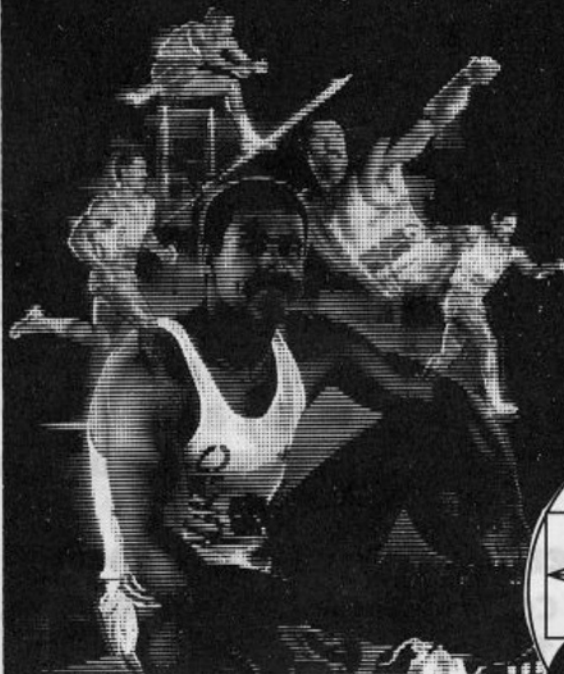


DALEY THOMPSON'S OLYMPIC CHALLENGE



**ATARI ST
CBM AMIGA**

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

ATARI ST

Switch on the power to the computer and disk drive then insert the disk into the drive. This program will then load automatically. Follow on screen instructions.

AMIGA 500

Insert the disk into Drive A and turn the computer on. The program will then load and run automatically.

AMIGA 1000

Insert the systems disk and, when the work bench disk illustration appears, insert the disk. The program will then load and run automatically. Follow on screen instructions.

CONTROLS

ATARI ST

The game is controlled by Joystick in Port 1.

AMIGA

The game is controlled by Joystick in Port 2.

HOW TO PLAY

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. If you manage to fill the bottle in any one session, you will be awarded a can of Lucozade. Train well and you can achieve a maximum of 3 cans! (i.e. one per session). To use these cans, you will be given the option at the start of each event to implement extra energy. This will help you in your weaker areas, but make sure you choose

wisely as each can only provides one chance of assistance.

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!

In all events, power is all-important. Continuous left and right joystick movement 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 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.

LONG JUMP - To succeed in the long jump you must build up power on your run up and by waggling your joystick. When you reach the white line press fire to jump. If the fire button is pressed too late a fault will be recorded.

You will have 3 attempts at this event, with your best jump counting towards your final score.

POLE VAULT - Select height by pushing up on joystick. Waggle your joystick to build up power. Press fire to commence lowering the pole.

Timing is critical in this event. When Daley reaches the top of the vault press the fire button to release the pole. Failure to do so at the correct time will result in a poor vault.

Three consecutive unsuccessful attempts at the same height will result in your elimination from the event. Your best height achieved will give you your score.

JAVELIN - Waggle your joystick to make Daley run. As you near the end of the run-up press and hold the fire button to break stride and commence your throw. As you hold the fire button the javelin will continue to rise.

Release the fire button to set the angle and commence your throw.

HIGH JUMP - Select height by pushing up on your joystick. Remember that you cannot lower

the bar once it has been raised. Waggle the joystick to build up speed and power.

Press and hold the fire button as close to the bar as possible and release the button to commence jump. Three consecutive unsuccessful attempts at the same height will result in your elimination from the event. Your best height achieved will give you your score.

DISCUS - When you are ready to compete depress the fire button and hold it down while you waggle the joystick left and right to make Daley spin. When Daley reaches the throwing position the angle indicator at the right hand side of the screen will climb upwards, when you reach the desired angle release the fire button to throw the discuss.

SHOT PUTT - In this event waggling the joystick with the fire button released gives leg power and with the fire button depressed gives arm power. So start waggling with the fire button released and as soon as Daley hops across the throwing circle, press fire and keep waggling until the desired angle is shown, then release the fire button to putt the shot.

N.B. If you switch to the on movement too soon Daley will stop his leg movement and freeze - if you switch too late he will overshoot the circle.

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 throwing events, try to get a throwing angle of around 45° for maximum distance.

* In the shot putt and discuss, perfect timing and a reasonable angle are essential for a good 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.

* Save your cans of Lucozade for events requiring endurance and speed.

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