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## **Important Health Warning About Playing Video Games**

### **Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

### **Product Care**

Handle the game disc with care to prevent scratches or dirt on either side of the disc. Do not bend the disc or enlarge its centre hole.

Clean the disc with a soft cloth, such as a lens cleaning cloth. Wipe lightly, moving in a radial pattern outward from the centre hole towards the edge. Never clean the disc with paint thinner, benzene, or other harsh chemicals.

Do not write or attach labels to either side of the disc.

Store the disc in its original case after playing. Do not store the disc in a hot or humid location.

The *Beijing 2008™ - The Official Video Game of the Olympic Games* game disc contains software for use on a personal computer. Please do not play the disc on an ordinary CD player, as this may damage the disc.

- Also read the manual of your personal computer.
- The game discs may not be used for rental business.
- Unauthorised copying of this manual is prohibited.
- Unauthorised copying and reverse engineering of this software is prohibited.

Thank you for purchasing *Beijing 2008™ - The Official Video Game of the Olympic Games*. Please note that this software is designed only for use with a personal computer running Microsoft Windows®. Be sure to read this instruction booklet thoroughly before you start playing.



Beijing 2008™



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## GETTING STARTED

### SYSTEM REQUIREMENTS

The System Requirements necessary to run *Beijing 2008™ - The Official Video Game of the Olympic Games* are as follows:

#### Minimum:

- Microsoft® Windows® XP
- 2.4GHz processor
- 1GB RAM
- NVIDIA® GeForce® 6600 graphics card or ATI equivalent with support for Pixel Shader 3.0
- Sound card
- DVD-ROM drive
- 4GB hard disk space

#### Recommended:

- Microsoft® Windows® XP / Vista™
- AMD or Intel Dual Core processor
- NVIDIA® GeForce® 7800 graphics card or ATI equivalent
- Microsoft Xbox 360® Controller for Windows

The game's performance and/or graphical quality may differ according to your computer's hardware and/or video card. Computers with high-performance hardware will provide the best game performance.

**NOTE:** This game is designed for use with the Xbox 360 Controller for Windows. If you wish to play with 2-4 players please ensure that multiple Xbox 360 Controllers for Windows are connected. For default keyboard controls refer to the in-game options.

### INSTALLING THE GAME

Insert the *Beijing 2008™ - The Official Video Game of the Olympic Games* disc into your DVD drive and wait for the autoplay program to begin. From here, follow the simple on-screen steps to install the game.

#### Family Settings

Family Settings in Games for Windows – LIVE complement Windows Vista® parental controls. Manage your child's access and experience with easy and flexible tools. For more information, go to [www.gamesforwindows.com/live/familysettings](http://www.gamesforwindows.com/live/familysettings).

## GETTING STARTED (CONTINUED)

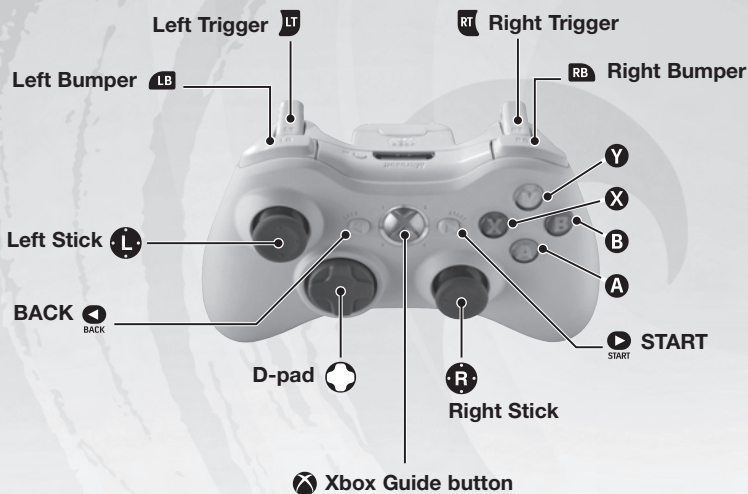
Once you've selected your mode and event(s), you'll be taken to the relevant stadium in preparation for the action.

You can skip the opening cut-scenes by pressing the button as indicated on screen.

If you're unfamiliar with the event mechanics, the controls and the sequence of stages throughout the event, **Tutorials** can offer a step-by-step guide to how to play. Before the event starts simply press the tutorial button as indicated on screen.

If you wish to Restart (not available in 'Olympic Games'), Abandon Event or Exit Game, you can do so via the in event **Pause Menu**.

At the end of each event you will be presented with a results screen showing your overall position, time or score and also the results of the competing athletes.





# MAIN MENU

## TRAINING

Select individual events for continuous play within a non-competitive environment, allowing you time to learn each of the events before transferring your skills to competitive challenges of the Olympic Games.

## COMPETITION

Play with friends, either at home or from around the world. Choose between single and multiple event challenges to prove who has the superior ability.

## OLYMPIC GAMES

Take your chosen country through the Beijing 2008 Olympic Games. Each day you'll face new challenges with the ultimate goal of winning enough gold medals to make your country proud.

## CUSTOMISE TEAM

Select the athletes you wish to represent a chosen country.

## LEADERBOARDS

View weekly and overall leaderboards across all events, with quick links to yourself or friends to see how your performances rank against the best.

## OPTIONS

Make changes to your sound, music and commentary volumes, or controller vibrations.



## **OLYMPIC GAMES MODE**

After viewing the Opening Ceremony you'll be shown the list of challenges that await you on the first day of competition. You'll also see the criteria for progression to the next day, for example 'qualify for 3 out of 5 events to progress to the next day'.

If you fail to qualify for a day, you will need to repeat that day until you are successful.

After completing a day at the Beijing 2008 Olympic Games, you have a chance to improve your team attributes. Use the points allocation you've been awarded to improve speed, power, accuracy etc.

### **SLOW-MOTION**

As part of the attribute bonuses you can gain more slow-motion power; this allows you to slow down the events giving you more time and control over the athlete, allowing you to concentrate on the events.

To use the slow-motion feature press **LB** or **RB** during an event.

## **COMPETITION MODE**

Compete against other competitors in a single event or stacked multi event list.

### **PLAY ON THIS PC**

Supports multiplayer with up to 4 human players being able to play on a single PC.

### **PLAY ON A LAN**

Play via system link to compete against your friends. Up to 4 human players may play on each connected PC, with a maximum of 8 players in the events.

### **PLAY ONLINE**

Up to 4 human players may play on each connected PC.

## PLAYING ONLINE

**JOIN QUICK GAME** will take you to a list of available games that are currently in session.

**JOIN CUSTOM GAME** will let you define the events you'd like to compete in.

**CREATE GAME** will let you create a multiplayer game, selecting the events you wish to challenge other players to. Once you've selected the events, simply select **Start Game** to proceed to the lobby area where you can wait for up to 7 other players to join.





## **MULTIPLAYER GAME MODES**

If you select either **Custom Match** or **Create Match** you will then be able to define the following game types:

### **VS** (for 2 players head-to-head only)

All events play as normal except for tournament tree events which drop all initial rounds and play in a head-to-head final.

Players may drop in and out.

After each event or set of events has finished the player is returned to the lobby in order to select additional events to play.

### **STANDARD** (for up to 8 players)

All events play as normal. Players may drop in and out and join the game at any time.

After each event or set of events has finished the player is returned to the lobby in order to select additional events to play.

### **TOURNAMENT**

An initial list of events is selected.

Players join the game and should play throughout all the events. Once the host has started the game additional players may not join.

A score tally is kept for the event list in order to show the overall winner of that match at the end of the game.

*You can also change the following options: Voice Chat, Language, Friends and Maximum Players.*

# EVENT CONTROLS

## ATHLETICS - TRACK



### 100m / 200m / 400m

Press and hold **LT** or **RT** to build power of the launch start, once the power bar hits the red zone you'll launch from the blocks. Be careful not to false start, but be sure to be on the edge and power out of the blocks if you want that world record.

Press **A** and **B** alternately or waggle **L** or **R** to build up speed. At the line press **LT** to lunge or **RT** to showboat.

### 800m / 1500m

Press **A** and **B** alternately or waggle **R** to build up speed.

Use **L** to position your runner. If you run on the front of the pack for too long you will quickly tire, take a rest by slipstreaming behind other runners. At the line press **LT** to lunge or **RT** to showboat.

### 100m HURDLES (women) / 110m HURDLES (men)

Press and hold **LT** or **RT** to build power of the launch start, once the power bar hits the red zone you'll launch from the blocks. Be careful not to false start, but be sure to be on the edge and power out of the blocks if you want that world record.

Press **A** and **B** alternately or waggle **L** or **R** to build up speed.

Press **LT** or **RT** to jump a hurdle. At the line press **LT** to lunge or **RT** to showboat.



## ATHLETICS - FIELD

### HAMMER THROW

Rotate **L** or **R** to match the marker.  
Press **LT** or **RT** to release the hammer.

### SHOT PUT

Rotate **L** or **R** to build power.  
Press and hold **LT** or **RT** to build your throw angle, and then release **LT** or **RT** to throw the shot.

### DISCUS THROW

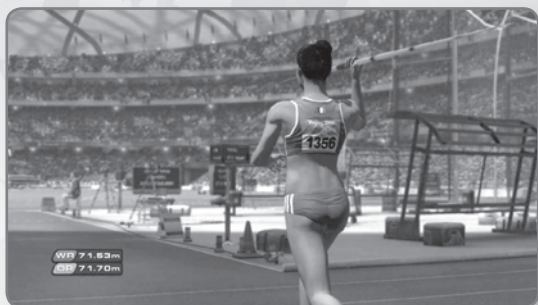
Rotate **L** or **R** to build power, but be sure to keep out of the red or you risk a foul.  
Press and hold **LT** or **RT** to build your throw angle, and then release **LT** or **RT** to throw the discus.

### JAVELIN THROW

Press **A** and **B** alternately or waggle **R** to build up running speed.  
Push **L** right to ready the javelin to throw, then move **L** to between left and up directions to select the throwing angle and release the javelin.

### LONG JUMP / TRIPLE JUMP

Press **A** and **B** alternately or waggle **R** or **L** to build up speed.  
In the Triple Jump, use **LT** or **RT** to perform the hop, skip and jump.  
Press and hold **LT** or **RT** to adjust your jump angle.



## ATHLETICS - FIELD (CONTINUED)

### HIGH JUMP

Alternately press **A** and **B** and match the timing of each footstep, then use **LT** or **RT** to jump.

### POLE VAULT

Press **A** and **B** alternately or waggle **R** or **L** to build up running speed.

Press **LT** or **RT** within the highlighted area to clear the bar.

## AQUATICS - SWIMMING



### 50m FREESTYLE

### 100m BACKSTROKE

### 100m BUTTERFLY

### 100m BREASTSTROKE

Press and hold **LT** or **RT** to build power of the launch start, once the power bar hits the red zone you'll launch from the blocks. Be careful not to false start, but be sure to be on the edge and power out of the blocks if you want that World Record.

Rotate **R** and **L** in sequence or alternately press **A** and **B** to build speed.

Press **RT** or **LT** to turn; timing here is crucial to maintain your speed down the return length.

## AQUATICS - DIVING



### 3m SPRINGBOARD

### 10m PLATFORM

Press **RT** or **LT** to select dive power.

For Springboard diving rotate **R** or **L** to match the marker, however Platform diving requires more dexterity. Rotate **R** and **L** to match both the markers; your final score will be judged on the fluidity of your movements.

## GYMNASTICS - ARTISTIC



### FLOOR EXERCISE

When the gymnast steps or lands on a button icon press the corresponding button; timing here is crucial.

### VAULT

Press **A** and **B** alternately or waggle **R** or **L** to build up running speed, and then press **LT** or **RT** as you contact the markers to launch. Rotate **R** or **L** to correctly dismount.

### PARALLEL BARS

Move **R** and **L** to position the arrows beneath the hands to stabilize your balance.

Then press **LT** and **RT** alternately to achieve a good lift.

Press the displayed buttons in order for the perfect dismount.

### BEAM

Press **LT** or **RT** to launch off the springboard.

When the gymnast stands on a colour, press the corresponding button; timing here is crucial.

Correct a wobble by moving **R** and **L** to centre the ball.

Press **LT** or **RT** to correctly dismount.

### UNEVEN BARS

Press **LT** or **RT** to launch off the springboard.

Match the arrows by moving **R** or **L**, for longer arrows move and hold **R** or **L** for the duration of the arrow.

Press **RT** and **LT** when prompted to swap bars.

### RINGS

Move **R** and **L** to keep the arrows within the highlighted zones, your final score will be judged on the fluidity of your movements.

Press **RT** and **LT** alternately to stabilise a hold.

Press the displayed buttons in order for the perfect dismount.



## SHOOTING - SHOTGUN



### SKEET (men)

Press **X** to call 'Pull' and then Press **RT** to fire.  
Sweep the crosshair left and right using **L**, Press and hold **A** to increase crosshair movement speed.

## SHOOTING - PISTOL

### 10m AIR PISTOL

Press **LT** or **RT** to determine your accuracy; once this is set remember to take this into account when aiming the crosshair.  
Use **R** or **L** to aim the crosshair, and then press **LT** or **RT** to fire.

### 25m RAPID FIRE PISTOL

To control your breathing, press **LT** or **RT** to stop the marker in the centre; once this is set remember to take this into account when aiming the crosshair. Better breathing control means a more fluid crosshair movement.

Move the crosshair using **L** or **R**, then press **LT** or **RT** to fire at each target.

## ARCHERY



### INDIVIDUAL 70m (women)

Pull down and hold **R** to draw the bow, and then use **L** to aim the crosshair. Release **R** to launch the arrow.

## JUDO



### 81 - 90kg

Match the arrows indicated on screen with **R** or **L** to gain the advantage in the tussle.

Once you have the advantage press a combination of **A**, **B**, **X** and **Y** to throw; these combinations are secret and something you need to investigate and learn. The complexity of the throw combination is directly related to the difficulty of the kick out by the opponent.

When thrown, reduce the effect by identifying and pressing the button, **A**, **B**, **X** or **Y**, from which the throw was started.

When in or performing a hold or a pin alternately press the **LT** and **RT** to escape or submit the opponent.

## CANOE-KAYAK - SLALOM



### K1 - KAYAK SINGLE

The **R** and **L** control the movement of the paddles, hold **L** or **R** outwards to paddle in the corresponding direction, or hold **L** and **R** outwards simultaneously to paddle forwards. Holding **L** or **R** down performs a sharp turn.

You'll receive time penalties for missing, touching or passing the wrong way through a gate.

## TABLE TENNIS



### SINGLES

Press and hold **A** or **B** to build serve power.

Press **A** to hit the ball with topspin.

Press **B** to hit the ball with backspin.

Press **Y** to perform a smash shot.

Aim the shot using **L**.

Use **L** to move the athlete, stepping left and right.

## WEIGHTLIFTING



**+105kg**

Rotate **L** anticlockwise and **R** clockwise to increase power.

Slowly rotate **L** and **R** outwards from bottom to top, following the arrows on screen, this motion initialises the lift.

Keep your balance by moving **R** and **L** to centre the ball.

## CYCLING - TRACK



### TEAM PURSUIT

Press **A** and **B** alternately or waggle **R** or **L** to build initial power from the start line. Once speed has been built up and you're holding formation, rotate **R** or **L** to maintain your power and speed.

Press **LT** or **RT** to change the lead cyclist; this is important to help reduce athlete fatigue and maintain good stamina levels.



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## **CUSTOMER SUPPORT**

Please check

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for details of product support in your region. Register online at

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### What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-



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BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION



GAMBLING



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