DALEY THOMPSON'S OLYMPIC CHALLENGE

DALEY'S BACK . . . with the chance for you to take on his gruelling role in the ten Olympic Decathlon events. This time the gold medal is not enough, you're out to beat the world record as well and accumulate over 9000 points, only then will you qualify for the role of the "World's Greatest Athlete".

An exhausting work out in the gym will help you get started, where, under the watchful eye of your coach, you can build up your strength and power to the maximum.

Only then will you be in a position to pit your stamina against the record book and like Daley enter the arena of the all-time greats.

LOADING

CASSETTE

1. Place the cassette in your recorder ensuring that it is fully rewound.
2. Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
3. If the computer is a Spectrum 48K or Spectrum+ then load as follows.
   Type LOAD"" (ENTER). (Note there is no space between the two quotes). The " is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.
4. Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone controls and consulting Chapter 6 of the Spectrum manual.
5. If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.

SPECTRUM 48K

Please note this game loads in more than one part, follow on-screen instructions at all times.

SPECTRUM 128K

This program loads in one load from side A.

SPECTRUM +3 DISK

Set up system and switch on as described in your instruction manual. Insert disk and press ENTER to choose 'LOADER' option. This program will then load automatically in one load from side A.

CONTROLS

The game may be controlled by Keyboard which is fully redefinable or Kempston, Cursor or Sinclair (port 1) Joystick.

KEYBOARD

O — Left
P — Right
M — Fire

HOW TO PLAY

In all the events, power is all important. Continuous left and right joystick mmovement, or key depression, builds up the power. This is most important in the track events e.g. 100m, 400m, 1500m and also the high jump. However, in the 1500m, once you have built up your power, then only a small rate of left and right movement is needed to sustain your speed.

In the remaining events, the pressing of the "fire" button at the correct moment is essential. For instance in the final track event the 110m hurdles, the depression of "fire", at the "precise moment" is needed to clear the hurdles, if any are knocked over then your power is reduced.

To succeed in the long jump, you must build up your power on the run-up to the line and when the line appears, press "fire". The length of time that the fire button is pressed, determines the angle of the jump, then finally you must release "fire", before you reach the line and begin the jump.

The shot putt and discus are similar to the long jump, in that the use of the "fire", button is the same. Firstly, build up your power and when you begin the throw, press "fire", as before.

The javelin is slightly different. Firstly, build up your power using "left", and "right". When you approach the line, press and release the "fire" button, the angle of the javelin will then increase, and finally press "fire" again to release the javelin at the correct angle.

In the Pole Vault you must build the speed of your run-up to the bar and press "fire" to position the pole in the ground. When this is done successfully, a 3D view of "Daley" rising up towards the bar will appear on the screen. At the correct moment you must press "fire", so that he will clear the bar.

Your skill and enjoyment will improve with practice and you'll probably develop new techniques of winning yourself!

GOOD LUCK

TRAINING

A bottle of Lucozade (portraying your energy level) is shown at the top of the screen. At the start of each training session, the bottle will be empty and the more exercise you do, the more the bottle will fill up.

This has a general effect on your energy level in all events i.e. the better you train, the higher the level in the bottle, the greater your overall performance.

FOOTWEAR

At the start of each event, a menu will be presented from which you must select the correct Adidas footwear for the heat, failure to make the right choice will result in an inferior performance. If, however, you do select wrongly, the correct shoe will be indicated after the choice has been made. Make a note of this for next time!

HINTS AND TIPS

* The selection of the correct Adidas trainers is vital for a good performance. Through trial and error you will discover which trainers suit which event.
* In the javelin, try to get a throwing angle of around 45° for maximum distance.
* In the shot putt and discus, press fire as soon as Daley begins his throw.
* In the 1500m, once you have built up your power to it's maximum, a smaller rate of "left" and "right" movement is needed to keep your speed up.

CREDITS

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