

XBOX 360

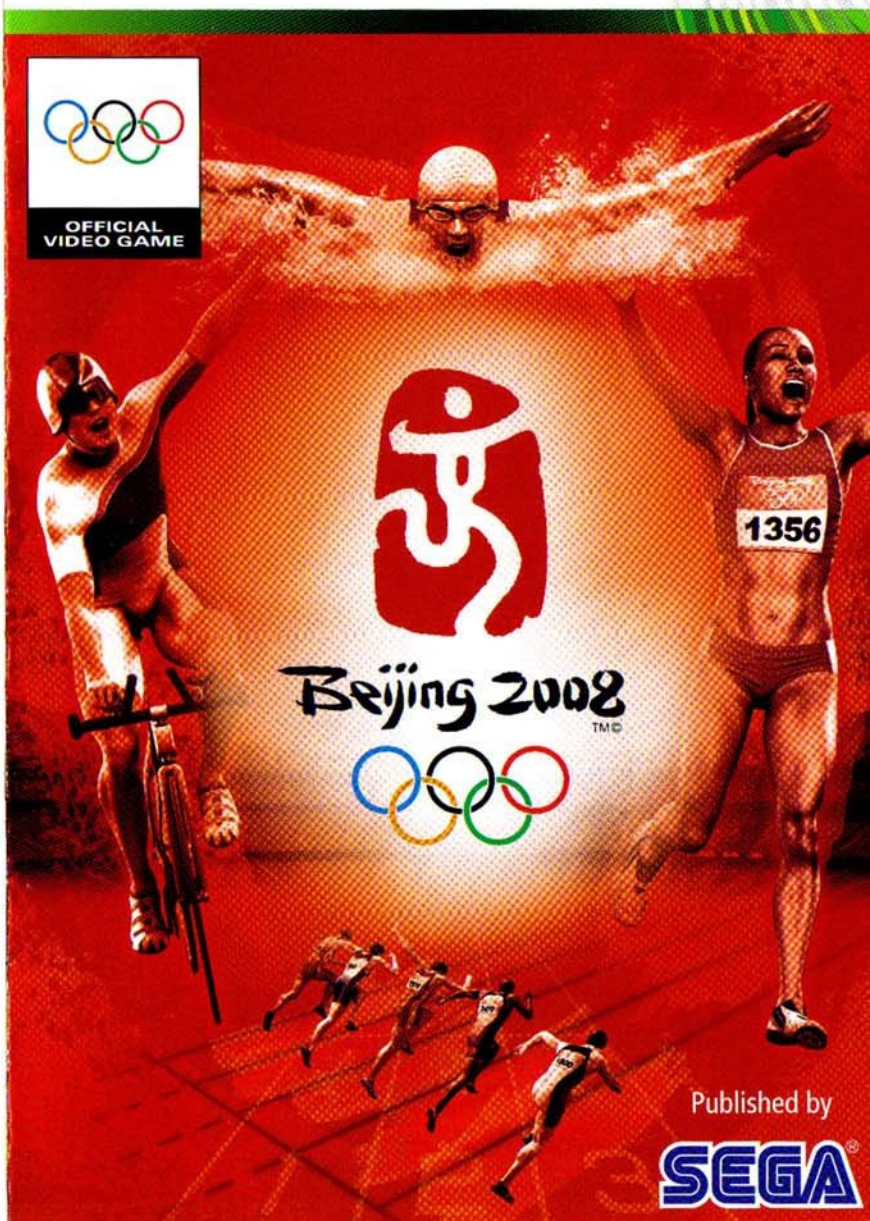
LIVE



[www.olympic.org](http://www.olympic.org)  
[www.olympicvideogames.com](http://www.olympicvideogames.com)

MAN-XT203601-UK

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Published by

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**WARNING** Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see [www.xbox.com/support](http://www.xbox.com/support) or call Xbox Customer Support.

### 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; 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.

PEGI ratings and guidance applicable within PEGI markets only.

#### 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:-



For further information visit <http://www.pegi.info> and [pegionline.eu](http://pegionline.eu)

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 the Xbox 360 Video Game and Entertainment System. Be sure to read this instruction booklet thoroughly before you start playing.



Beijing 2008



### CONTENTS

GETTING STARTED.....	2
MAIN MENU .....	4
OLYMPIC GAMES MODE .....	5
COMPETITION MODE .....	5
CONNECTING TO XBOX LIVE .....	6
MULTIPLAYER GAME MODES .....	7
EVENT CONTROLS.....	8
ATHLETICS - TRACK.....	8
ATHLETICS - FIELD .....	9
AQUATICS - SWIMMING.....	10
AQUATICS - DIVING.....	10
GYMNASTICS - ARTISTIC .....	11
SHOOTING - SHOTGUN.....	12
SHOOTING - PISTOL .....	12
ARCHERY.....	12
JUDO .....	13
CANOE-KAYAK - SLALOM.....	13
TABLE TENNIS .....	13
WEIGHTLIFTING .....	14
CYCLING - TRACK .....	14
WARRANTY.....	15
CUSTOMER SUPPORT .....	16



## GETTING STARTED

### Setting Up Your Xbox 360 Video Game And Entertainment System

1. Set up your Xbox 360 console according to the instructions in its instruction manual.
2. Press the Power button and the Ring of Light will light up.
3. Press the Eject button and the disc tray will open.
4. Place the *Beijing 2008™ - The Official Video Game of the Olympic Games* disc on the disc tray with the label side facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Beijing 2008™ - The Official Video Game of the Olympic Games*.

To avoid damage to discs or the disc drive

- Insert only Xbox 360-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not apply labels, stickers, or other foreign objects to discs.

### Saving Data

To save game data, you must have either an Xbox 360 Hard Drive or Memory Unit for your Xbox 360 console.

### Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to [www.xbox.com/familyssettings](http://www.xbox.com/familyssettings).

## GETTING STARTED (CONTINUED)

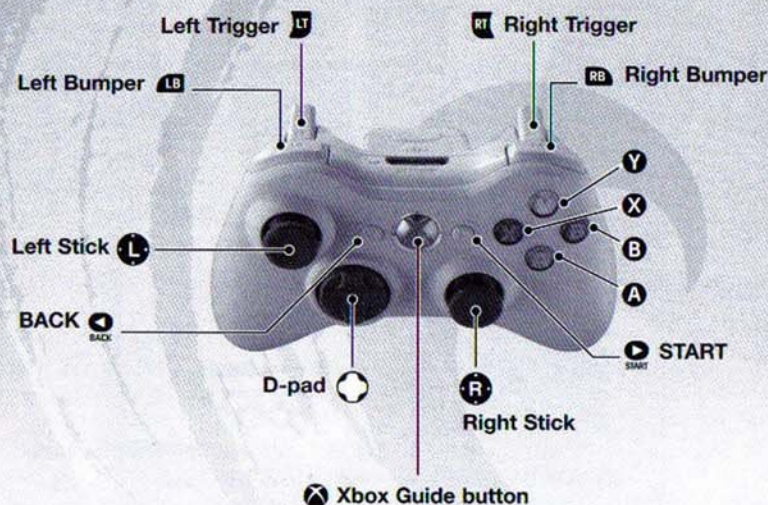
Once you've selected your mode and event(s), you'll be taken to the relevant stadium in preparation for the action.

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 Xbox 360

Supports multiplayer with up to 4 human players being able to play on a single Xbox 360.

### SYSTEM LINK

Play via system link to compete against your friends. Up to 4 human players may play on each connected Xbox 360, with a maximum of 8 players in the events.

### Xbox LIVE PLAYER MATCH / Xbox LIVE RANKED MATCH



## CONNECTING TO Xbox LIVE

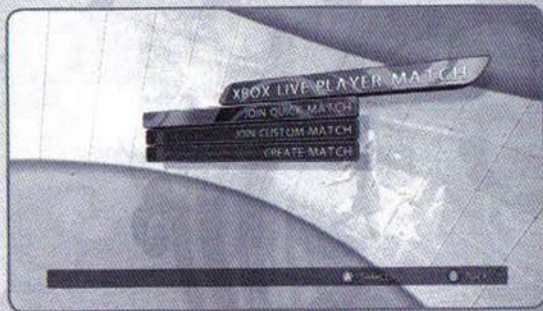
Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

### CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to [www.xbox.com/live/countries](http://www.xbox.com/live/countries).

### FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).



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

**JOIN CUSTOM MATCH** will let you define the events you'd like to compete in, and also select between various game and connection types.

**CREATE MATCH** will let you create a multiplayer game, selecting the events you wish to challenge other users to. Once you've selected your country you will proceed into the lobby where you can choose events while waiting 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



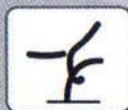
### 3m SPRINGBOARD

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



## WARRANTY

**WARRANTY:** SEGA Europe Limited warrants to the original buyer of this Game (subject to the limitation set out below), that this Game will perform under normal use substantially as described in the accompanying manual for a period of ninety (90) days from the date of first purchase. This limited warranty gives you specific rights, and you may also have statutory or other rights under your local jurisdiction which remain unaffected.

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**WARRANTY CLAIM:** If you discover a problem with this Game within the warranty period, you should return the Game together with a copy of the original sales receipt, packaging and accompanying documentation with an explanation of the difficulty you are experiencing either to the retailer from where you bought the game or call the technical support section (details set out in this manual) who will provide you with the relevant details for returns. The retailer or SEGA will either repair or replace the Game at their option. Any replacement Game will be warranted for the remainder of the original warranty period or ninety (90) days from receipt of the replacement Game, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive an amount up to the price you paid for the Game. The foregoing (repair, replacement or the price you paid for the Game) is your exclusive remedy.

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## CUSTOMER SUPPORT

Please check

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

**[www.sega-europe.com](http://www.sega-europe.com)**

for exclusive news, competitions, email updates and more.

## NOTES