INTRIGUE PENTATHLON

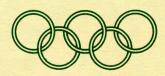**INTRIGUE PENTATHLON**

TI-99 4A
EXTENDED
BASIC

EXTENDED BASIC   TEXAS TI-99/4A COMPUTER

Loading

Connect a cassette recorder to your TI-99/4A Computer according to the Texas Users Reference Guide.
1. Insert an Extended Basic cartridge into the cartridge slot.
2. For stereo recorders use the left channel.
3. Ensure the tape is fully rewound.
4. Select EXTENDED BASIC mode.
5. Set the volume over half and the treble at maximum.
6. Enter OLD CS1 and follow the screen instructions.
7. If NO DATA FOUND appears on your T.V. monitor Increase the volume setting.
8. If ERROR IN DATA appears on your T.V. monitor Clean the tape head or try the recording on side two of the cassette.
9. When DATA OK appears on your T.V. monitor press ENTER, when the curses flashes type RUN then press ENTER. Set the ALPHA LOCK key UP.

Games Description

One or two players may compete in any or all five events. The World Records may be beaten. Points are awarded after each event adding up to a total score at the end of the INTRIGUE PENTATHLON.
Two track and three field events are featured

One Player game

Enter name (8 letters maximum)
When you see the athlete in the colour of your choice press any key.
When prompted to enter the second player name enter TI
The TI athlete will compete in black gear.

Two Player game

Proceed as for one player but enter second players name in place of TI. Select colour as with player 1

Selecting The Event

The next screen displays:

    1 2 3   4 5 P

Pressing any key when the moving arrow is pointing at a number or letter will select that event. In two player mode different events may be selected for training. If either player selects P both players will compete in the INTRIGUE PENTATHLON.
The events are:

1. 100 METRES.
2. 1500 METRES.
3. DISCUS THROW.
4. LONG JUMP.
5. HIGH JUMP.
P. INTRIGUE PENTATHLON.

Competing in the events

Track Events

The cursor (bottom left) will indicate which competitor is competing.
Repeatedly press any keys to run as fast as possible.
When you reach the finish line the race will end and your time and points score will be displayed on the scoreboards. The faster times will score more points.

Field Events

In each field event the athlete will run automatically The closer you get to the fault line or bar the greater will be the energy exerted.
To throw or jump press any key. Numbers are displayed near the athlete to indicate the angle. At the desired angle press any key.
In the high jump event you can press the keys 4 times to manouever the athlete over the bar and land back on his feet.

ATTEMPTS

Track events 1.
Discus and Long Jump 3.
High jump 3 failures total.

Tips

1. The athlete will run faster if the keys are pressed at the right speed.
2. The discus will go further when thrown at the optimum angle.
3. Get as close to the line as possible.
4. When High jumping dont get to close to the bar. Manouever the athlete so that his back, and feet miss the bar.
5. When selecting the colour of your gear avoid green or yellow. (These colours may not be visible on the field or track).

INTRIGUE SOFTWARE
games to remember

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