



SPECTRUM 48k

DALEY THOMPSON'S
DECATHLON

ocean

DALEY THOMPSON'S DECATHLON

Its program code, graphic representation and artwork are the copyright of Ocean Software Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of O.S.L. All rights reserved worldwide.

Daley Thompson's Decathlon simulates all 10 events in this gruelling test of skill and stamina. The game runs on the 48K Sinclair Spectrum and is controlled by the keyboard or a number of joystick options.

LOADING

Position the cassette in your tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that the connection lead goes from EAR socket on the recorder to the EAR socket on the Spectrum and that the MIC socket is disconnected.

Type LOAD "" <ENTER> (Note there is no space between the two quotes) the " is obtained by pressing SYMBOL SHIFT and P key simultaneously. For further instructions consult the section on loading in your manual. Now press PLAY on the recorder. The screen message should appear and the game will load automatically. If this does not happen try adjusting the volume and tone controls until loading takes place. At the end of the loading process follows the screen instructions. The screen menu will now appear with 3

types of joystick options or user redefinable keys for control.

PLAYING

The most gruelling even in the history of the Olympiad – all ten events are reproduced and each builds up the points necessary to gain the winners medal.

1st Day – 100 metres, Long jump, Shot-put, High jump and 400 metres.

2nd Day – 110 metres Hurdles, Discus, Pole-vault, Javelin and finally the energy sapping 1500 metres.

CONTROLS/STRATEGY TIPS

All running events and the Javelin require continuous left to right joystick movement or continuous left and right alternative key depression to increase speed. For Hurdles press fire button to jump.

The Long jump and the three throwing events:- Try to achieve a launch of as near to 45° and as close to the take-off line as possible.

The Pole vault:- Get as close to 90° as you can but not past this angle.

The High jump:- Press the fire button and release to approach the bar, press fire button to jump then release when you judge the position to be right, press fire button again to fall. (The fire button is used 3 times).

GO FOR GOLD! GOOD LUCK!

STATUS and SCORING

On-screen scoring shows the number of attempts made, points scored, world records, qualifying times and distances. (Points are dependant on reaching qualifying times.)

Daley Thompson's Decathlon written by Ocean Software's in-house team is only one of many superb games from Ocean Software. Please ask your local dealer for other titles in our varied and exciting range. If you've written a good program, why not contact us, without obligation, to discuss marketing it for you. Write to:

**Ocean Software Limited,
Ocean House, 6 Central Street, Manchester 2.**

PRODUCED BY D. C. WARD
© 1984 Ocean Software Limited.

For your free Daley Thompson's Decathlon poster fill in the coupon below and send to:

**D. T. Poster, Ocean Software,
Ocean House, 6 Central St., Manchester M2 5NS.**

Also enclose 25p Postal Order to cover cost of postage and packaging.

Name

Address