

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

Type LOAD"" (ENTER)

SPECTRUM 48K – Please note this game loads in more than one part. When the first section of the game is initially loaded there is no message to inform you of this. When the border ceases to display the 'striping effect', press any key to start the game.

Once you have initial menu screen showing, stop the tape.

SPECTRUM 128K – This program loads in one load from side A.

CONTROLS

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

KEYBOARD

O Left
P Right
M Fire

HOW TO PLAY

In all the events, power is all important. Continuous left and right Joystick movement, 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 100m 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!

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The Hit Squad,
P.O. Box 350,
Manchester M60 2LX