

Nintendo®

GAME BOY COLOR®



®

DMG-AHDE-USA

INTERNATIONAL
TRACK & FIELD®



INSTRUCTION BOOKLET

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EVERYONE
SUITABLE FOR ALL AGES

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.



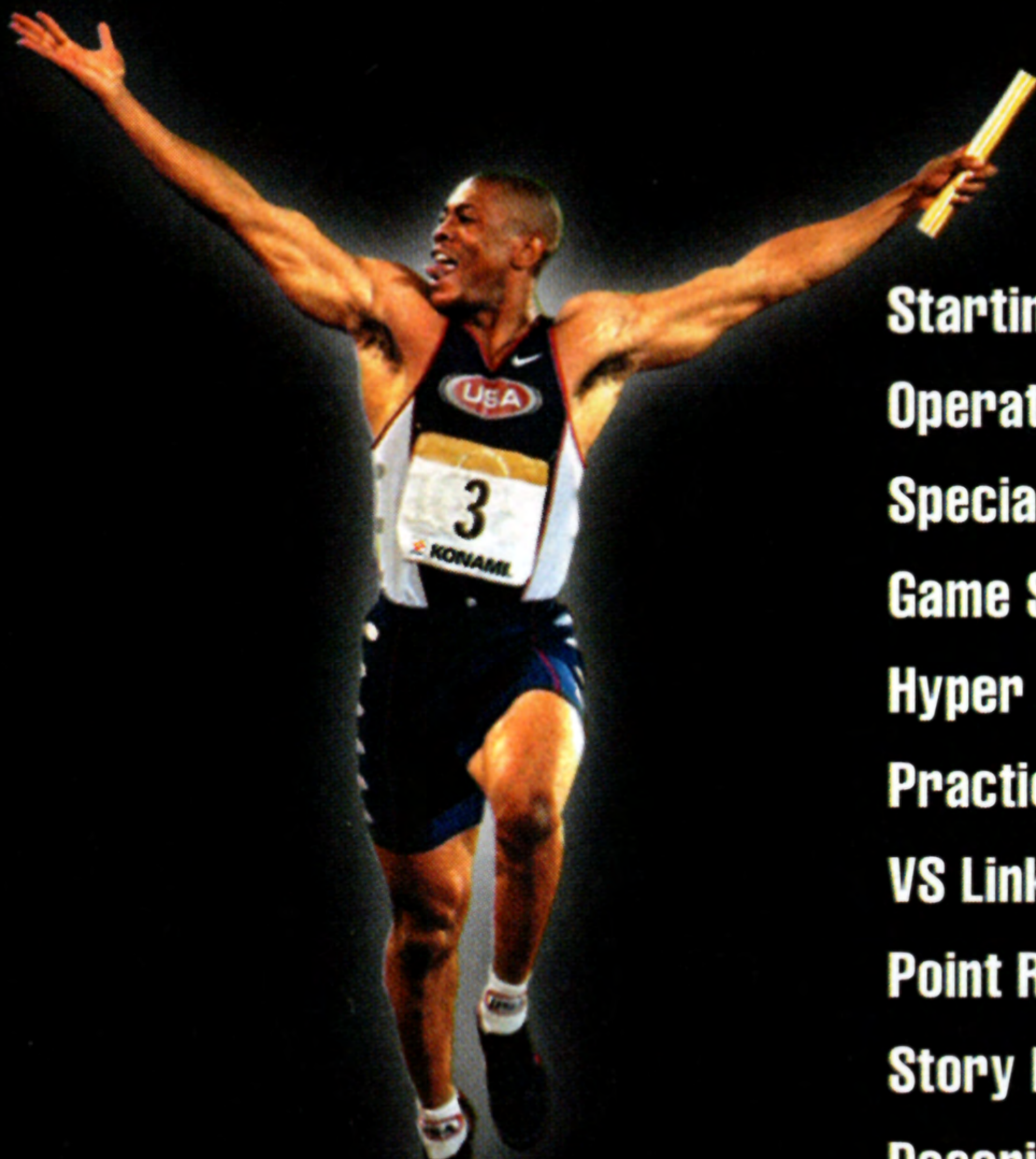
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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).



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Starting the Game

The decathlon consists of ten track and field events involving running, jumping, and throwing that are conducted over a two-day period. Each athlete participates in all the events and competes against other athletes to achieve the highest overall point score.

1. Insert the Game Pak into your Game Boy and switch on the power. The Title screen will appear.
2. At the Title screen, press START to display the Mode Select screen. Select a mode using the Control Pad and enter your selection with the A Button.



You can select one of the following modes from the Mode Select screen.

◆ **Hyper Mode** (see p.5)

Compete in all ten events of the decathlon as your favorite athlete and try to win it all.

◆ **Story Mode** (see p.7)

Create and train your own player.

◆ **Practice Mode** (see p.6)

Allows you to practice any of the events whenever you want.

◆ **VS Link** (see p.6)

Go head-to-head with another player.

◆ **Point Ranking** (see p.6)

View records and point rankings for each event.

Operating the Controller

Control Pad

Select menu items

Jump (long jump, high jump, 110-meter hurdles, pole vault)

Throw (shot put, discus, javelin)

Change lanes (1500-meter run)

SELECT

Perform a special technique (see below)

A or B Button

Run by pressing rapidly (100-meter run, 110-meter hurdles)

Accumulate power by pressing rapidly (shot put, discus, javelin)

Adjust pace (400-meter run, 1500-meter run)

START

Pause



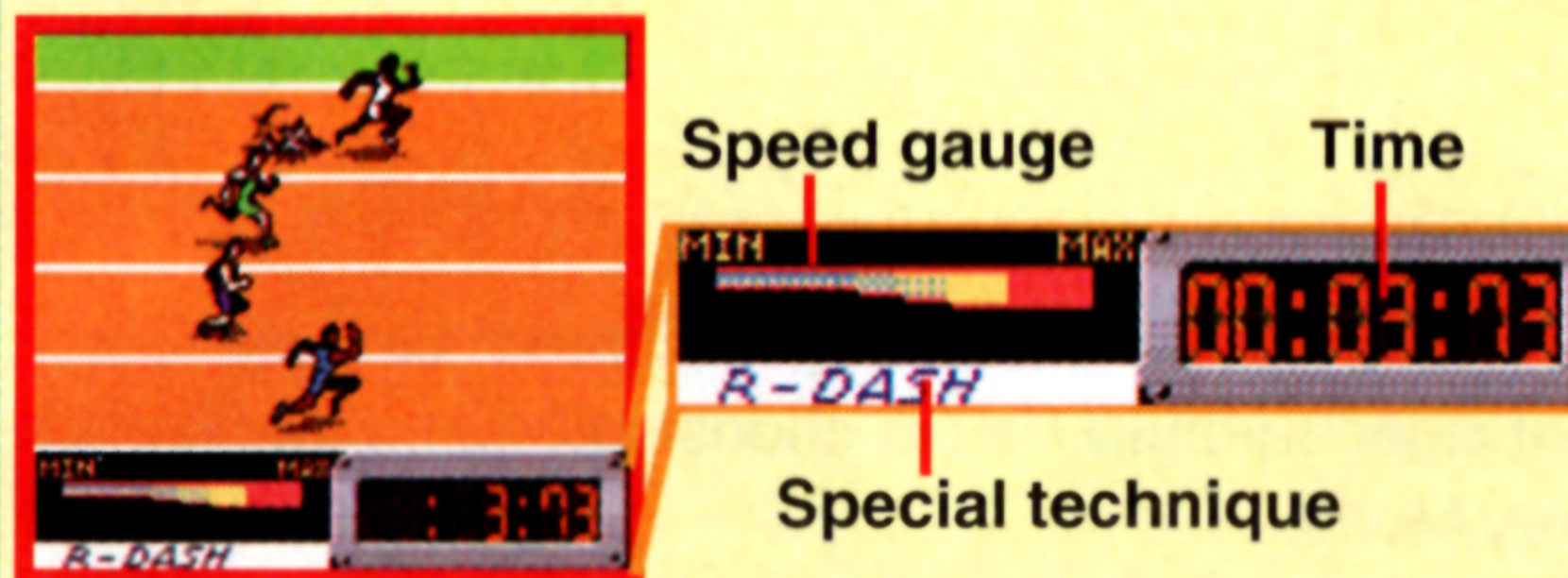
Special Techniques

A special technique can be used by pressing SELECT after setting the height and before the start of each event or before executing a throw. The technique setting is disabled at the end of the event.

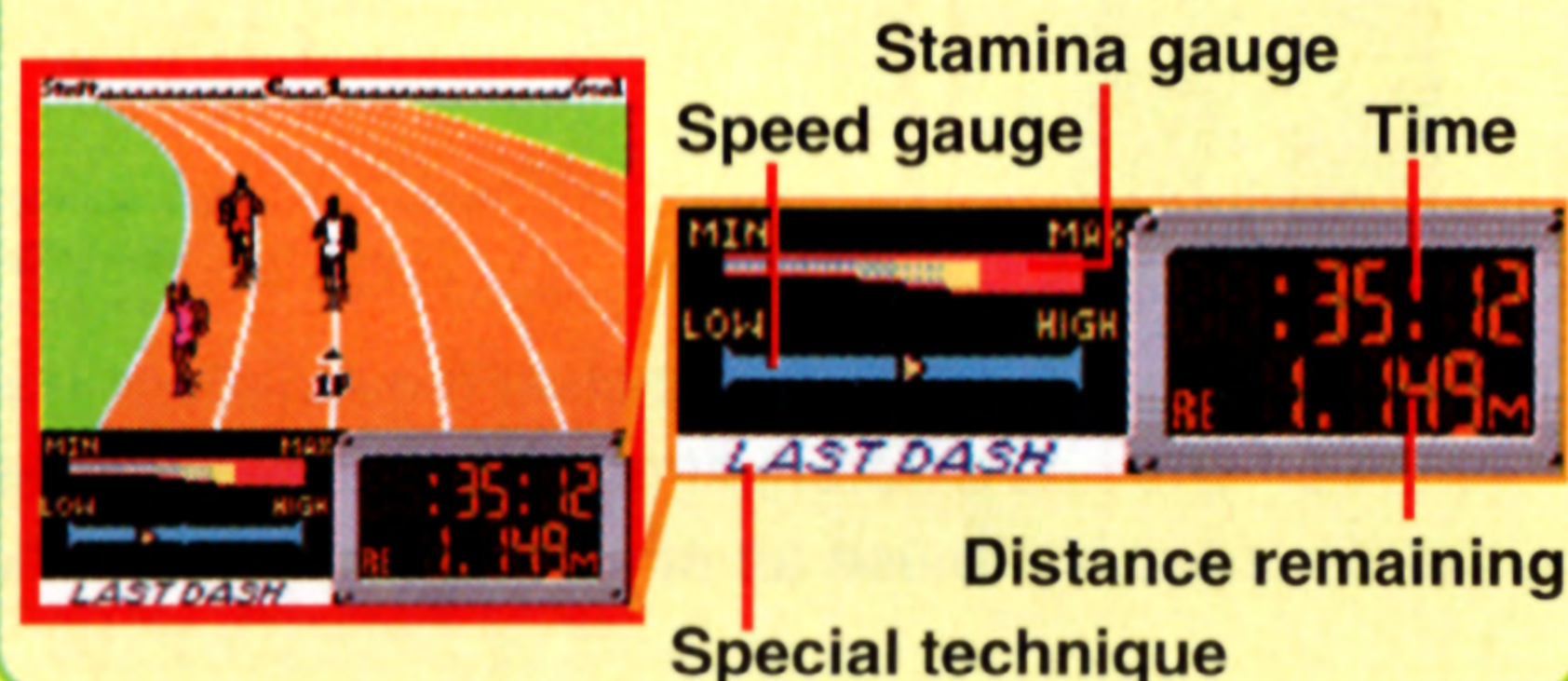
- Different techniques are available depending on the athlete.
- In the Story Mode, it is possible to train your athlete to acquire a variety of special techniques (a maximum of four techniques).
- Some techniques have a trade-off in advantages and disadvantages.
- The default setting for special techniques is "Not Used."
- For information on performing each technique, refer to p. 9-18.

Game Screen

100-meter run and 110-meter hurdles



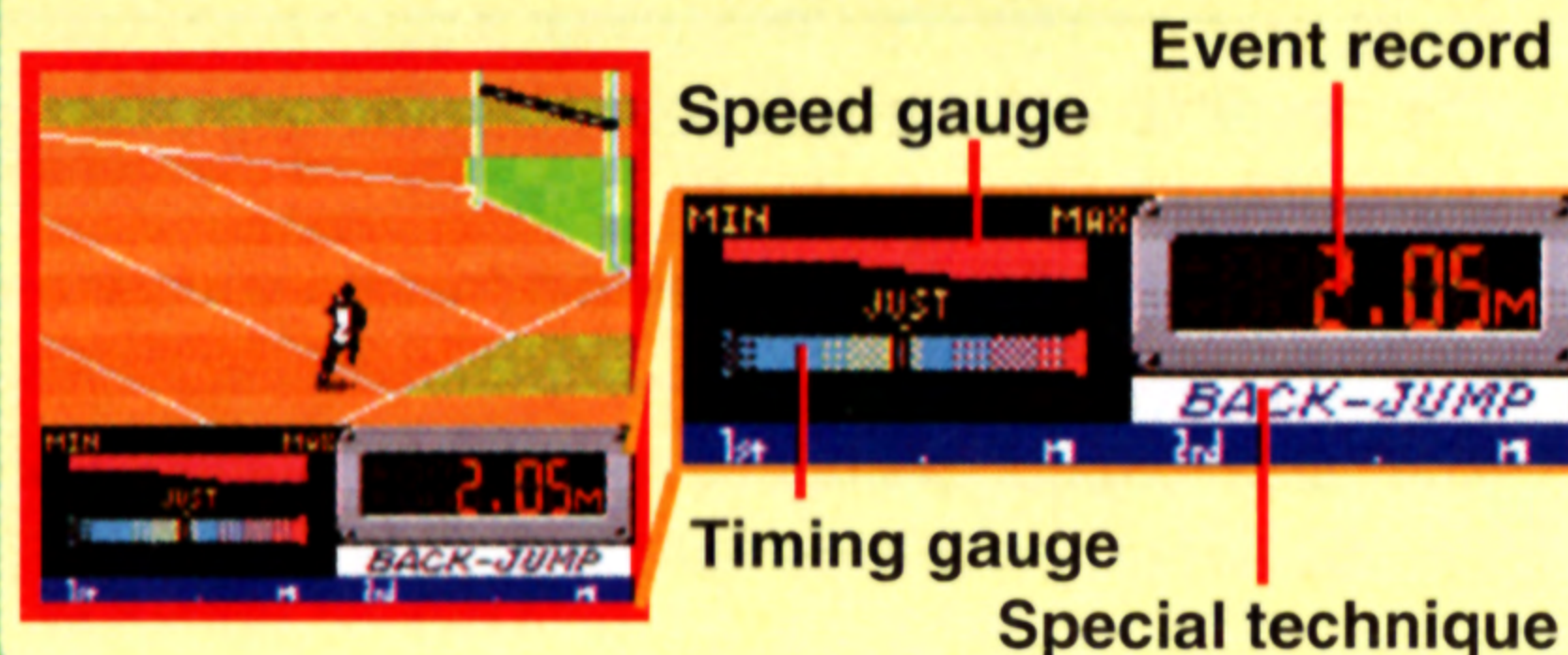
400-meter run and 1500-meter run



Shot put, discus, javelin, and long jump



High Jump and pole vault



Hyper Mode



1. In the Player Select screen, select the athlete you wish to use from among the eight different athletes. Since each athlete has different strengths and weaknesses, consider carefully before choosing.
 - It is also possible to use an athlete you created in the Story Mode.
2. Press START to view a player's status and Athlete type. Refer to p.8 for more details.

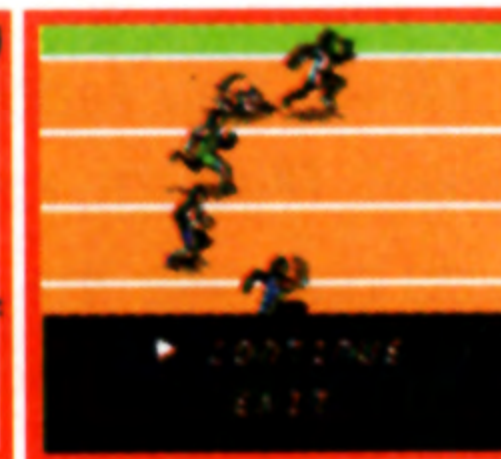
■ Explanation of status

S: superior **A:** very good **B:** good **C:** fair **D:** poor

3. The decathlon will begin after you select a player.
4. The record for the event, your place, and your score will be displayed on the screen after each event.
5. After all events of the decathlon are completed, your overall score and place will be displayed, and the awards ceremony will be held.

Practice Mode

1. Select the athlete you wish to use in the Player Select screen.
 - It is also possible to use an athlete you created in the Story Mode.
2. Choose the event you wish to practice using the Control Pad and enter your selection with the A Button. If you wish to cancel a selection, press the B Button to return to the Mode Select screen.
3. Press START when you have completed your selection.



Continue: continue practicing this event
Exit: return to the Event Select screen

VS Link

To compete with another player, first connect two Game Boy's with a Game Link cable (sold separately) and switch on the power to each Game Boy.

1. Select Competition in the Mode Select screen. In the Player Select screen, both Player 1 and Player 2 select an athlete and enter their selections with the A Button.
 - It is also possible to use an athlete you created in the Story Mode.
 - The first player to push Competition in the Mode Select screen becomes Player 1.



Point Ranking

Check records, points, and overall points for each event.



Story Mode

In the Story Mode, you can create your own unique athlete based on strength settings and other user-entered data. Through careful training, you can develop your athlete to a competitive level. After training your player, you can use the player in the other modes.



1. Enter your player's name, height, and weight. Use the Control Pad to select a character and enter it with the A Button. Press the B Button to return to the previous character.
2. Measure your player's strength. Determine initial status values for your player by running a 100-meter dash.
3. After completing all settings, you can begin training.



Select and enter a week-long training schedule.



Save, load, and end.



Change the menu arrangement.



Perform activities in the schedule.

Transferring Parameters



If you have previously trained an athlete, you can share the abilities of that athlete with a new athlete when beginning the Story Mode. By sharing these parameters, you can start an athlete out with advanced capabilities.

Warning!

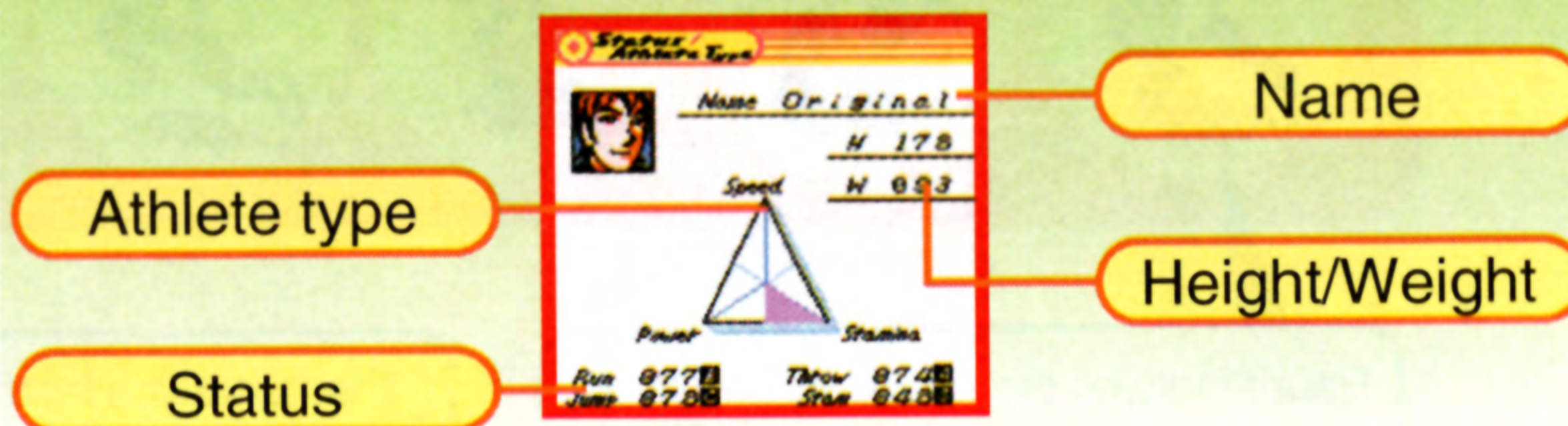
Your athlete may become tired after expending a lot of energy in training and can easily incur an injury as a result of this poor physical condition. If this happens, allow your athlete to rest by setting the practice setting to Off. The player's condition will improve.

Good



Poor

Status/Athlete Type



A player's Athlete type is automatically calculated and reproduced based on user-entered height and weight data and on measured strength (speed and duration of rapid button punching). You can nurture your player by considering the weak areas in his or her Athlete type and putting together a training schedule to improve those areas.

Descriptions of the Events

First Day

100-meter run

If the player starts before the signal, it is considered a false start and the race must be restarted. Any player that has two false starts is disqualified from the race and receives a score of zero.



Repeatedly hit the A or B Button after the starting signal to begin running.

The faster you hit the buttons, the higher your speed will get.

Long jump

You are allowed three attempts in the long jump. If your foot crosses over the line before jumping, it is considered a foul. Your best distance out of three attempts counts as your score in the event.



Start your approach by rapidly hitting either the A or B Button.

Press and hold the Control Pad up and adjust the angle of your jump.

Release the Control Pad at just the right angle to jump.

Shot put

You are allowed three attempts in the shot put. Your farthest distance measured out of your three attempts counts as your score in the event.



Accumulate power by repeatedly hitting the A or B Button.

Press and hold the Control Pad up and adjust the angle of your throw.

Release the Control Pad when you reach just the right angle.

The throw direction is displayed on the screen. Press the Control Pad up when the desired direction is displayed.

High jump

You are allowed three attempts in the high jump. Select either the Fosbury flop or belly roll. Your highest jump out of three attempts counts as your score in the event.



First Day



Start your approach by rapidly hitting either the A or B Button.

Use the time gauge to determine when to press the Control Pad up to jump at just the right time.

400-meter run

If the player starts before the signal, it is considered a false start and the race must be restarted. Any player that has two false starts is disqualified from the race and receives a score of zero.



Press the A or B Button to start and adjust the pace during the race.

A Button: increase pace
B Button: slow pace

As your athlete's stamina drops, it becomes more difficult to increase speed.

110-meter hurdles

If the player starts before the signal, it is considered a false start and the race must be restarted. Any player that has two false starts is disqualified from the race and receives a score of zero.



Second Day



Repeatedly hit the A or B Button after the starting signal to begin running.

To clear the hurdles, press the Control Pad up at the correct timing.

Discus

You are allowed three attempts in the discus. Your best distance out of three attempts counts as your score in the event.



Accumulate power by repeatedly hitting the A or B Button.

Press and hold the Control Pad up and adjust the angle of your throw.

Release the Control Pad when you reach just the right angle.

The throw direction is displayed on the screen. Press the Control Pad up when the right direction is displayed.

Pole vault

You are allowed three attempts in the pole vault. Your best height out of three attempts counts as your score in the event.



Second Day



Start your approach by rapidly hitting either the A or B Button.

The pole will be automatically inserted into the box. Watch the timing gauge and press the Control Pad up to jump.

Javelin

You are allowed three attempts in the javelin. Your best distance out of three attempts counts as your score in the event.



Start your approach by rapidly hitting either the A or B Button.



Press and hold the Control Pad up and adjust the angle of your throw.



Release the Control Pad at just the right angle to throw the javelin.

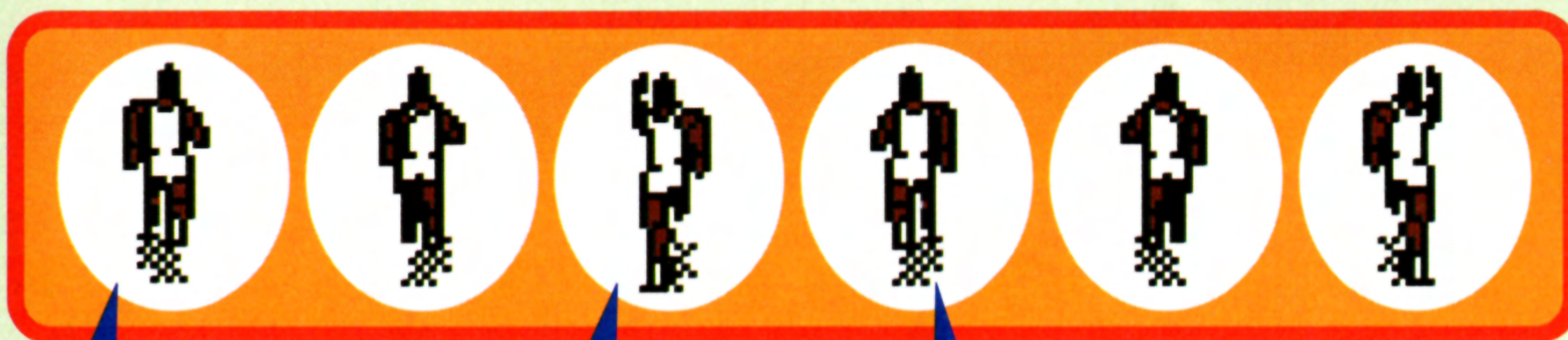


1500-meter run

If the player starts before the signal, it is considered a false start and the race must be restarted. Any player that has two false starts is disqualified from the race and receives a score of zero.



Second Day



Press the A or B Button to start running and to adjust the pace during the race.

A Button: increase pace
B Button: slow pace

Change lanes during the race with the Control Pad (left and right).

As your athlete's stamina drops, it becomes more difficult to increase speed.

NOTES

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If you feel stuck in the game, or just need a boost, don't worry!
You can call the Konami Game Hint & Tip Line for help on this software and all the fine Konami products.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)

- 95¢ per minute charge
- \$1.25 per minute support from a game counselor
- Touch tone phone required
- Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 8:00 A.M. to 4:30 P.M. Pacific Time.

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PRINTED IN JAPAN