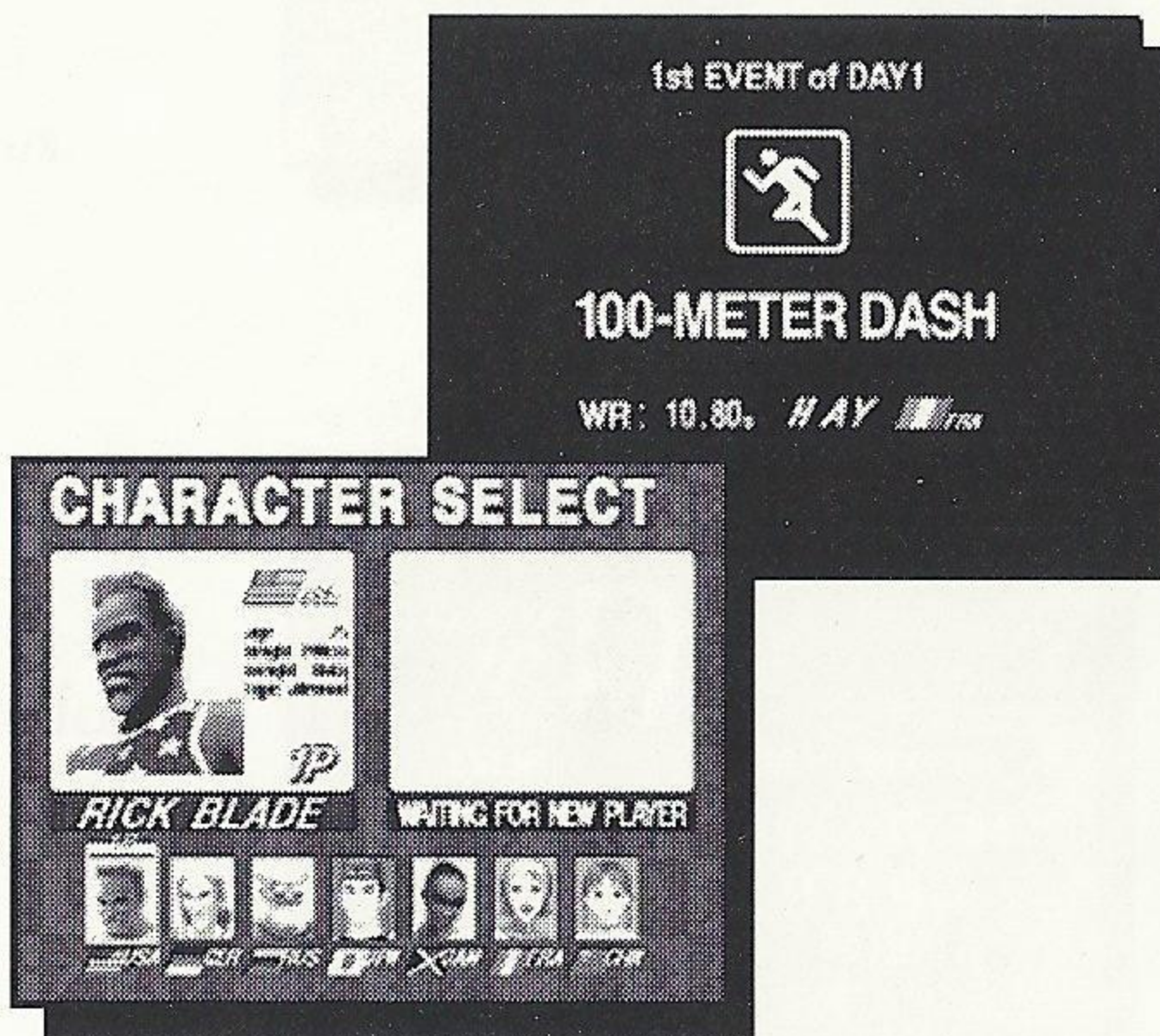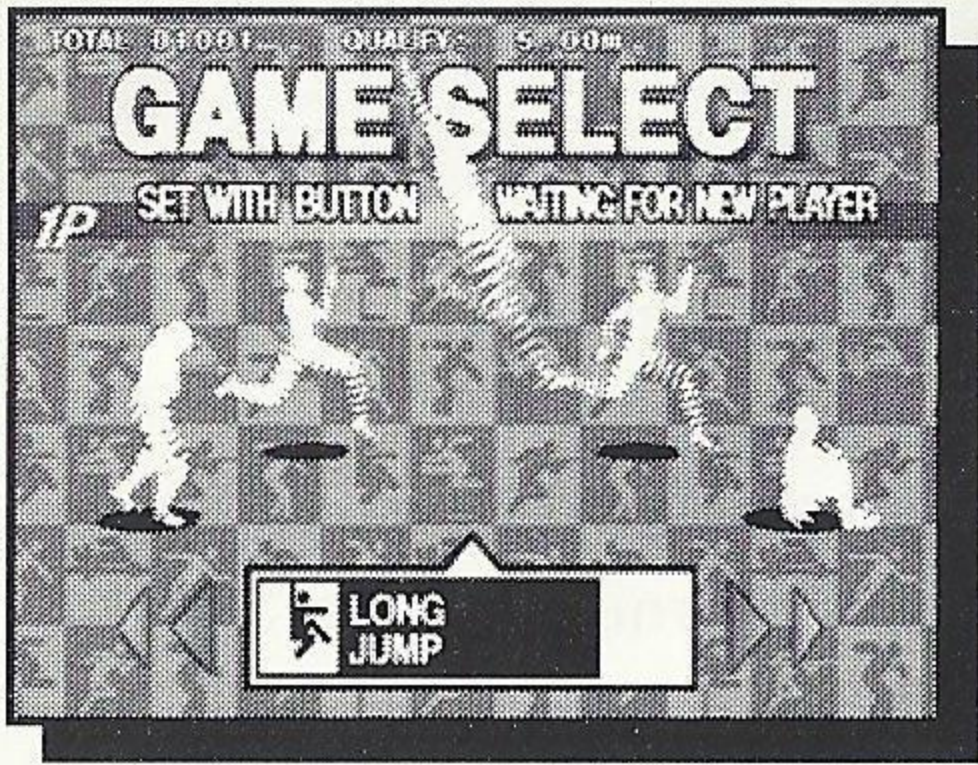
Should you qualify to continue competition, select the next event. Press the D-Pad LEFT or RIGHT to highlight and Button A or C to select.

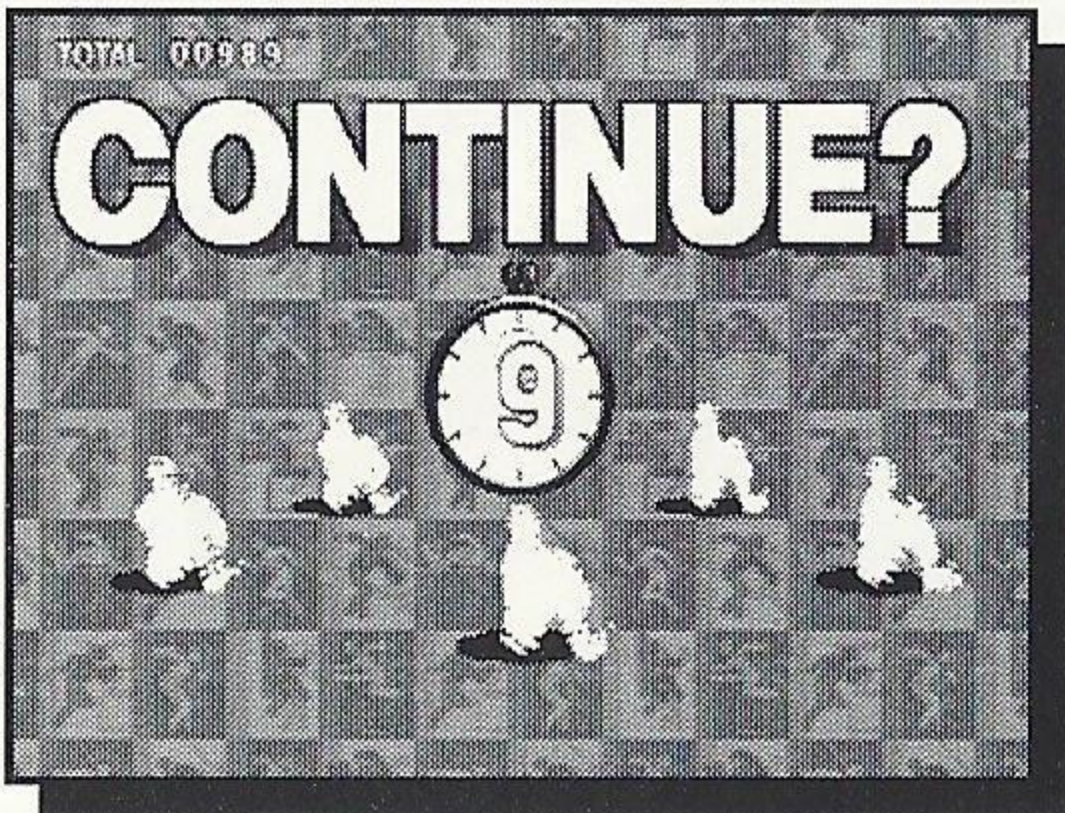If you don't make the qualifying event limit, the Continue Screen appears. Press Start before the timer reaches zero to go for the gold again. The Arcade Mode Game Select Screen (shown above) appears when you choose to continue.

Practice Mode

As with the other modes, the Character Select Screen appears first (p. 10).
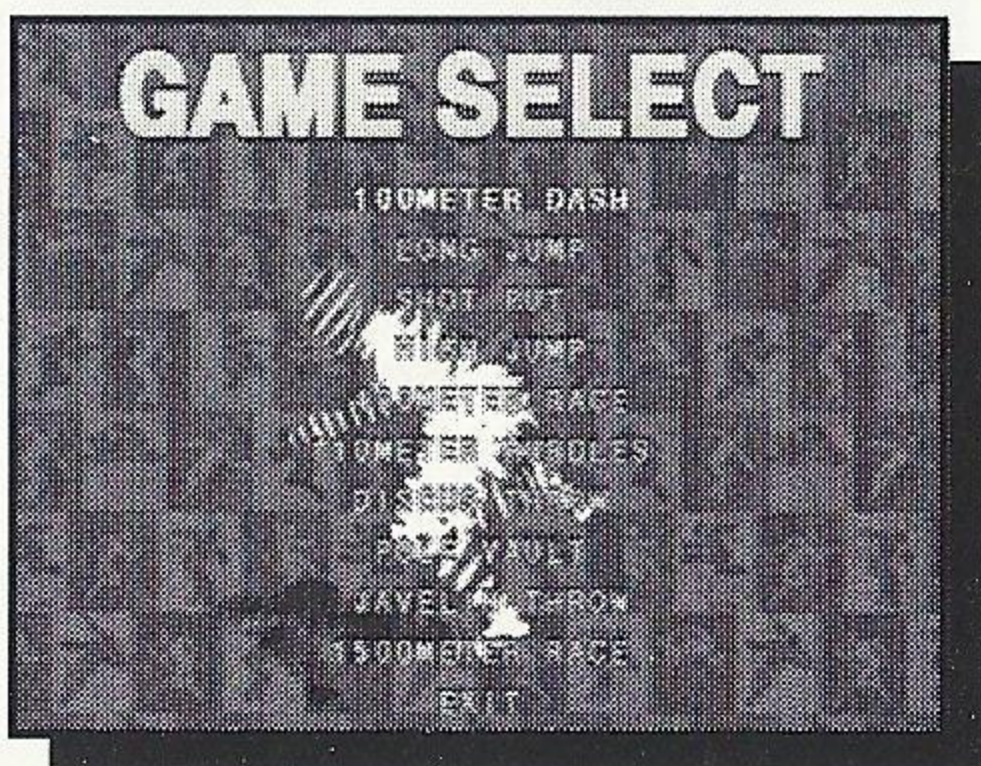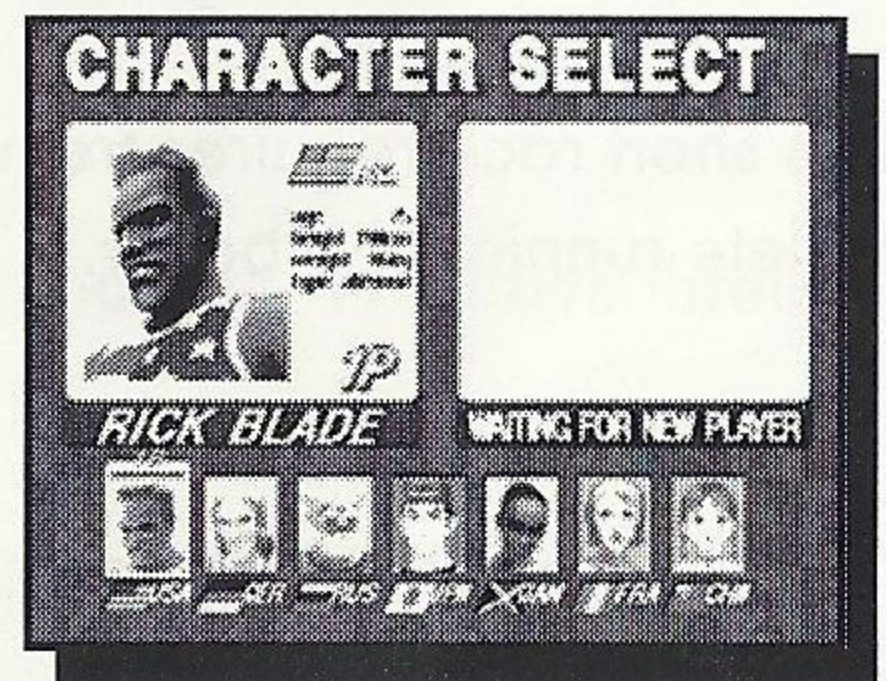
Select the event you want to practice from the Game Select Screen. Press the D-Pad UP or DOWN to highlight the event, and press Button A or C to select. The Practice Mode Game Select Screen appears each time you finish an event.

When you think you're ready to compete in one of the other modes, highlight EXIT and press Button A or C. Time to go for all ten events!

About 2 Player Play

You can play any of the modes with two players. Just be sure to have two Sega Saturn Control Pads plugged connected before turning on the Sega Saturn.

Both players select athletes from the Character Select Screen (page 10). The player who did not call up this screen presses Start to access athlete selection.

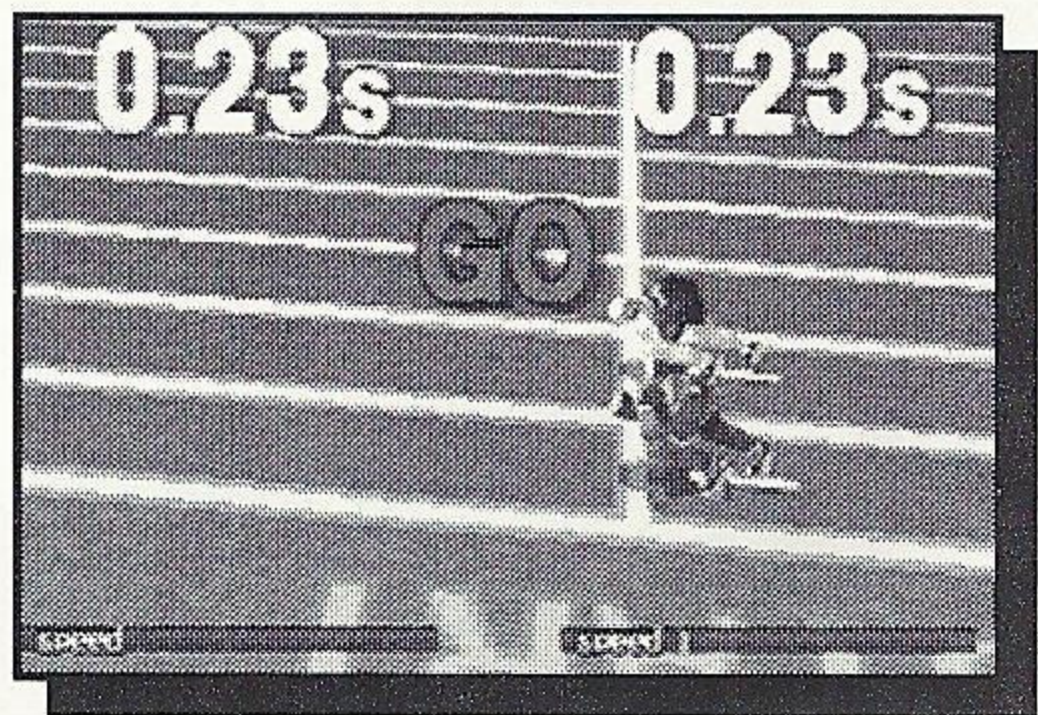In running events, the characters compete head-to-head. In throwing and jumping events, players take turns for the attempts.

The Events

100-METER DASH

This short race requires tremendous speed, so the faster you can get your athlete running the better.

After GO appears on screen, press the Run/Power Button repeatedly as fast as you can.

Press the Action Button just before the Goal Line for a "Finishing Pose."

⛹ LONG JUMP

Your goal is to get moving as fast as you can and jump from the scratch line (white line). Time your jump so that you get as close to the scratch line as possible to maximize jump distance. You have three attempts in this event.
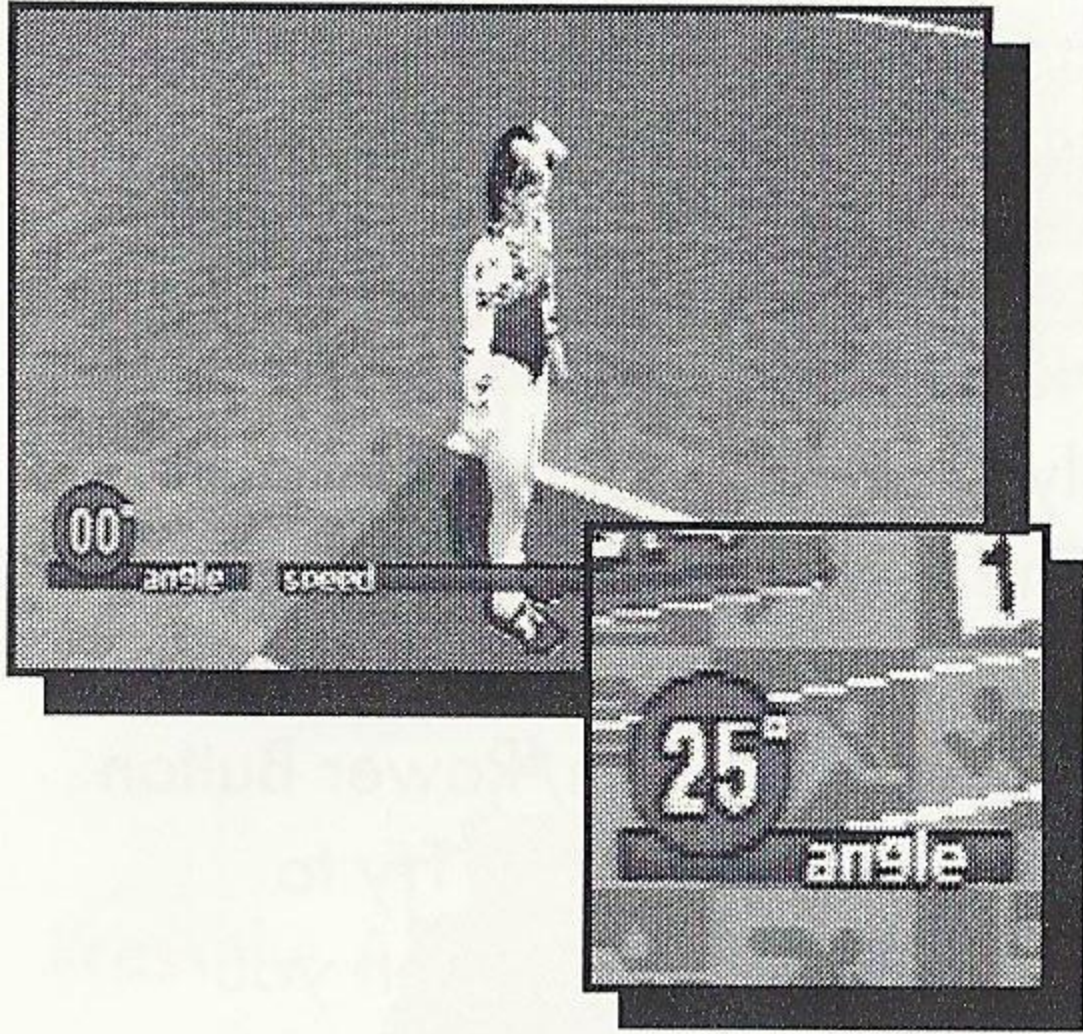
Press the Run/Power Button quickly and repeatedly. Your athlete starts running.

Before your athlete reaches the scratch line, try to hold the Action Button until the angle indicator reads 25 degrees, then release the button. This sets the jump angle for your athlete. It doesn't take long for the indicator to reach 25 degrees, so be ready to let go!

Press the Action Button again to set your athlete for a legs-first landing! This type of landing increases your jump distance.
Throw the shot as far as you can within the throwing sector in this event.

🏃 SHOT PUT

Both power and throwing angle are crucial in the shot put. You have three attempts.

At the bottom of the screen is the Power gauge. The power level moves quickly left to right. The further right the level increases, the greater the power. Hold the Action Button to set your athlete's power level. Try to time pressing the button as the power level reaches capacity (indicated by a completely green gauge).
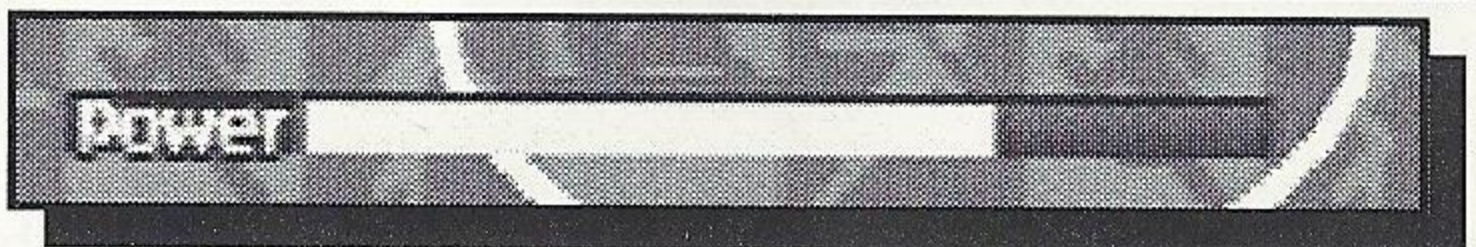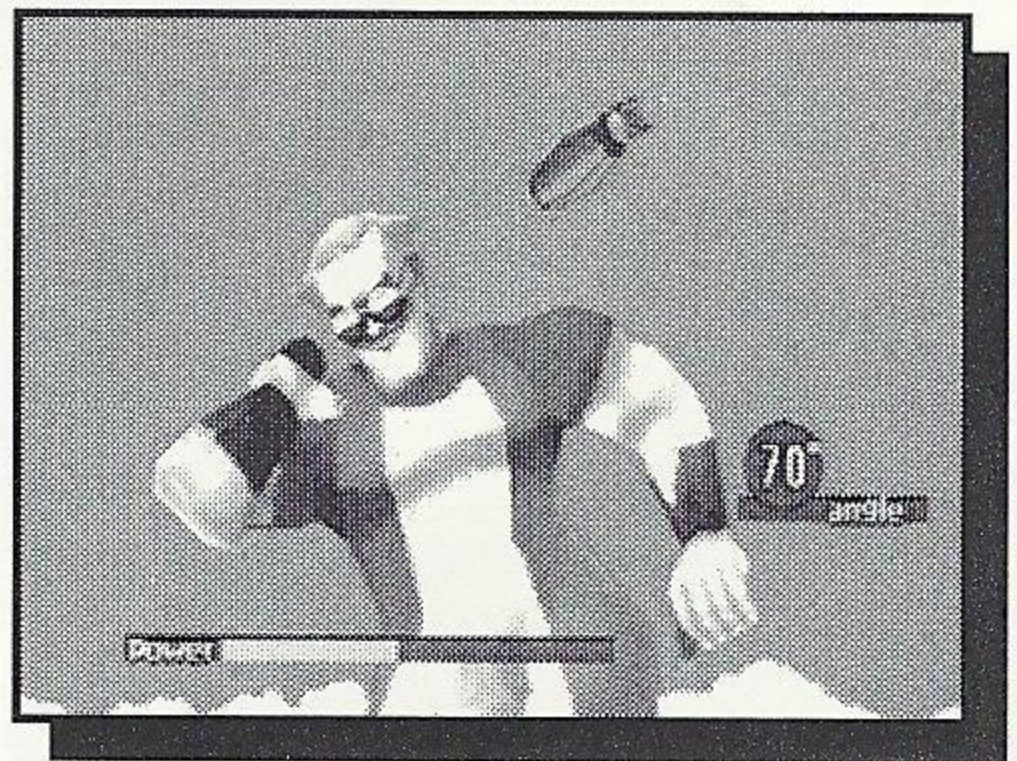
Continue holding the Action Button while the angle indicator counts down. Try to release the button when the indicator reads 45 degrees. The closer to 45 degrees, the better the throwing angle.

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HIGH JUMP

Good speed, a nice jumping angle, and timing are what it takes to be successful at the High Jump. You have 3 attempts in this event.

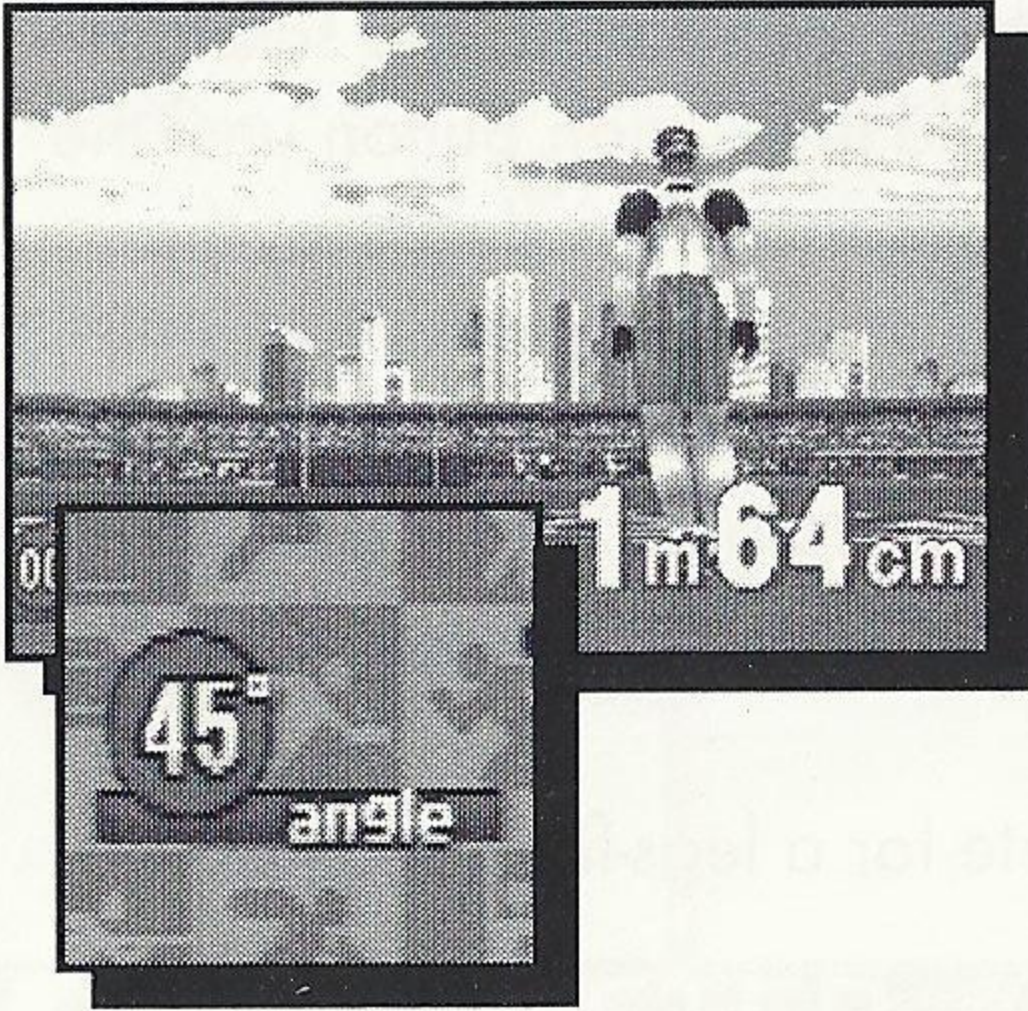Before jumping, set the height of the crossbar by pressing the D-Pad UP or DOWN. Next, press the Run/Power Button to confirm. When first beginning play it is advised that you leave the bar at the default level and gradually increase the height as you become more skillful.
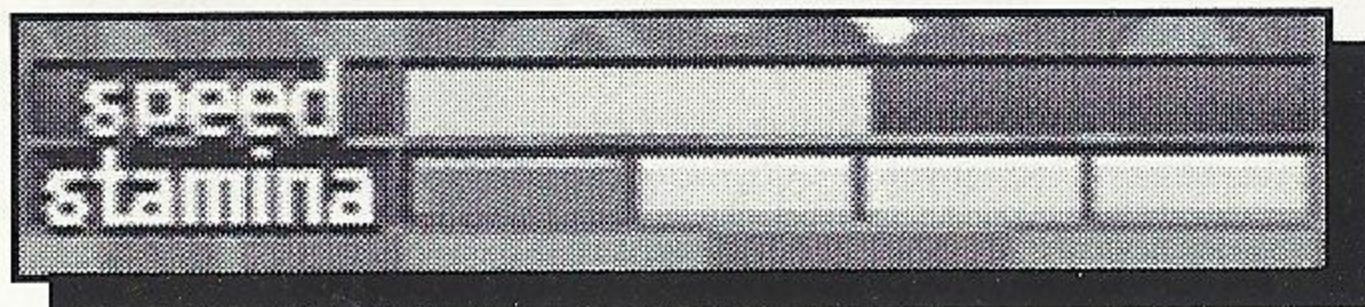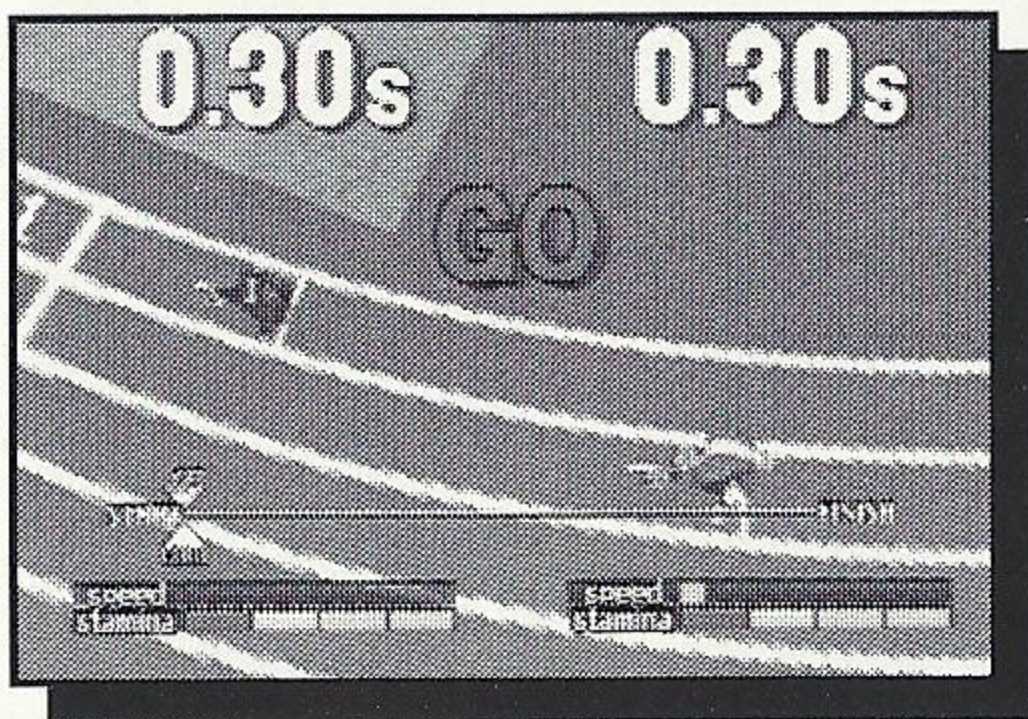
Press the Run/Power Button quickly and repeatedly to make your athlete begin running. The higher the Speed gauge the stronger your jump. A few feet from the crossbar release the Run/Power Button and hold the Action Button. Try to release the Action Button when your angle indicator reads 45 degrees.

When your athlete is halfway over the bar, press and hold the D-Pad DOWN to make your athlete bring his or her legs over the bar. You need good timing otherwise your athlete hits the crossbar and is called for a Foul.

400-METER RACE

Balancing speed and stamina is essential for you to do well in this event.

After GO appears on screen, press the Run/Power Button repeatedly and quickly.

Speed is crucial in this event, but you also need to be aware when your Stamina gauge reaches the Red Level. If your athlete continues at the current pace he or she runs out of energy, and you wind up with a poor time. Let go of the Run/Power Button for a few seconds to conserve your athlete's strength. When your athlete's Stamina gauge is full start running.

Press the Action Button just before the Goal Line for a "Finishing Pose."

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110-METER HURDLES
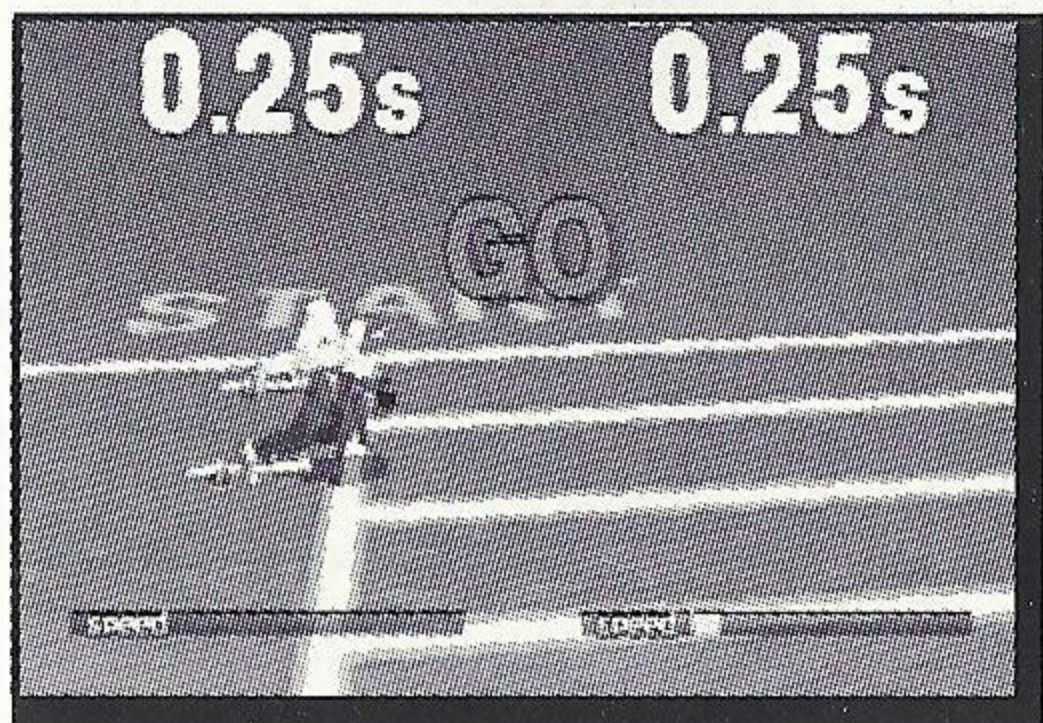
Like the other races, press the Run/ Power Button repeatedly and immediately after GO appears on screen. Each time you come to a hurdle press the Action Button to jump over it. It might take several runs before you can get your timing down, so don't give up! Give your athlete enough space so that he or she can clear the hurdle instead of jumping into it.

Press the Action Button just before the Goal Line for a "Finishing Pase."

DISCUS THROW

You'll need great timing, good power and a good throwing angle to succeed in the Discus Throw. This sounds harder than it is. Once you are able to get the discus in the scoring section concentrate on increasing the distance of your throw. You have 3attempts to throw the discus.

Begin the event by pressing the D-Pad in a circular fashion. Press the D-Pad in this way as many times as possible.

When your athlete reaches the edge of the throw ring and his/her arm is halfway through the throw, hold the Action Button. Try to release the button when the angle indicator reads 45 degrees.

17
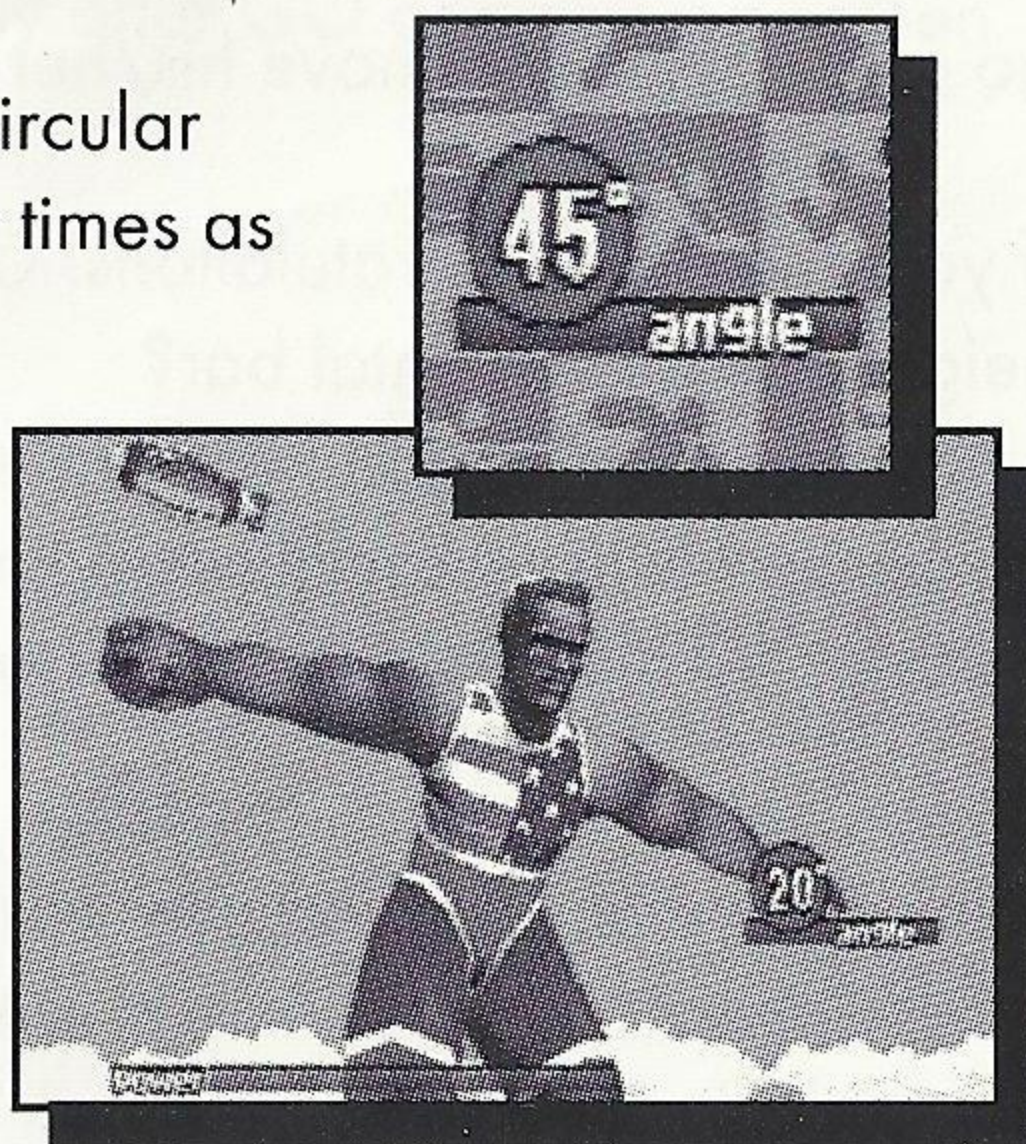
◆ POLE VAULT

In the Pole Vault you need to generate enough speed and power so that you are able to clear the horizontal bar by vaulting with a flexible pole. You have 3 attempts in this event.

Before you attempt your vault, set the height of the horizontal bar. Press the D-Pad UP or DOWN to set the height, and the Run/Power Button to confirm. When first beginning play you should leave the bar at the default level and gradually increase the height as you become more skillful.

Press the Run/Power Button repeatedly and as quickly as possible to get your athlete moving. When you reach the white line hold the Action Button to lower the pole, and continue to press the Run/ Power Button repeatedly at the same time to maintain your speed.

For the next step timing is extremely important. After the pole is placed release the Run/Power Button and try to release the Action Button when the Power gauge is filled. The more power, the higher your athlete climbs.
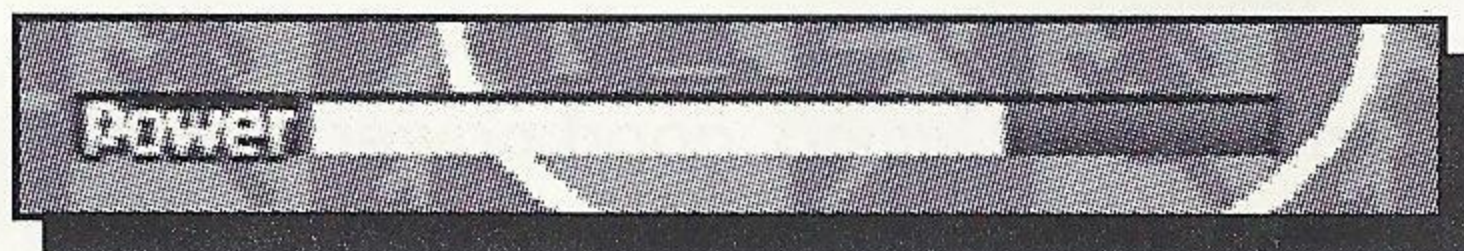
You are almost there, but it's not over yet! When your athlete reaches the level of the horizontal bar press the Action Button to make your athlete let go of the pole and move his/her body over the bar.

If you make it, congratulations! On the next attempt why not increase the height of the horizontal bar?

If you were unsuccessful, work on the part of the vault which is giving you trouble. Try the Practice Mode to help you perfect this event.

⬈ JAVELIN THROW

Toss the Javelin as far as you can. Speed, timing and throwing angle all come into play. You have 3 attempts in this event.
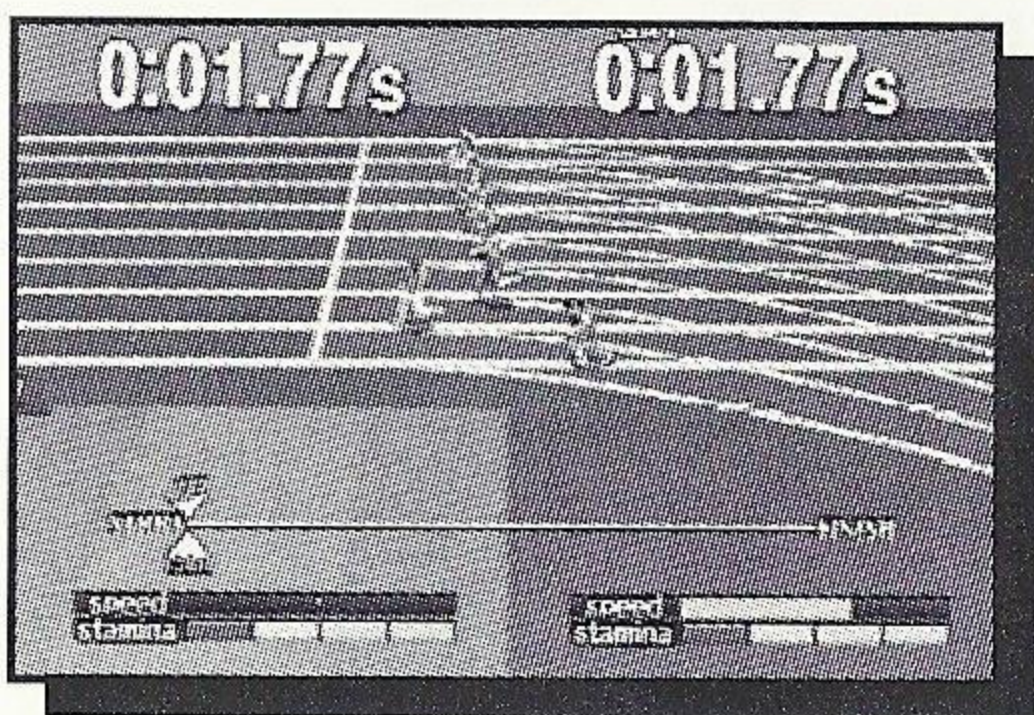
Press the Run/Power Button quickly and repeatedly to make your athlete run.

After your athlete brings his or her arm back, let go of the Run/Power Button and hold the Action Button until the angle indicator reads 45 degrees, then release the Action Button. It doesn't take long for the angle indicator to count down, so be prepared to release the Action Button quickly.
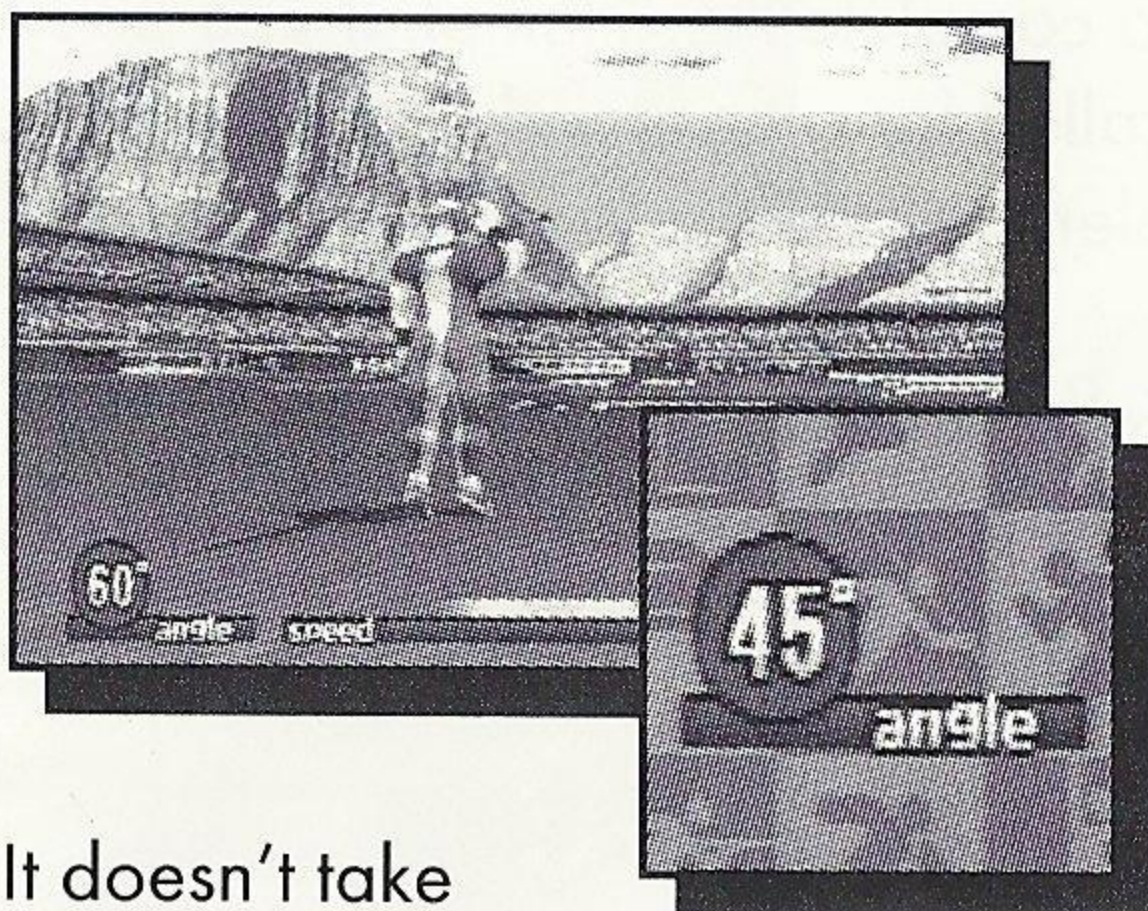
If you release too early or too late, the javelin flies too high or embeds in the ground a short distance away. Concentrate on timing the throw and throwing at a good angle, then work on speed.

🏃 1500-METER RACE

As with the other running events, press the Run/Power Button quickly and repeatedly after GO appears on screen.

While running, press the D-Pad to pass runners in front of you on the track.
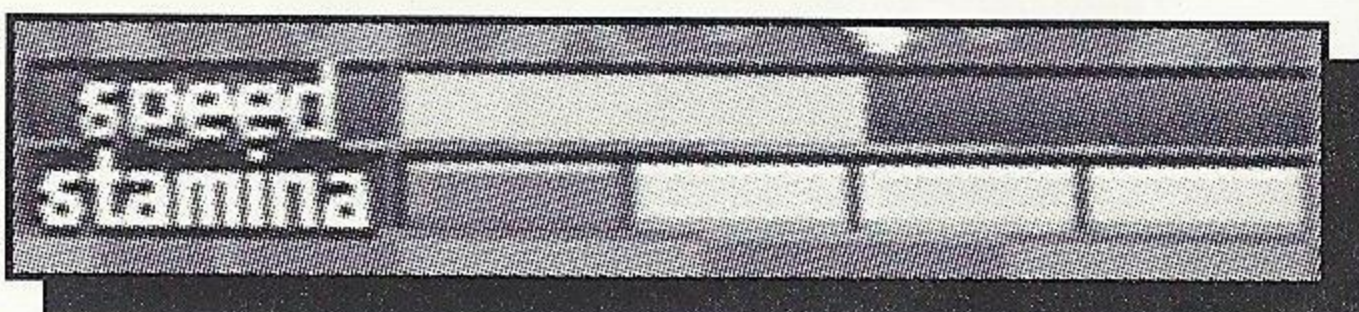
As with the 400-Meter Race, stamina is a factor in this event. Let go of the Run/Power Button for a few seconds when your Stamina gauge is low. After your Stamina gauge is filled pick up the pace again. Press the Action Button just before the Goal Line for a "Finishing Pose."

Flying and Fouls

In a running event, if you start running before GO appears, you are called for "Flying" and the race is restarted.

In the throwing and jumping events, you are given a certain amount of time to complete the attempt. If you do not finish in the time provided, you are called for a Foul and the attempt is lost. Don't worry – you should have plenty of time to perform the attempt after you have practiced some.

Fouls are also called for stepping over scratch lines or throwing objects outside of the throwing sectors. Once you get your timing down you should be called for fewer Fouls.

Decathletes

Name	Rick Blade
Country	USA
Age	25
Height	190 cm
Weight	86 kg
Type	All-around
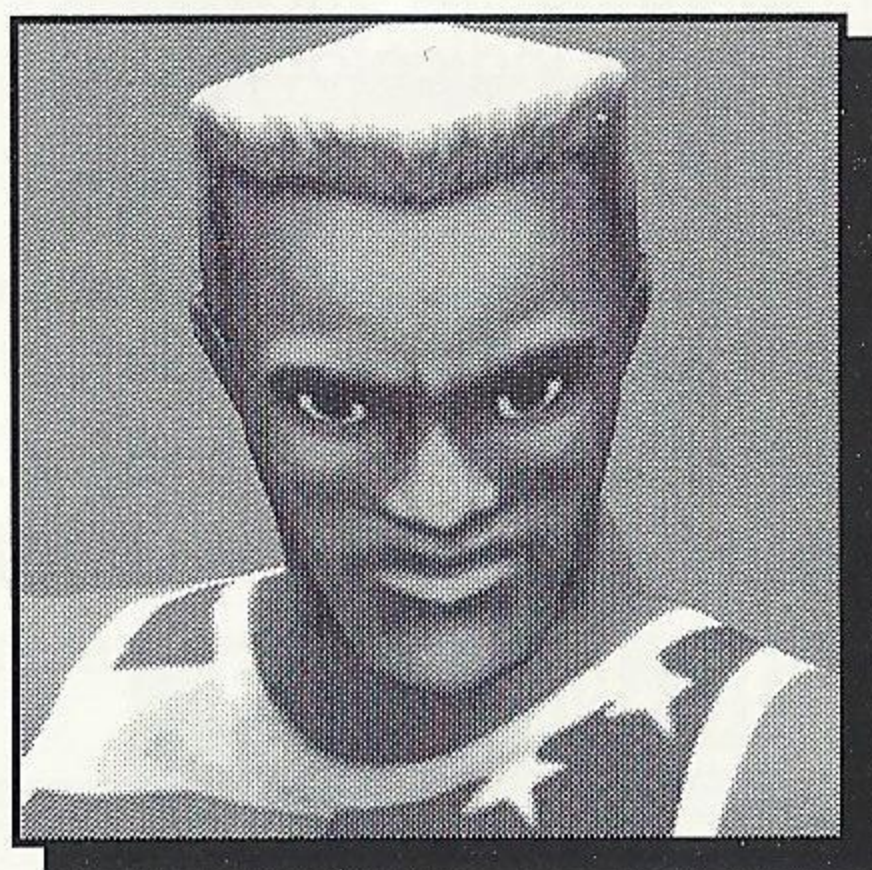
Rick Blade has earned the reputation as the "Pennsylvania Power," and with good reason: he relies on an arsenal of skills which makes him the favorite in many of the events.

Name	Karl Vain
Country	Germany
Age	28
Height	200 cm
Weight	80 kg
Type	Jump
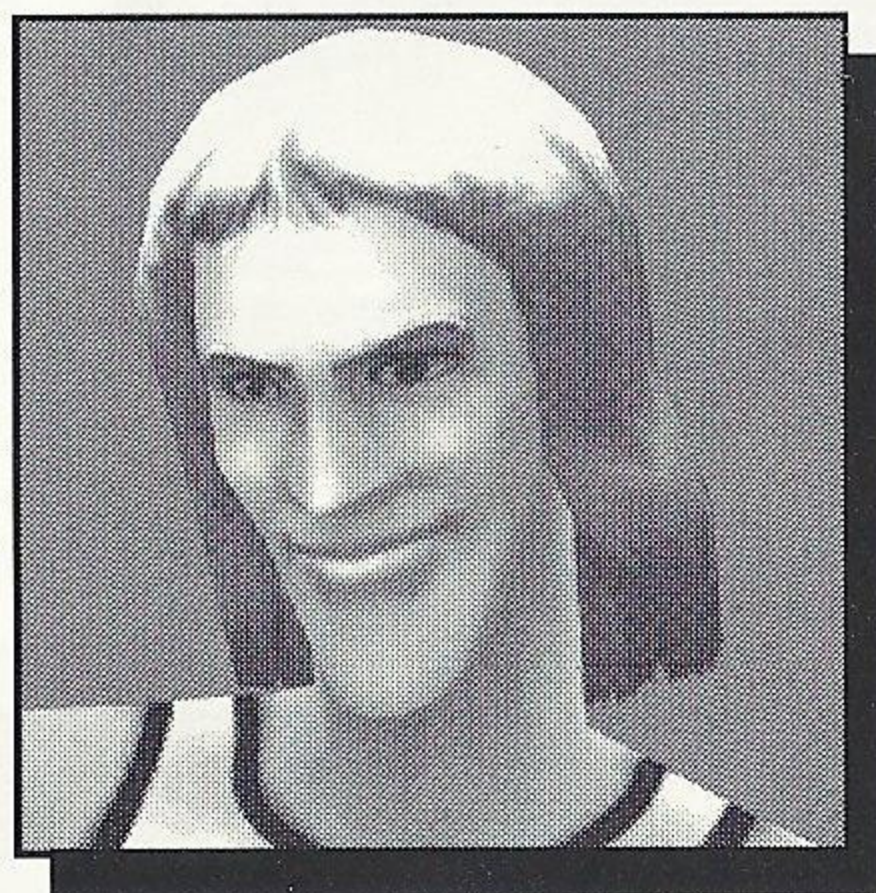
It's said Karl Vain can jump over anything. He is also a good competitor in the other events.

Name	Aleksei Rigel
Country	Russia
Age	31
Height	195 cm
Weight	100 kg
Type	Throw

Aleksei Rigel is the strongest competitor in the Decathlon. He is a seasoned athlete having participated in many contests.

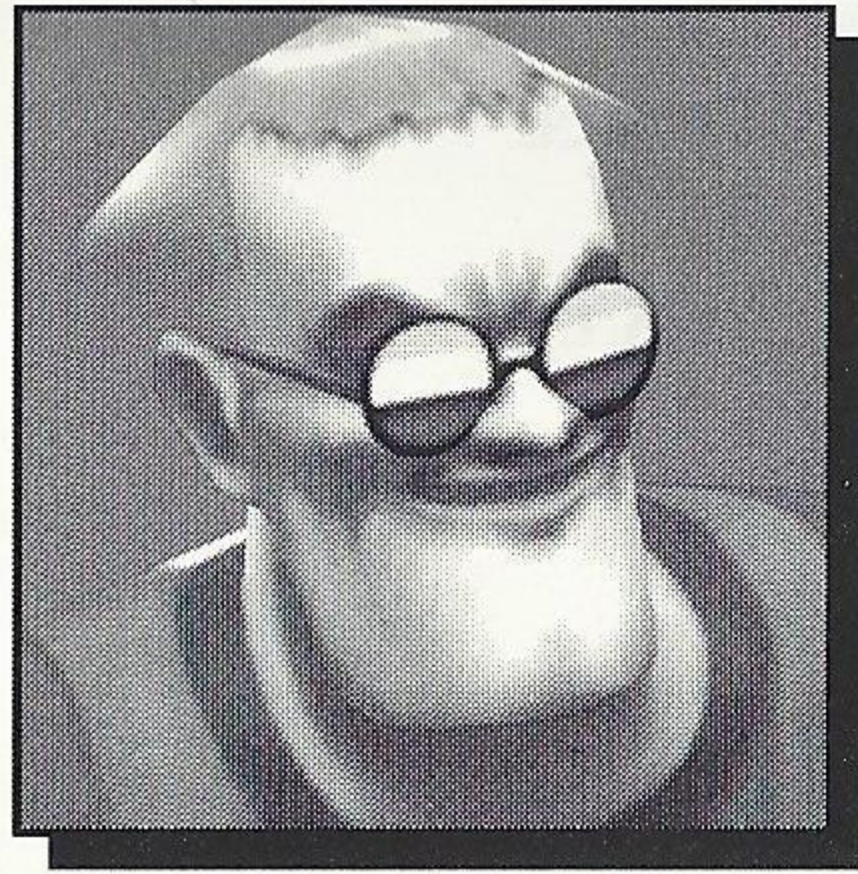| Name	Joe Kudou
Country	Japan
Age	19
Height	177cm
Weight	65 kg
Type	All-around
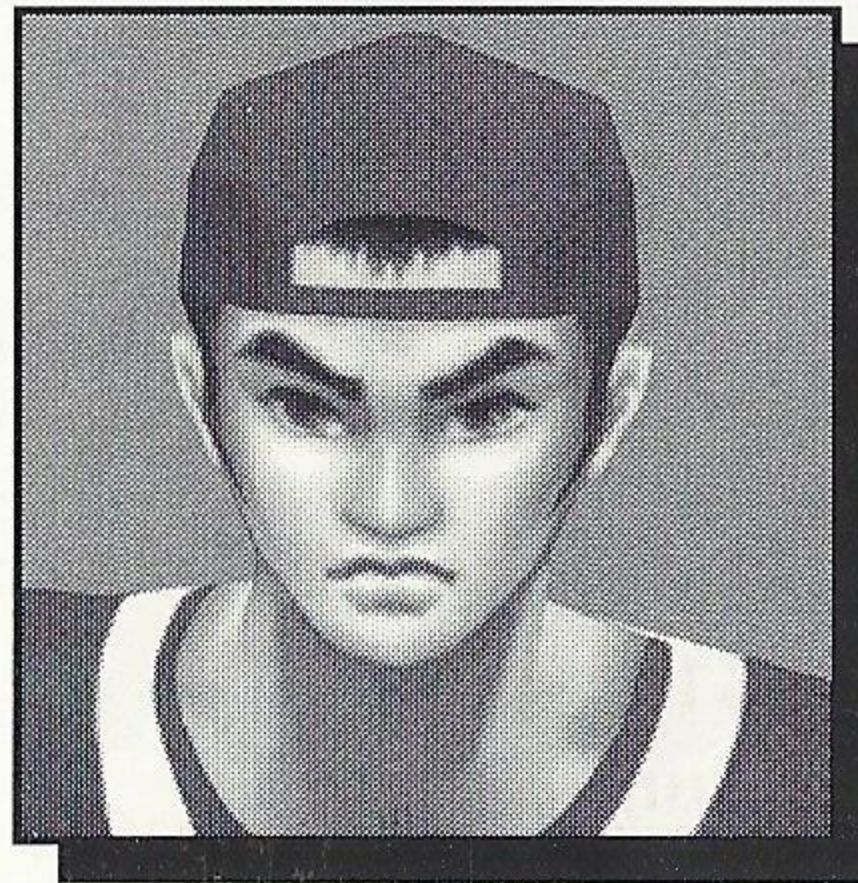
This athlete is one of the newer faces to the Decathlon. What he lacks in experience he makes up in skill.

Name	Femi Kadiena
Country	Jamaica
Age	24
Height	177cm
Weight	58 kg
Type	Jump
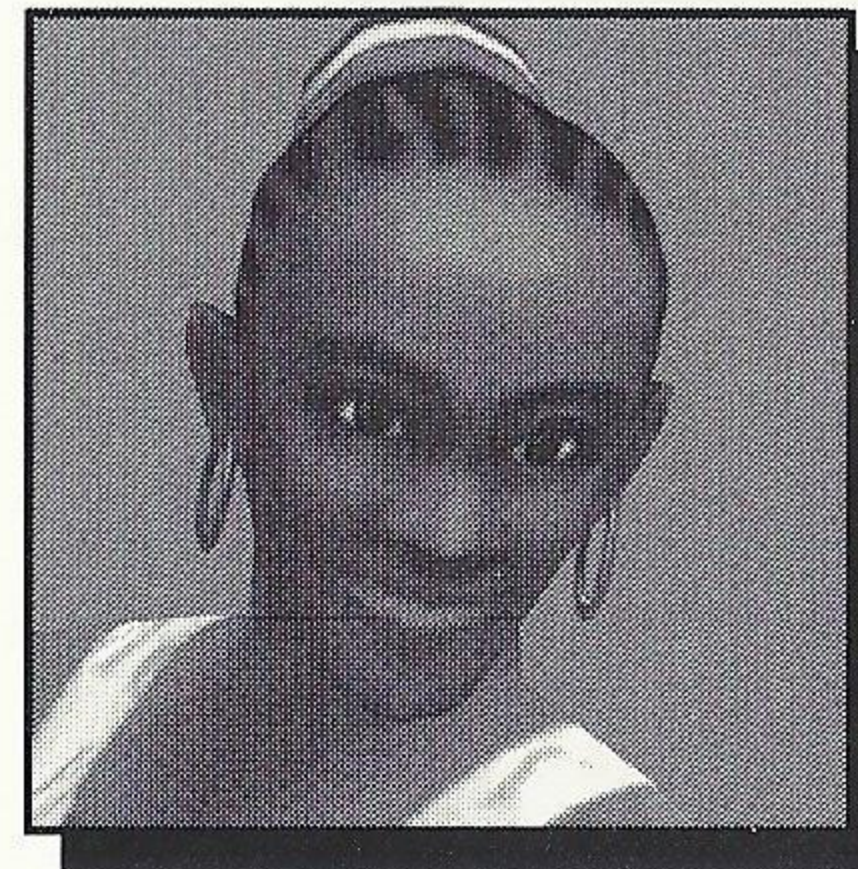
For the last few years, Femi Kadiena has been breaking a number of Jamaica's national records for jumping events. Now is her chance to go after the world records.

Name	Ellen Reggiani
Country	France
Age	20
Height	178 cm
Weight	57 kg
Type	Run
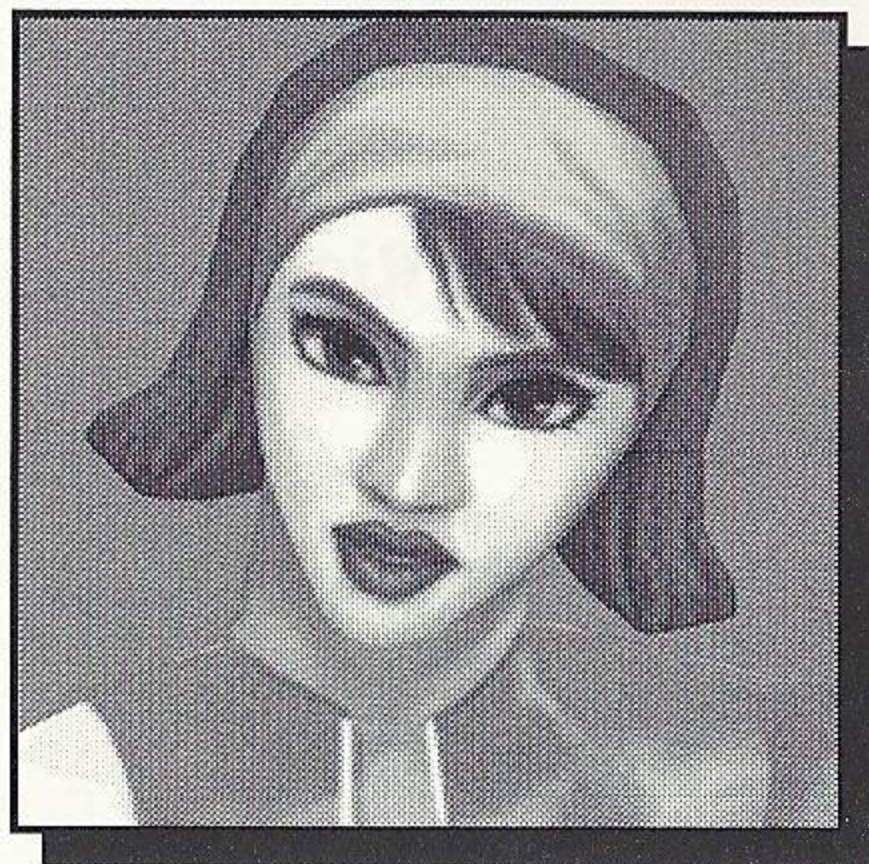
The "French Express" possesses the valuable combination of speed and stamina. She's hard to beat once she gets moving on the track.

Name	Li Huang
Country	People's Republic of China
Age	15
Height	168 cm
Weight	51 kg
Type	Run

Li Huang is competing for the first time in an international event. Although she's young, she has silenced critics with her tremendous speed.

Point Tables

100-METER DASH

Seconds	Points
9.60	1197
9.80	1146
10.00	1096
10.20	1047
10.40	999
10.60	952
10.80	906
11.00	861
11.20	817
11.40	774
11.60	732
11.80	691
12.00	651
12.20	612
12.40	574
12.60	538

LONG JUMP

Meters	Points
8.75	1258
8.50	1191
8.25	1125
8.00	1061
7.75	997
7.50	935
7.25	874
7.00	814
6.75	755
6.50	697
6.25	641
6.00	587
5.75	533
5.50	481
5.25	431
5.00	382

SHOT PUT

Meters	Points
20.00	1100
19.50	1068
19.00	1037
18.50	1006
18.00	975
17.50	944
17.00	913
16.50	882
16.00	851
15.50	820
15.00	790
14.50	759
14.00	728
13.50	698
13.00	667
12.50	637

HIGH JUMP

Meters	Points
2.25	1041
2.20	992
2.15	944
2.10	896
2.05	850
2.00	803
1.95	758
1.90	714
1.85	670
1.80	627
1.75	585
1.70	544
1.65	504
1.60	464
1.55	426
1.50	389

400-METER RACE

Seconds	Points
42.00	1220
43.00	1166
44.00	1112
45.00	1060
46.00	1008
47.00	958
48.00	909
49.00	861
50.00	815
51.00	769
52.00	725
53.00	682
54.00	640
55.00	599
56.00	559
57.00	521

110-METER HURDLES

Seconds	Points
13.50	1040
13.75	1007
14.00	974
14.25	942
14.50	911
14.75	880
15.00	850
15.25	820
15.50	790
15.75	761
16.00	733
16.25	705
16.50	677
16.75	651
17.00	624
17.25	598

DISCUS THROW

Meters	Points
70.00	1295
67.50	1241
65.00	1187
62.50	1134
60.00	1081
57.50	1028
55.00	975
52.50	923
50.00	870
47.50	818
45.00	767
42.50	716
40.00	665
37.50	614
35.00	564
32.50	514

POLE VAULT

Meters	Points
5.80	1165
5.70	1132
5.60	1100
5.50	1067
5.40	1035
5.30	1004
5.20	972
5.10	941
5.00	910
4.90	880
4.80	849
4.70	819
4.60	790
4.50	760
4.40	731
4.30	702

JAVELIN THROW

Meters	Points
90.00	1198
87.50	1159
85.00	1120
82.50	1081
80.00	1043
77.50	1004
75.00	966
72.50	928
70.00	889
67.50	851
65.00	813
62.50	776
60.00	738
57.50	700
55.00	663
52.50	626

1500-METER RACE

Time	Points
3:30	1186
3:35	1145
3:40	1106
3:45	1067
3:50	1028
3:55	990
4:00	953
4:05	917
4:10	881
4:15	846
4:20	812
4:25	778
4:30	745
4:35	712
4:40	680
4:45	649

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To receive U.S. warranty service, call the Sega Consumer Service Department at:
1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: 1-800-872-7342

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