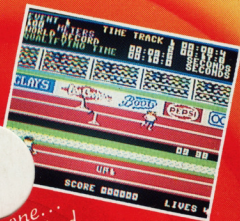


COMMODORE 64/128

COMMODORE 64/128



**Chart
Topper!**

"10 games in one...
it's amazing! I picked
up my joystick and I was
hooked, non-stop action
with superb playability."
"A gold medal...
animation of Daley
is brilliant!"
C & VG

**Sport
Action**



Screen
shots taken from
various computer formats.



DALEY
THOMPSON'S

DECATHLON



DALEY THOMPSON'S

DECATHLON



**JOYSTICK
ONLY**

Daley Thompson's Decathlon simulates all 10 events in this gruelling test of skill and stamina and requires a joystick for control.

LOADING

Press SHIFT key and the RUN/STOP keys simultaneously; press PLAY on tape.

PLAYING

The most gruelling event 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 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 then release when you judge the position to be right, press fire button again to fall. (The fire button is used 3 times).

LADEN

Drucken Sie SHIFT – und RUN/STOP – Taste gleichzeitig, anschließend PLAY – Taste des Recorders drücken.

STEUERUNG

Bei allen Wettläufen und beim Speerwurf bestimmen Sie die Laufgeschwindigkeit durch gleichmäßige Rechts/Linksbeugung des Steuerknüppels. Drücken Sie zum Überspringen der Hürden den Feuerknopf.

Wettbewerbe Weitsprung und Dreisprung: Versuchen Sie möglichst dicht an der Linie mit einem Winkel von 45 grad abzuspringen.

Stabhochsprung: Der winkel sollte möglichst dicht an 90 Grad liegen, aber nicht darüber.

Hochsprung: Drücken Sie kurz den Feuerknopf und bewegen Sie die Figure durch Rütteln am Joystick auf die Linie zu. Wenn Sie die richtige Position erreichen, drücken Sie zum Abspringen erneut kurz den Feuerknopf. Zum Überwinden der Latte drücken Sie den Feuerknopf ein drittes Mal.

CARICAMENTO

Premere il TASTO MAIUSCOLE e il TASTO RUN/STOP simultaneamente; poi premere PLAY sul registratore.

CONTROLLI

Tutte le gare di salto in lungo e quelle del giavellotto richiedono il movimento continuo da destra a sinistra del joystick per incrementare

THIS IS NO. 1 IN THE HIT SQUAD SPORTS COLLECTION
LOOK OUT FOR RELEASE NO. 2 YIE AR KUNG FU



la velocità. Premete il pulsante di tiro per saltare durante il salto as ostacoli

Il salto in lungo e le tre gare di tiro: Cercate di eseguire un lancio il più vicino possibile ad un angolo di 45° e alla linea di lancio. Il salto con l'asta: Saltare ad un angolo il più vicino possibile a 90°, ma non maggiore. Salto in alto: Premete il pulsante di tiro e rilasciatelo per eseguire la rincorsa, premete il pulsante di tiro quando pensate di trovarvi nella posizione giusta per eseguire il salto, premete di nuovo il pulsante di tiro per eseguire la ricaduta. (Il pulsante di tiro viene usato 3 volte).



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