



OFFICIAL
VIDEO GAME



torino 2006



Developed By



Published By



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

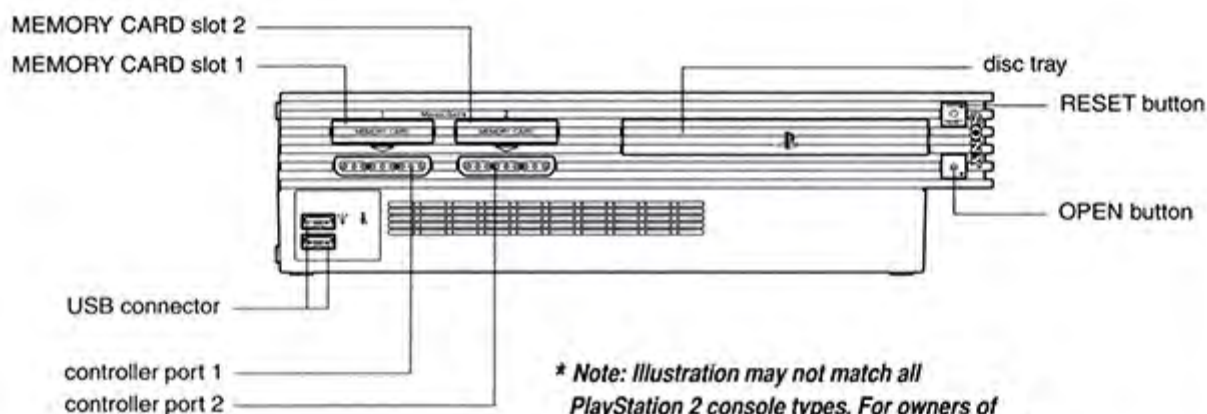
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



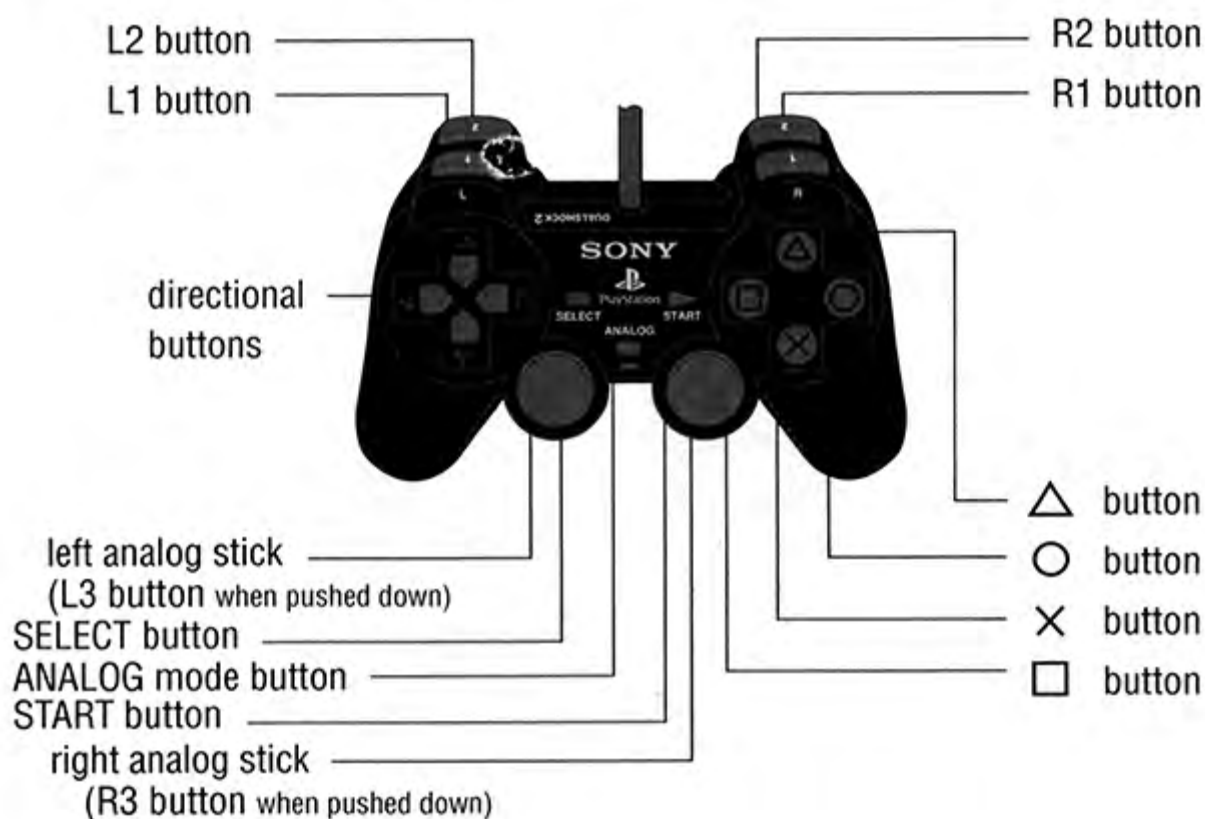
** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Torino 2006™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



The Olympic Movement

The Olympic Movement is symbolized by five interlaced rings, which represent the five continents of the world. The aim of the Olympic Movement is to contribute to building a better world by educating young people through sport practiced without discrimination of any kind and in the Olympic spirit.

The Olympic Games is unique in the sporting world. It is the only competition where the best athletes from all over the globe have the opportunity to strive against one another in the spirit of peaceful competition, friendship and fair play.

Very few people get the chance to compete at the Olympic Games, but **TORINO 2006™** puts you in the Olympic arena alongside the world's top athletes. Good luck!

For more information on the Olympic Games and the Olympic Movement please visit www.olympic.org.

Introduction

Welcome to the **Olympic Winter Games!**

In **TORINO 2006™** you can enter up to eight of the most popular and exciting Winter Games disciplines and try for your own world record! Whether it's alpine skiing, speed skating, cross-country skiing, ski jumping, biathlon, bobsleigh, luge or nordic combined - dexterity, skill, concentration and stamina are essential for success. Dare to blast your way through the downhill course or pit yourself against your friends and gain the ultimate accolade - 1st place on the winner's platform.

Please be aware that due to gameplay considerations some of the rules used in this video game are not the official ones supplied by the International Federations for the Olympic Games.

The Main Menu

Select your desired play mode using the **directional buttons**. To confirm your selection press the **X** button.



Competition – 15 Events



In this mode you compete in all 15 **TORINO 2006™** events across various disciplines one after the other. Your overall performance and ranking is displayed in the league table.

Competition – 9 Events



In this mode you compete in 9 events across various disciplines one after the other. Your overall performance and ranking is displayed in the league table.

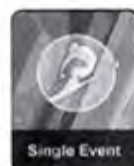
Creating a Competition



This gameplay mode allows you to create your very own Olympic competition, selecting from each of the available single events. Each single discipline can only be used once in a competition. This means that your competition will consist of at least one discipline and at most 15 single events.

Use the **directional buttons** to scroll down the list of available events on the left and select the desired event by pressing the **□** button. The event that you select is then displayed in the list of selected events on the right. If you want to remove it from the list, use the **directional buttons** to highlight the desired event and remove the event by pressing the **■** button. The removed event is then automatically displayed once more in the list of available events.

Single Event



Enter yourself for a single event in your preferred discipline. Try and beat the best performance "Records"! The nordic combined discipline is an exception as it consists of both ski jumping and cross-country skiing events, which are completed one after the other.

Records



Check out the best performances in the individual disciplines.



OPTIONS

Tailor the game to suit your personal requirements. Use the **directional buttons** to scroll down the list of available options and select the desired option by pressing the **X** button.

Loading the game: Load a saved game.

Saving a game: Save the current game.



Game options:

Use the **↑** or **↓** on the **directional buttons** to scroll through the list of available settings and change the settings by pressing the **←** or **→** on the **directional buttons**.

- Turn the arrow markers above the gates on / off (only for the alpine skiing discipline).
- Turn the ghost feature on / off (see "Ghost" section).
- Turn the button settings displayed during the competitions on / off.
- Switch the vibration function of your controller on or off (only available if the controller supports this feature).
- Choose your language.

Press the **X** button to confirm your selection.



Sound options:

- Adjust the music volume, sound effects and the commentary to suit your preference. Press the **X** button to confirm your selection.



Challenges / Tasks

TORINO 2006™ offers you a wide variety of challenges. There are rewards for mastering certain tasks. For example, if you come in first place in every available event, a new level [extreme] is unlocked and activated. The numerous different challenges, gameplay options and rewards are detailed within the next section of this manual.




Ghost

TORINO 2006™ has a Ghost mode feature so that you can easily and continually assess your performance. You can turn it on or off using the Pause menu (accessible during the competition via the **START** button). If the Ghost mode feature is turned on, your previous run is superimposed on the current race as a "ghost" athlete. This mode allows you to truly hone your times, racing lines and timings – it also makes for great turn-based challenge mode!



Camera

During the game you can press the  button to switch between various in-game camera angles.



STARTING A COMPETITION

- In the main menu choose your competition, a single event or put together your own competition.
- Enter the number of players. You have the option of choosing between single-player mode and three multi-player modes. You can compete against one, two or three opponents. The players each have their turn in the "Hot Seat".



- Choose the country that you want to represent, enter your name and click on "Continue".
- Choose the difficulty factor from "easy", "medium" or "hard".



- Now give it your very best shot!



Please note: You can return to the previous selection by pressing the **△** button. During the competition, you can press the **START** button at any time to call up the Pause menu, for example to restart or terminate a race.

THE DISCIPLINES

TORINO 2006™ offers you the opportunity to demonstrate your sporting skills and competitive ability across a total of eight individual Olympic winter disciplines.

The control method for each individual type of sport has been made as intuitive as possible. Nevertheless, each discipline has its own individual challenges and requirements that continually present the player with some tough challenges. You should familiarise yourself with all the appropriate control details from basic through to advanced before you enter a major competition. "Single Event" mode is the most suitable mode for familiarisation. Of course, you could jump into the competition feet first without any training – but don't say we didn't warn you if you crash land on your first ski jumping competition!

Some disciplines are introduced through a series of footage sequences to give you an impression of the events and their breath-taking locations. You can terminate this intro at any time by pressing the **×** button or **△** button. Don't let the size of the audience put you off, "Just do it!" Nike™.



ALPINE SKIING


In **TORINO 2006™** there are four distinctly different events: downhill, super-G, giant slalom and slalom.

Downhill and super-G are speed competitions that require strength, endurance and certainly courage from the competitor. This does not mean that you should plunge down the valley with the vague hope of achieving the ultimate course record! You will only achieve the very best times by using the correct racing technique, skill, timing and significant practice!


Slalom and giant slalom are the more technical of the skiing events. Even so, awards are not made for gracefulness; the very same principle applies: the competitor with the best time is the winner. Of course it will be you, won't it!




Control


Start: Start the race by pressing the  button.

The control method for all four events offers the same basic controls. Nevertheless each discipline presents the competitor with unique challenges accurately reproduced from real-life conditions


A power indicator bar is displayed on the bottom of the screen. Press the  button to start the race. Note you will achieve your very best starts when the bar is 100% i.e. at its absolute fullest point. The closer you get to a 100% full meter when you start, the more momentum you will gain from your push-off.

Run: Guide your skier between the gates by moving the **left analog stick**.

Experienced players can increase their speed by pressing the  button so that your skier goes into the "tuck" position.

If you are going too fast or have over-cooked it going into a corner, you can press the  button so that your skier makes carve turns left or right. Note carve turns allow you to turn more aggressively but you will lose vital speed – use them carefully to get back on the racing line and pace again!

Please note: The number of permitted gate faults (misses) depends on the difficulty level you have selected (easy mode = 5 faults; medium = 3 faults; difficult = 0 faults). If you make more faults than is permitted, then unfortunately you will be disqualified!

Hint: As a beginner, avoid using the faster tuck position speeds via the  button "tuck" position. The "tuck" position is only for advanced players and experts, particularly in the giant slalom and slalom disciplines, where the best times are delivered through perfect technique.



SKI JUMPING

Choose between the 90m normal hill or the jaw dropping 120m large hill. Naturally, much bigger jumps are possible on the 120m hill; however your success or failure in this challenging discipline is determined by a powerful take-off, good balance and style in flight plus the right timing to give you that perfect landing.



Control

Setting off: The windssock located at the top of the jump indicates the direction and strength of the wind. Take note of its position and strength to prepare you for the correct in-flight adjustments which will give you good style and balance prior to landing.


Start: Start your ski jump by pressing the **X** button.

Push yourself off the start bar by pressing the **X** button. Your ski jumper starts off automatically after the countdown is complete.


A curved bar with a ball in the middle is displayed on the bottom of the screen. You must maintain your competitor's balance by keeping the ball in the very centre of the curved bar by moving the **left analog stick**.





Jump: The bar increasingly fills up from each side as you approach the bottom of the jump. You must take off just before you reach the end of the jump by pressing the  button again. In order to achieve a good distance, take off as late as you can without losing vital points by overstepping the markers.

Flight / Landing: Maintain your competitor's balance, as you did on the approach, by keeping the ball in the very centre of the curved bar using the **left analog stick**.

The more height your ski jumper loses during the jump, the more the bar fills up – so keep your height as long as possible. Prepare for landing by pressing the  button just before your ski jumper touches the ground. If you miss-time your landing, your ski jumper will crash and fall. Obviously, this will do your style points no good at all.

Please note: Your athlete's skis open and close automatically.

Please note: Watch the windsack before every jump as the adverse effect of the wind on your jumper increases with the difficulty factor.

Rating: Your jump is evaluated by five judges who rate the style of your performance on a scale of 0 to 20 points. The best and the worst scores are not included in the overall rating. Points are deducted for overstepping the take-off point or falling over after your landing. You will perform two jumps that are used to calculate your overall score.

Hint: Use your ski jumper's shadow to help determine the right time to land perfectly, maximising distance and style points in one fall swoop.



SPEED SKATING

Flying across the ice at up to 60 kilometres per hour demands everything from a skater in terms of technique, timing, rhythm, power, stamina, athleticism and tactics.



Control

Start: to start the race, press the **X** button.

Setting off: After the starting shot, press the **X** button and then press the **○** button alternately as fast as you can to MAXIMISE your starting section overall speed. Make sure you get the power bar as full as possible, grit your teeth and bash those buttons!

Run: After your start, it is essential to maintain a balanced rhythm to maximise your distance covered, progress, speed and overall best finish times. Press the **X** button and the **○** button alternately with perfect rhythm and timing. The white bars display the optimum rhythm. Your overall performance is shown in blue and timing errors are displayed in red.

Bends: If you have chosen the "medium" or "difficult" mode, you must steer with the **left analog stick** in the corners to keep to the blue racing line. This control feature is not enabled in "easy" mode.

Please note: The timing bars become shorter in the corners and this is due to the skaters increased frequency of the strides necessary to maintain an overall optimum speed throughout the entire circuit and distance.



CROSS-COUNTRY SKIING

Cross-country skiing is a classic endurance discipline, with the most important aspect being to pace yourself correctly across all sections of the course and adapt to the varying trail conditions, and inclines as necessary. These elements will allow the player to make maximum progress and carefully maintain their athlete's stamina and peak performance, therefore achieving the very best ultra competitive times!



Control

Start: Start the race by pressing the **X** button.

Start immediately after the start signal by pressing the **X** button.


Run: Guide your skier by pressing the **left analog stick**. You control how much effort your skier expends by pressing the **X** button. Energy levels and fatigue are shown in the circular energy meter. The more power you use, the faster you ski; however, the over-zealous use of speed in this discipline will result in rapid athlete fatigue and longer recovery times – this will cost you time and points - guaranteed!


Please note: The longer you press and hold down the **X** button, the faster your athlete skis. This button allows you to accurately control your speed, energy levels and stamina to make maximum race progress.






The demands of cross-country will push your athlete to their physical limits and beyond; it is important to balance speed with your energy levels and reserves. The light grey area displays how much energy you have left. If you exceed your endurance limit, the bar will start to flash yellow and then red. If you ski for too long above your endurance limit, a sector will turn red which denotes athlete fatigue. The more energy reserves you use, the more exhausted your skier becomes. Note: your skier will only gradually recover from severe or over-exhaustion, at the recovery point the red sector will start to disappear.

Press the  button on downhill stages to get your skier into the tuck down position as this maximises your speed and distance covered - it also helps your athlete save vital energy.

Sprint: In order to sprint, increase your skier's effort level by pressing and holding the  button until the power bar reaches the green marker near the circle.

Hint: *Sprinting is extremely demanding and exhausting. Doing so is only recommended to be used in short tactical bursts where necessary - be warned! This discipline's tactical depth and best times lie in pacing yourself correctly for the entire distance!*

Please note: *The size of the light-grey area is continually changing; this is a result of the different gradients encountered throughout the cross-country course. Some hills require more effort to tackle them correctly and maintain optimum speed while others require less effort. Use the  button carefully and cleverly!*

Please note: *The contestants start one after the other in fixed five-second intervals. Therefore, the order in which the skiers finish is not necessarily an indication of their final overall position.*



BIATHLON

After the exertion and skill required in cross-country skiing, a major challenge within biathlon is for the athletes to have a steady hand along with good concentration to achieve total accuracy during the shooting section.



Control

Start: Start the race by pressing the **X** button.

Start as soon as you can after the start signal by pressing the **X** button.

Run: The controls are the same in these stages as they are in the cross-country skiing discipline.

Shooting: When shooting, take aim by moving the **left analog stick** and shoot targets by pressing the **X** button.

Please note: The more exhausted a skier is, the more difficult it is to aim – once again pace your athlete well or you will pay the price at the shooting range!

Please note: The second shooting section is certainly more difficult as it is performed standing up!



BOBSLEIGH

Teamwork is particularly important in this relatively modern winter sport discipline. A fast start can give the team that decisive one hundredth of a second advantage.

After the start the bob pilot has the main responsibility and with speeds of well over 100 km/h even a miniscule lapse in concentration can be disastrous.



Control

Setting off: Start the race by pressing the **X** button.

In order to achieve your fastest take-off start speed, press the **X** button when the corresponding icon is in the very centre of the displayed circle. This will increase in line with your speed, so good timing is very important. Correctly green perfect timings on all the icons will result in the fastest and best possible start.

Steering: Steer the bobsleigh moving the **left analog stick** and always avoid touching the walls. Each collision with the sides of the run costs you massively valuable time and in this discipline every hundredth of a second counts! The game's advanced controls allow you to shift your bob team's weight by pressing the **L1** and **R1** buttons. Use these controls in the curves to improve the steering, timing and ultimately take the very best racing lines.



LUGE

The luge presents quite a special challenge. The sled is steered through the ice tunnel at hair-raising speeds, just by shifting weight and applying pressure with your athlete's legs.

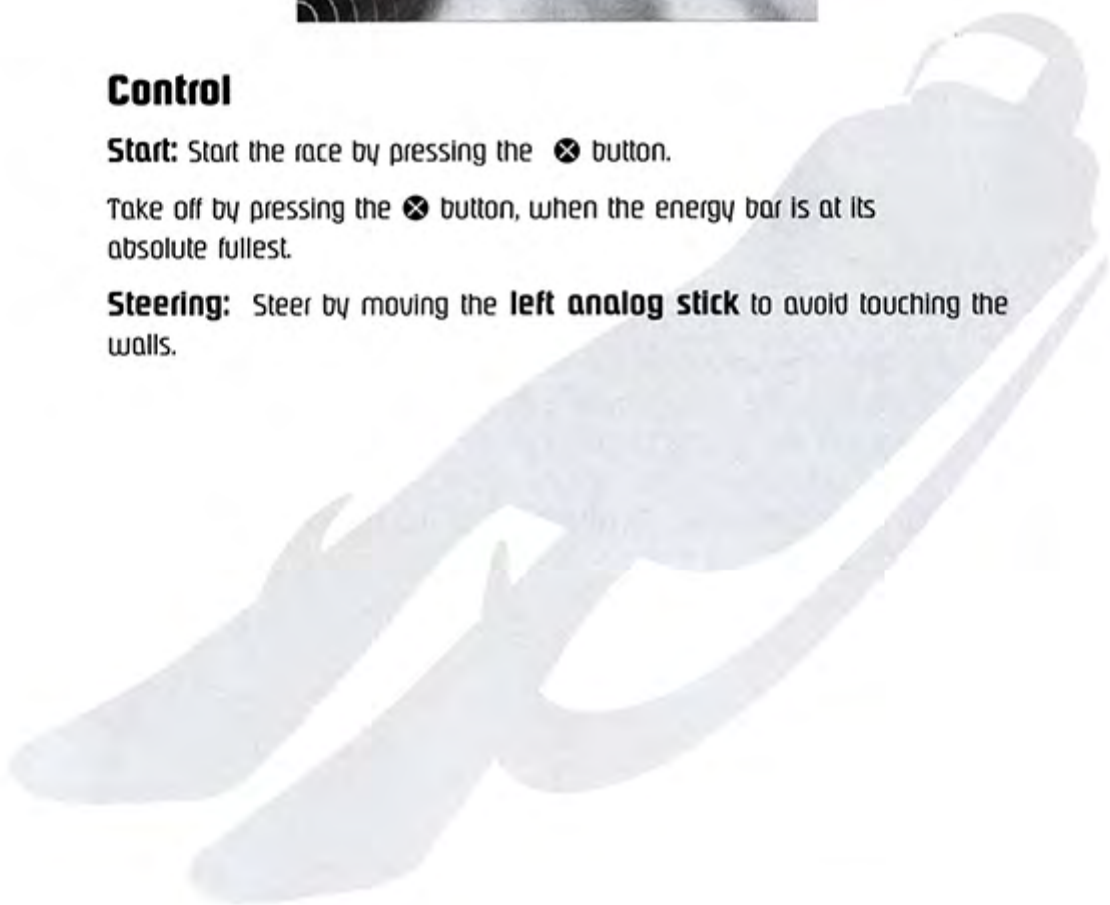


Control

Start: Start the race by pressing the **X** button.

Take off by pressing the **X** button, when the energy bar is at its absolute fullest.

Steering: Steer by moving the **left analog stick** to avoid touching the walls.



NORDIC COMBINED

This most demanding of Nordic ski sports consists of ski jumping and cross-country skiing. courage and endurance are required in equal measures for this event!

Up until 1952 the competitor would ski first and then do their ski jump. Now it is reversed. Previously, both results were converted into points to determine the winner, whereas nowadays the athletes begin cross-country skiing starting at intervals determined by the results of their ski jump. No pressure on your ski jump results then.



Control

The start and control commands are the same as those previously described in the single disciplines of ski jumping and cross-country skiing. Unlike normal ski jumping, only one jump is performed on the daunting 120m large hill. The points scored are converted into seconds, which then determine the starting order. The weaker the jump, the greater the penalty carried across into your cross-country skiing!



FINAL SCORE / LEAGUE TABLE

The overall positions for the **TORINO 2006™** competitions depend on a special points system. The results of the single events are converted into points and totalled to a final score to determine your position in a table. In competition mode, this method enables the results from different events to be accumulated in the league table.



torino 2006			
Competition			
Final Standings			
1. Computer 2		31870	
2. Computer 6		27229	
3. Computer 4		25610	
4. Computer 5		24575	
5. Player 1		23023	
6. Computer 7		21123	no medal
7. Computer 3		20756	
8. Computer 1		18987	no medal

Competition with 4 disciplines / 6 minutes total play time

Continue

We hope you have lots of fun and achieve some truly superb records – your **TORINO 2006™** team!





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