



TM

SALT LAKE 2002



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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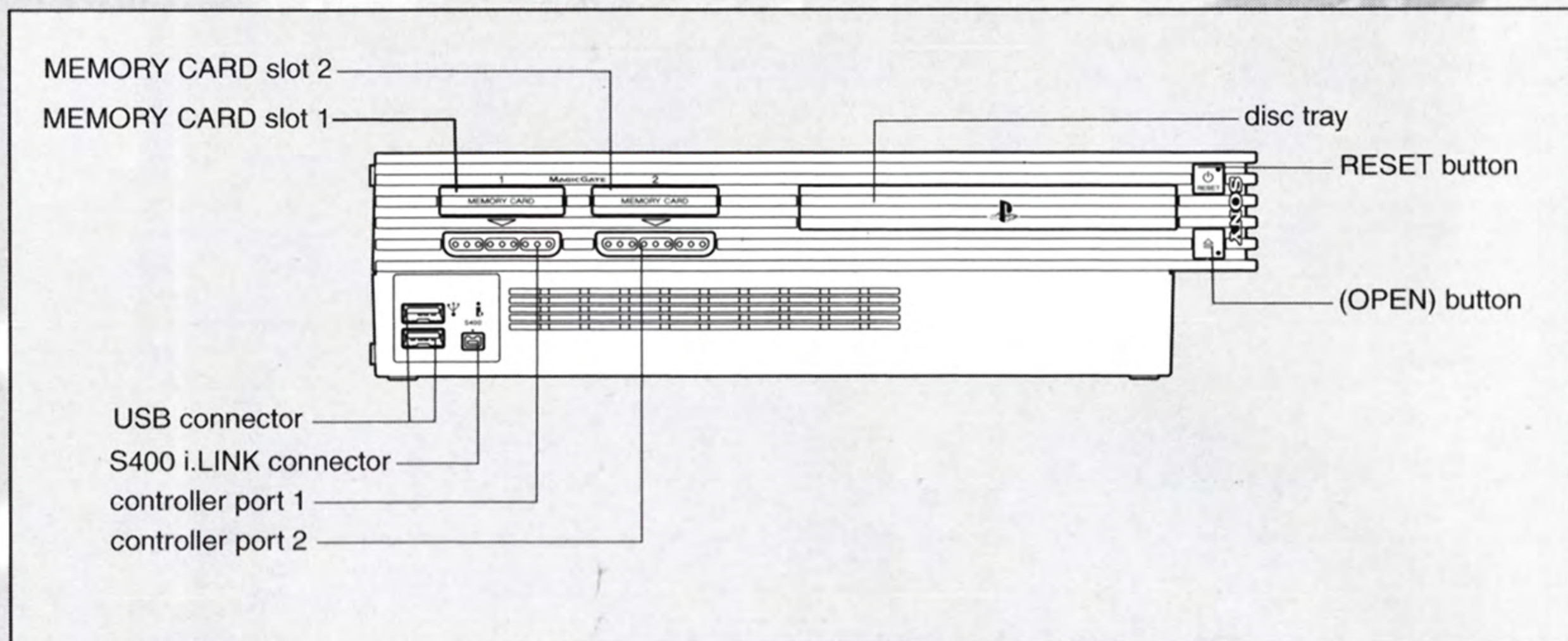
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GETTING STARTED



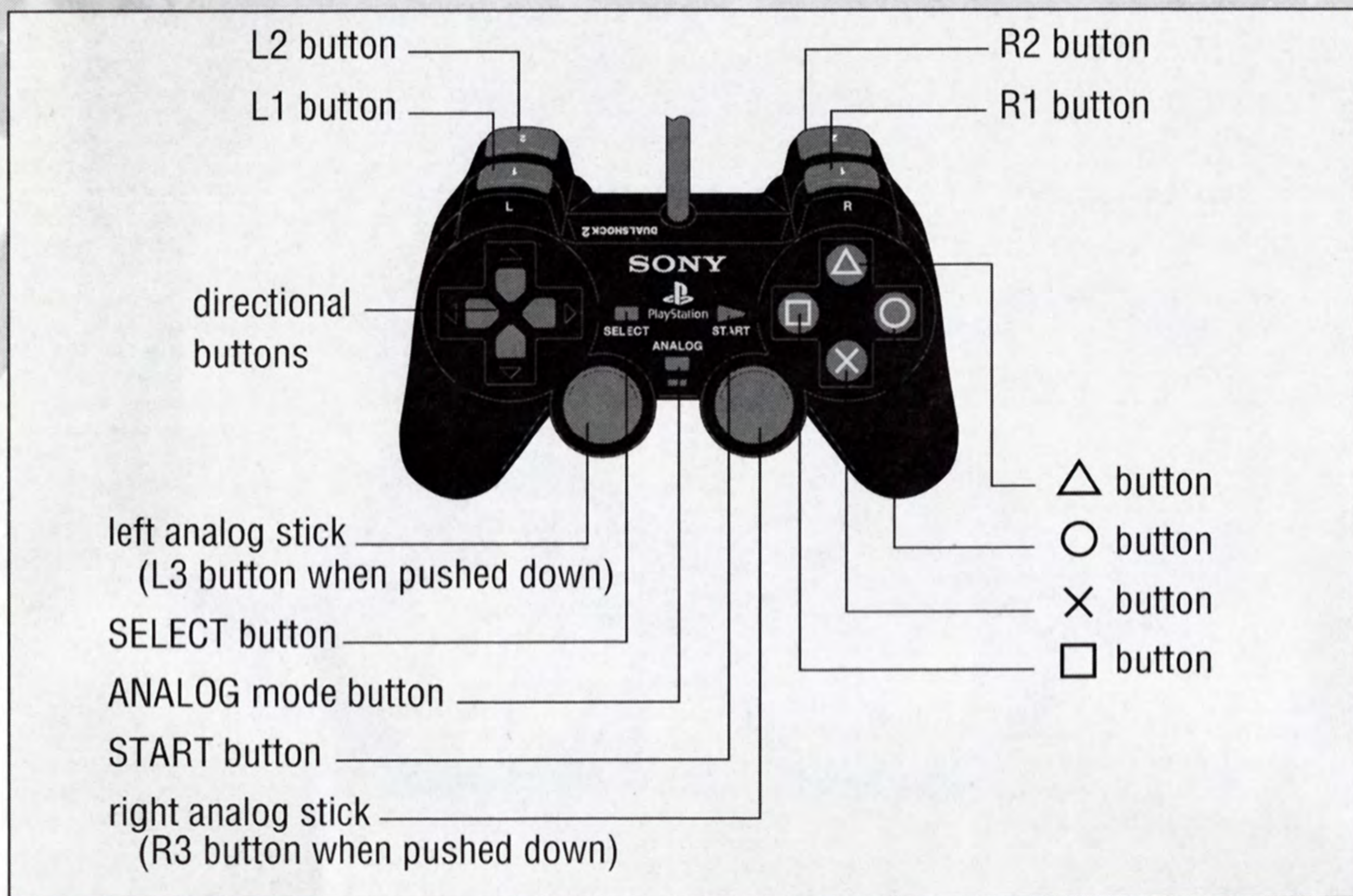
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **SALT LAKE 2002** disc on the disc tray with the label side facing up. Press the button again and the disc tray will close. Attach game controllers and other accessories, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



SALT LAKE 2002



STARTING UP



GAME CONTROLS

MENU NAVIGATION

- | | |
|--------------------------|--|
| Highlight screen options | ↑/↓ directional buttons or left analog stick |
| Confirm selection | × button |
| Return to previous menu | △ button |

IN-GAME CONTROLS

- | | |
|------------------|--|
| Action button 1 | × button |
| Action button 2 | □ button |
| In-game controls | ↑/↓/←/→ directional buttons or left analog stick |
| Pause game | ▶ button |
| Change camera | △ button |



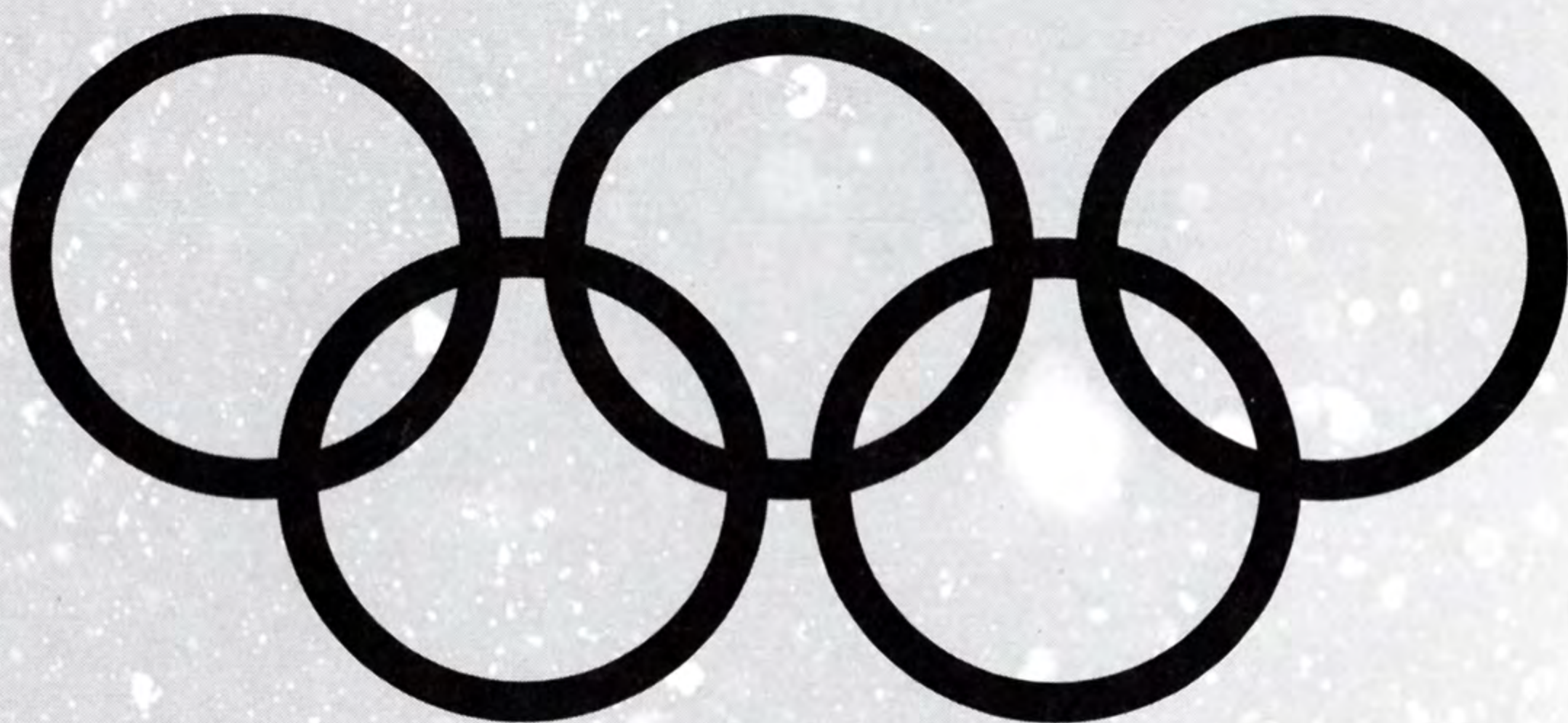
SALT LAKE 2002



THE OLYMPIC GAMES

"The most important thing in the Olympic Games is not to win but to take part, just as the most important thing in life is not the triumph, but the struggle. The essential thing is not to have conquered, but to have fought well."

- Baron Pierre de Coubertin, founder of Modern Olympism



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 youth through sport practiced without discrimination of any kind and in the Olympic Spirit.

The Olympic Winter Games is unique in the sporting world. It is the only competition where the best athletes from 84 countries have the opportunity to strive against one another in the spirit of peaceful competition, friendship and fair play.

Very few people have the opportunity to compete at the Olympic Games. But now, video game players and budding Olympians from all over the world have a chance to take part in six exciting events and compete against the best of the best — and hopefully have what it takes to win the most coveted sporting prize of all. Good luck in **SALT LAKE 2002™**, the official video game of the 2002 Olympic Winter Games.

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



SALT LAKE 2002




INTRODUCTION

Welcome to **SALT LAKE 2002** — the game that gives you the excitement and magic of the real Olympic Winter Games, presenting the world's finest winter sports events; all there for YOU to take on the challenge.

Can you win Olympic gold? Will you grasp for silver or for bronze? Perhaps you might be disqualified in the first round! It's all up to your skill, and your perseverance.

Go for gold — Olympic gold in **SALT LAKE 2002!**

SETTING UP

First you will be presented with the Title screen. Press the  button to continue.

MAIN MENU

You now advance to the Main Menu, where the following options appear:













START GAME

This option will take you to the Player Setup screen to start the game. Select one of the following choices:




- ***Quick Play*** – Select a pre-set profile
- ***New Profile*** – Select profile name and country.
- ***Existing Profile*** – Select an already existing profile.


PROFILE MENU

Here you can view, edit or delete an existing player profile.

- Selecting VIEW PROFILE takes you to the Personal Best (PB) Menu. Here you can look at the times or distances you have achieved.
 - Use the /// directional buttons or left analog stick to navigate through different personal best screens.
- Selecting EDIT PROFILE allows you to change the country and name of your selected profile.
 - Use the / directional buttons or left analog stick to change the country. When finished, press the  button to confirm your choice.
 - Then use the /// directional buttons or left analog stick to change your profile name if you like. Press the  button to confirm your choice.



- Lastly, selecting DELETE PROFILE takes you to a YES/NO prompt. Use the / directional buttons or left analog stick to highlight the option you want and press the  button to confirm your choice.

Once you have finished, press the  button to move out of the Profile Menu.

TROPHY ROOM











Selecting this option will take you to a Profile screen showing all the player profiles you saved. Highlight the player profile you want and press the  button to enter your player's personalized Trophy Room. The Trophy Room contains all the trophies and medals you have won. Scroll around the Trophy Room using the /// directional buttons or left analog stick. You can check out how well you've done in Olympic, Classic or Tournament Mode. You can also see how much of the game you have completed. To leave the Trophy Room, press the  button. This will take you back to the Profile Menu. Press the  button to return to the Main Menu.


HIGH SCORES

This shows the best high scores for all six events.

GAME OPTIONS

This Main Menu option allows you to set up the following in-game options:

- **Music Volume** (min - max slider) – Use the / directional buttons or left analog stick to adjust the music volume up or down.
- **Commentary Volume** (min - max slider) – Use the / directional buttons or left analog stick to adjust the commentary volume up or down.
- **Sound Effects Volume** (min - max slider) – Use the / directional buttons or left analog stick to adjust the sound effects volume up or down.
- **Screen Adjust Controls** – Use the /// directional buttons or left analog stick to adjust the screen alignment to suit your TV.
- **Vibration Mode On/Off** – Allows you to toggle the vibration mode of your DUALSHOCK[®]2 analog controller on or off.
- **Set to Default Options** – Return all options to their default settings.
- **View Credits** – View all game credits.

When you finish setting game options, highlight OK and press the  button to return to the Main Menu.



SAVING AND LOADING

Note: This game allows the use of multiple memory cards.

If you want to save your progress in the game, please make sure you have a memory card (8MB) (for PlayStation®2) with at least 71kb of free space inserted before commencing play. Saving and loading take place at various points in the game:

- If you choose to create a new profile, this will be saved automatically upon completion.
- If you choose to play using an existing profile, the game will be loaded automatically.
- If you create a new Personal Best or receive a new reward (such as a medal), this will be saved automatically.

When saving to your memory card, you may be prompted to overwrite a previous save file. Select the option you want and press the **X** button to confirm your choice. Game data auto loads on boot up. If more than one memory card is inserted, and both contain saved data, then the data contained in MEMORY CARD slot 1 (or MEMORY CARD slot 1-A) will auto load.

SALT LAKE 2002 saves to the lowest inserted memory card for multiplayer game data (this memory card is known as the "host"). If the number of memory cards is less than the number of players, then the created profiles for the additional players will be saved to the host. Make sure you have connected all necessary controllers and memory cards. For all players' results to be updated, they **MUST** have a memory card inserted.

Note: You will need a memory card with at least 71Kb of free space if you wish to save a player profile in **SALT LAKE 2002**.

MULTIPLAYER

When you select START GAME from the Main Menu you will be taken to the Player Setup/Multiplayer Select screen. This will show the number of game controllers detected. Each human player must set up a Profile as in the single-player game (see page 5), or players can select QUICK PLAY to accept a pre-set Profile. Players must press the **X** button when ready to compete.

Note: Multiplayer is available in the Olympic, Tournament and Freeform Modes (see page 19). However, the arcade style Classic Mode is unavailable for multiplayer action.


In five of the events, you will take turns competing against other human players and receive your results at the end of the run. However, in the Men's Snowboard Parallel Giant Slalom, you may play head-to-head with other human players. If this occurs the screen is split to show the two human competitors, each with his or her own details: Time, Split Time and Run Meter.




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COMPETITION TIME

Now it's time to see some winter sports action in **SALT LAKE 2002**. Highlight START GAME on the Main Menu and press the  button.

At first you will see a Player Setup and Multiplayer screen. Press the  button to open the Player Setup Menu. This will give you the following options:

- **Quick Play** – You will be given a random country and no player profile.
- **New Profile** – Choose your country and enter your name for a new personalized player profile.
- **Existing Profile** – Continue the game with an existing saved player.

CHOOSE DIFFICULTY

The next screen allows you to choose a difficulty level to play at. There are five options:

- **Beginner**
- **Novice**
- **Intermediate**
- **Expert**
- **Legend**

Note: It's best to start with Beginner difficulty before working up to Legend.

MODE SELECT

Now you must choose what game mode you want to play. **SALT LAKE 2002** has four very different and challenging modes.

- **Olympic** – Go for gold (or perhaps silver or bronze) in one or all of the events, each following the authentic Olympic competition rules.
- **Tournament** – A four-round knockout competition that takes place at night (under floodlights) and wins you **SALT LAKE 2002** Tournament trophies.
- **Classic** – Take on the challenge of increasingly difficult conditions and time targets in this arcade-style mode. Can you win with only three lives (single player game only)?

Note: Classic Mode CANNOT be selected if you have chosen the QUICK PLAY option.

- **Freeform** – Practice in any of six events. You can adjust the time of day, weather, and visibility conditions to suit the type of practice you want. This is the chance to hone your skills before taking on the competition.



CHOOSE EVENT

You'll now be taken to the Event Select Menu. Scroll around the screen using the ◀/▶ directional buttons or left analog stick to see your athletes. In **SALT LAKE 2002** some of the events are men's events and some are women's events. To select an event, highlight an athlete and press the ⊗ button. Now, press the ↓ directional button to highlight OK and press the ⊗ button to enter the event. You can choose to play one event or all six.

Note: In Olympic Mode, if you choose to play all six events you will be shown the opening and closing ceremonies of the **SALT LAKE 2002** game.

PAUSE MENUS

For each mode, slight variations in the Pause Menu will be made available to you in-game. These are as follows:

Freeform Mode

If you need to pause the action at any time, press the ▶_{START} button to bring up the in-game Pause Menu. This lets you Continue (from where you paused), Restart Attempt, and Exit Event (taking you back to the Event Select Menu). The Pause Menu also allows you to go to the Game Options Menu where you can change the music, commentary and sound effects volumes. To change the options, use the ▲/▼ directional buttons or left analog stick to highlight the option you want, then use the ◀/▶ directional buttons or left analog stick to adjust the settings.

Olympic Mode

Same as with Freeform Mode, although Restart Attempt is not available. Also, if you chose to play all six events, the Pause Menu gives you the option to Exit All Events.

Tournament Mode

Same as with Freeform Mode except that Restart Attempt is not available.

Classic Mode

The Pause Menu options available in this mode are Continue, Save and Exit, and Game Options. If you choose to Save and Exit, your position in the mode will be saved automatically. You lose one life if you Save and Exit before completing the event.



RESULTS

Results are shown at the end of each event on the giant scoreboard above the course.

REPLAY

At the end of the event, you can choose to see a complete replay of the action. The commentary team will let you know how well you did and give you advice on how to improve your next performance.



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EVENTS



MEN'S ALPINE SKIING DOWNHILL

Men's Alpine Skiing Downhill takes place on a course with a vertical drop of between 800 and 1,100 meters. You have to ski through a number of "gates" (flags) in the fastest possible time. You must do this by maintaining as much speed as possible through controlled turns and crouches, and by keeping as close to the "fall line" (the shortest route down the course) as possible. Each gate consists of four poles and two red flags. The flags are set at least eight meters apart throughout the 30-meter wide course.

If you don't set off from the start gate before the 10-second countdown ends, if you miss a gate, or if you crash, you will be disqualified. In competition, you have only one run down the course. The skier with the fastest time, after all competitors have had their run, is the winner.

A run meter on the right of the screen shows your progress down the course. You will also be given split times to show how well you are doing. A split time in red means you are behind the time of the leading competitor. A green split time means you are climbing to the top of the leader board. A speedometer in the top left of the screen shows how fast your athlete is traveling.

Men's Alpine Skiing Downhill Controls

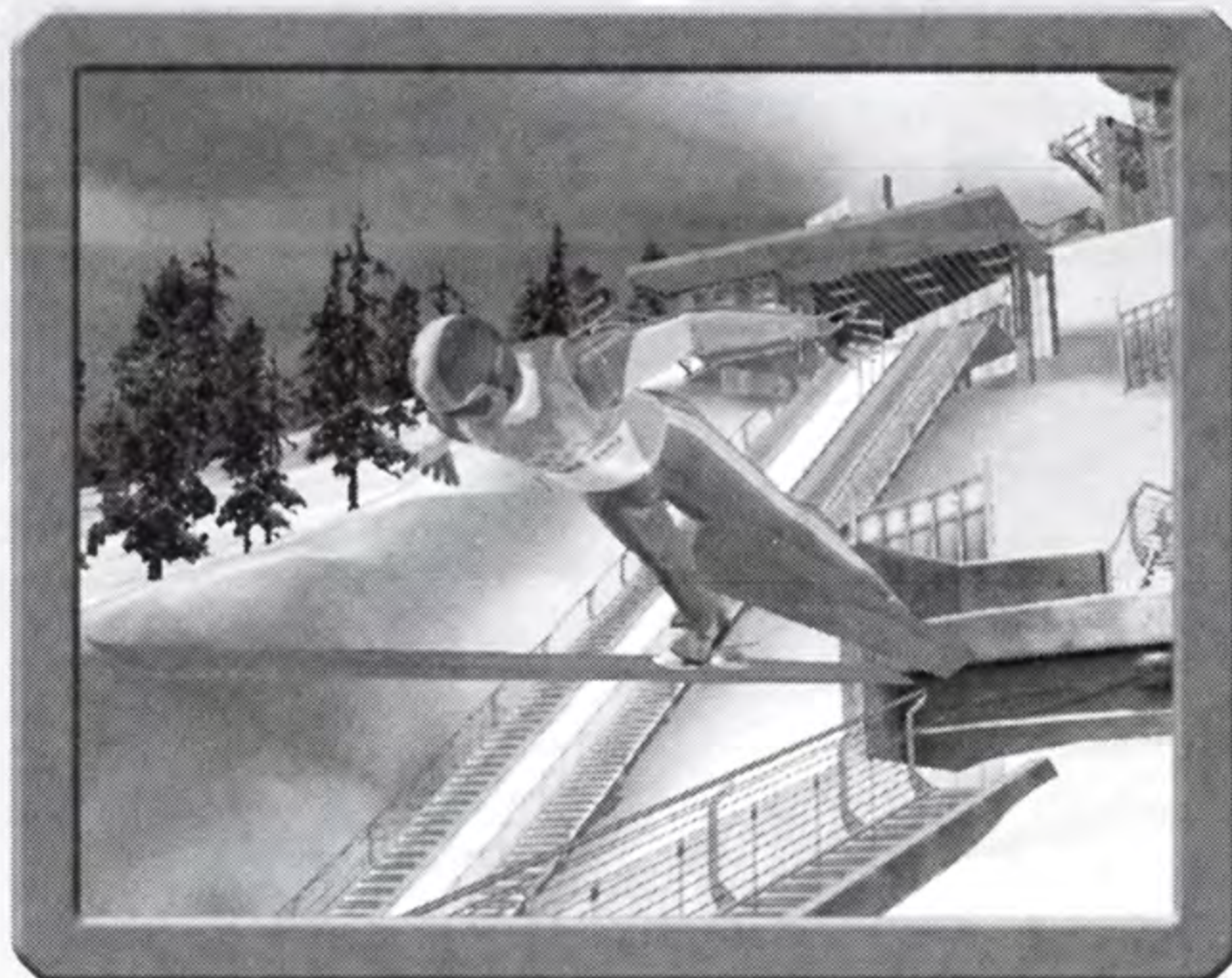
| | |
|------------------|--|
| Start run | ⊗ button |
| Steer left/right | ◀/▶ directional buttons or left analog stick |
| Crouch | ⊗ button (in motion) |
| Stand up | ◻ button (in motion) |
| Change view | ⬆ button |

Hint: Try to stay in the crouch position as long as possible, because you'll travel a lot faster. Watch out for sharp turns as it is very difficult to turn quickly while crouching.





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MEN'S SKI JUMPING K120 INDIVIDUAL

The Men's Ski Jumping K120 Individual is an event where an athlete (without poles) skis down a man-made ramp (called the In-run), at the end of which the athlete performs a "take-off" maneuver. The skier stays in the air as long as possible and lands on a snow-covered slope called the Out-run. Points are awarded for distance traveled while airborne and technique (or style). Style points are awarded in a number of categories and are important for the athlete's overall score. You'll have two attempts to out-jump the competition. Your final score is the sum of the two competitive rounds. The competitor with the highest total score at the end of both rounds is the winner.

The competitor sits on a bar ready for the push off. On the right is a 15-second countdown: if you linger too long and the clock counts down to zero, you will be disqualified. At the foot of the In-run is a red line: the take off line. For best results, make sure your athlete's feet are on top of this line when you press the  button to take off. A digital display in the bottom right of the screen shows you how accurate you were. If you press the  button too early or too late you won't travel as far. Another digital display in the top left of the screen counts how long (in meters) your jump is while you are airborne.

You can alter the position of your athlete's skis while he is in the air. Try and keep your skis in line with the arrows shown by using the / directional buttons or left analog stick. If you keep the skis in line with the arrows, the arrows will glow green and you'll get great distance and style points. If the arrows are red, your overall mark will suffer.

A good landing is essential. When it's time to land an icon will be displayed on the right of the screen and throughout the optimum land time. Press the  button to land. If you press it too early, your athlete will perform a regular two-footed landing. If you get the timing just right, you'll get extra distance and a "Telemark" landing (one foot in front of the other – this increases your style points). If you hold the button too long, your athlete will crash.

Men's Ski Jumping K120 Individual Controls

| | |
|-------------------------|--|
| Start jump | ⊗ button |
| Jump from the In-run | ⊗ button |
| Reposition skis inward | ↑ directional buttons or left analog stick |
| Reposition skis outward | ↓ directional buttons or left analog stick |
| Land | ⊗ button |

Hint: Watch the windsock and digital wind speed display to determine the best time to jump. If the windsock is full or the digital wind speed display shows the wind is at its strongest, you have a better chance of "lift," "flight" and distance. You will be able to judge just how far you have jumped by checking the distance marker lines at the foot of the Out-run.



MEN'S SNOWBOARD PARALLEL GIANT SLALOM

The aim of **Men's Snowboard Parallel Giant Slalom** is to navigate a series of gates (colored flags) across a course in a time faster than an opponent. In order to get the best time, you have to choose the best route through the gates using the terrain to your advantage and make controlled turns to gain as much speed as possible. Each competitor will race on one of the two courses: the left course is red, the right course blue.

In each round, two snowboarders contest two individual races and race side by side down the two parallel courses. After the first race, they switch sides and race again. If one snowboarder wins both races, or has the best total time in the two races, he will advance in the competition.



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If a competitor does not finish, or is disqualified in the first run, he is assigned his opponent's time plus 5% of the best qualifying time. If a competitor does not finish or is disqualified in his second run and his opponent completes the course, the snowboarder who completes the second run advances (regardless of what happened in the first run). If both competitors fail to finish the second run, the competitor who completed the most number of gates in the second run will progress to the next round.

A meter on the right of the screen shows your progress and your opponent's progress down the course. Your marker on this meter is the same color as the flags on the course you're racing. A speedometer in the top left of the screen shows how fast your athlete is traveling. The longer you can stay in the crouch position, the faster you'll go.

Men's Snowboard Parallel Giant Slalom Controls

| | |
|-------------------------------------|--|
| Start run (build power and release) | ⓧ button |
| Steer left/right | ◀/▶ directional buttons or left analog stick |
| Jump turn | ◻ button (in motion) |
| Crouch | ⓧ button (hold) |
| Change view | ⓐ button |

Hints: Holding down and releasing the ⓧ button at the best position on the power bar will give the fastest start to the race.

When you're in motion, the ◻ button will make the snowboarder perform a jump turn. This will make your athlete corner more sharply to make those all-important tight turns.





LADIES' ALPINE SKIING SLALOM

Ladies' Alpine Skiing Slalom is a test of agility, timing and skill. The aim is to finish the course in the fastest possible time passing through all the gates. Unlike Men's Alpine Skiing Downhill, the Ladies' Alpine Skiing Slalom gates are much closer together, testing the skier's skill at turning and control.

This event is held on a course that has a vertical drop of between 140 to 220 meters, made up of between 45 to 65 gates. The gradient of a course is generally between 33% and 45%. The slalom gate is made up of two slalom poles placed four to six meters apart with gates no closer than 75cm from each other and no further than 15 meters.

The Ladies' Alpine Skiing Slalom competition is made up of two runs, each raced on a different course. A Course Indicator guides you through the complex maze of gates. This alternates in color (red or blue) to guide you to your next gate. A speedometer in the top left of the screen shows how fast your athlete is traveling. The winner is the athlete with the shortest combined time from the two runs. If you fail to start the run, you will be disqualified.

Ladies' Alpine Skiing Slalom Controls

| | |
|-------------|--|
| Start run | ⊗ button |
| Left/right | ◀/▶ directional buttons or left analog stick |
| Jump turn | ⊗ button or ◻ button |
| Poling | ⊗ button |
| Change view | △ button |

Hints: At the beginning of the run, press the ⊗ button when the athlete is fully crouched to give her the best speed out of the start gate.

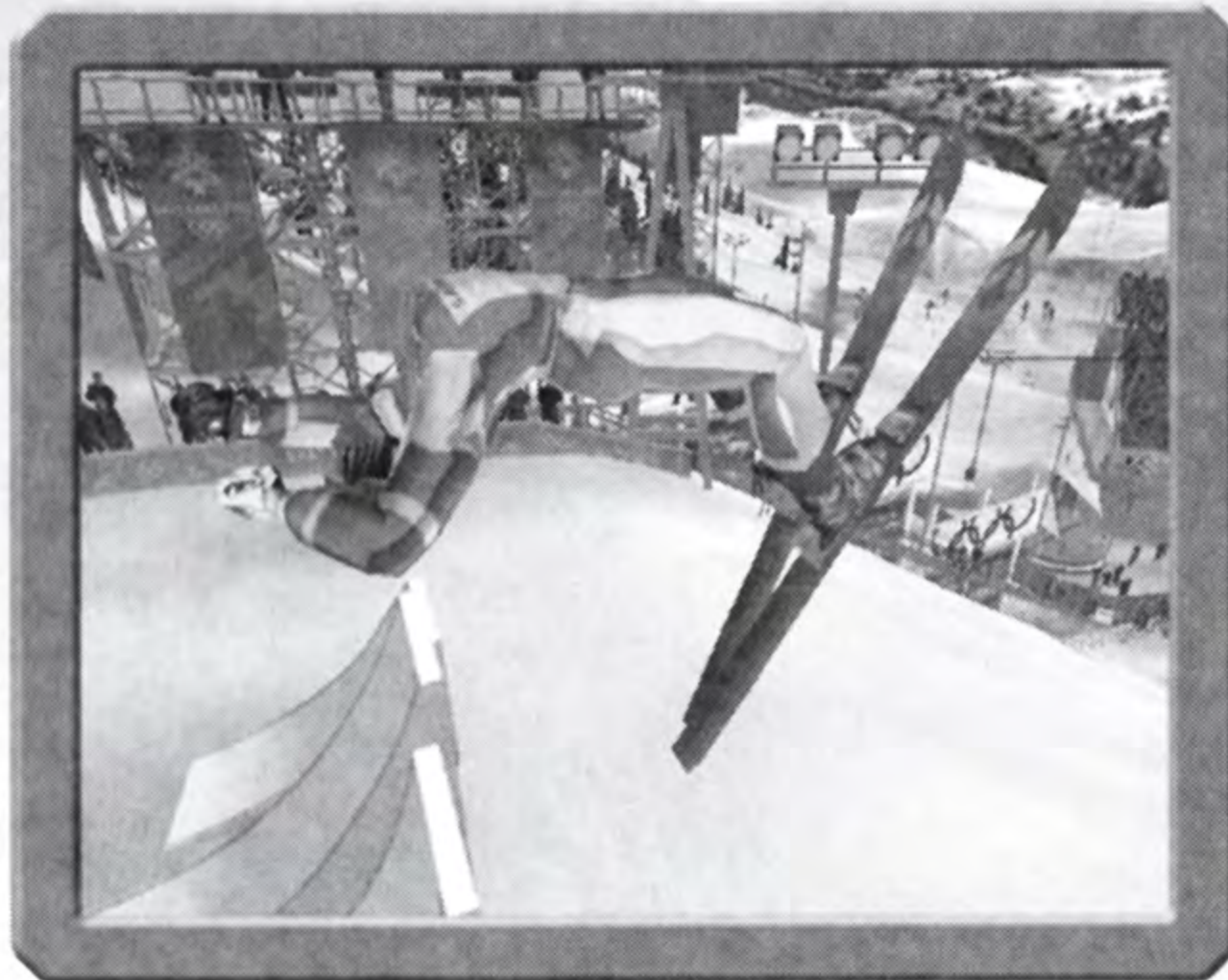
Use the ⊗ or ◻ button together with the ◀/▶ directional buttons or left analog stick to perform a jump turn in the required direction.

Once your skier is through the last gate, press the ⊗ button to perform her poling move. This gives you a burst of speed to help record an even quicker time.



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WOMEN'S FREESTYLE SKIING AERIALS

The objective of **Women's Freestyle Skiing Aerials** is to execute two jumps, which you select, as accurately as possible for a high score.

This event consists of two acrobatic jumps with the winner being the one with the highest combined score from both jumps. The skiers must select the jump they want to perform before they attempt it. The jumps are judged on three elements:

- Air (the take off, height and distance of the jump)
- Form (the style, execution and precision of the movement)
- Landing (the quality of the landing)

As this is a style event, scoring is somewhat complicated. A panel of judges scores the competitors for the three elements: Air is 20% of the total score, Form is 50%, and Landing comprises 30%. The Air and Form judges evaluate Air and Form to a maximum of 7.0 points. The Landing judges mark the skiers to a maximum of 3.0 points. These scores are added and the total is then multiplied by the jump's degree of difficulty to obtain a total score.

Select a maneuver from SINGLES (easy), DOUBLES (medium) or TRIPLES (difficult). The degree of difficulty is shown next to the name of the move. You will now see the Skill Stop screen. Press the  button to stop the moving pointer as close to the center point as possible. The more difficult the jump, the faster the Skill Stop will move from left to right. The skier will turn toward the take-off ramp. Use the / directional buttons or left analog stick to correct any errors in the Skill Stop, trying to bring the indicator closer to the center as the skier heads for the jump.



As the skier takes off you will see arrow icons (Up, Down, Left, Right with corresponding button symbols) representing the controls for the jump you have chosen. The icons include two small red triangles that move in towards the center of the icon, which is the point at which you should press the appropriate button or combination of buttons. The optimum point to press the button(s) is when the red triangles reach the center of the icons. When you press the button(s), the red triangles will stop moving. Press all appropriate buttons to complete the jump.

Women's Freestyle Skiing Aerials Controls

| | |
|--------------------|--|
| Skill Stop | ⊗ button |
| Up/down/left/right | ↑/↓/←/→ directional buttons or left analog stick |
| Move toggle 1 | ⊗ button |
| Move Toggle 2 | ◻ button |

Hint: Following are three examples of what the icons represent:

1. Left, Right, Down, Up Arrows = ←, →, ↓, ↑ directional buttons or left analog stick
2. Left Arrow with a square = ← directional button or left analog stick + ◻ button pressed simultaneously
3. Up Arrow with an X = ↑ directional button or left analog stick + ⊗ button pressed simultaneously

Note: In competition modes you will not be allowed to choose the same jump twice.



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MEN'S TWO-MAN BOBSLEIGH

The aim of the **Men's Two-man Bobsleigh** is to reach the bottom of the course in the quickest possible time. In Olympic Mode, the results are based on a total of two runs. All other modes are based on just one run.

This event is run on a course 1,200 to 1,300 meters in length with the bobsleigh hitting speeds in excess of 84 mph. The two fastest combined times win. You can be disqualified if you do not leave the start gate, do not climb into the bobsleigh, or crash.

A small course map in the top right of the screen gives you advance warning of any tricky turns. A speedometer in the top left of the screen shows how fast you are traveling.

Men's Two-man Bobsleigh Controls

| | |
|---------------------|--|
| Build speed | ⊙ button and ◼ button alternately |
| Jump into bobsleigh | ⊗ button |
| Left/right | ◀/▶ directional buttons or left analog stick |
| Change view | △ button |

Hints: *It's important to tap the ⊙ and ◼ buttons as fast and rhythmically as possible to build up speed at the start of the run, but be careful to give the two men time to climb into the bobsleigh (using the ⊗ button). You can be disqualified if you pass the red line before jumping into the bobsleigh.*

Don't over-steer. Try to keep the bobsleigh path clean with light touches and avoid bumping into the walls of the run, as these will only slow you down. Turn into the corners early and as high as possible to maintain good corner speed. But be careful to emerge out of the corners at the right time, otherwise you'll crash.



PLAY MODES

SALT LAKE 2002 offers four modes of play.

OLYMPIC MODE

Olympic Mode gives you a chance to be in six of the most exciting Olympic winter events ever, all held in the actual locations and at the correct time of day (according to the actual Olympic schedule). Each event can be played in single player or multiplayer.

Medal Ceremonies

The top three winners in each of the events will be awarded the gold, silver and bronze Olympic medals as done in the real Olympic Winter Games. If you are lucky enough to be one of the winners, you will participate in the medal ceremony at the end of each event.

Player Rewards

Medals for each difficulty level are displayed in the Trophy Room (see page 6).

Opening and Closing Ceremonies

The Opening and Closing Ceremonies of each Olympic Games are a series of emblems and rituals in which all cultures have their place. They are the ultimate celebration of youth, beauty and strength. If you have selected all six events you'll be able to watch a unique version of the Olympic Winter Games ceremonies.

TOURNAMENT MODE

Tournament Mode is a knockout competition made up of 16 competitors with the winners progressing through four rounds of competition (the number halving after each round). It is set entirely at night under floodlights and is both a single player and multiplayer mode.

Playing Tournament Mode

In Tournament Mode, you choose one of six Tournaments to compete in (one for each event). Upon selecting a tournament, you will be taken directly to the first round of that event.

The Different Rounds

This first round is made up of 16 competitors each representing a different country. Round two is the eight winning competitors, the semi-finals is the four winning competitors, and the final round is a play-off between the two most successful competitors.



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In each round, every competitor goes head-to-head with one other competitor and the one who gets the best result moves on to the next round. Throughout the different rounds you will be shown various current standings screens.

Disqualification

It is possible for both competitors to be disqualified in one of the Tournament Mode competitions. In all cases, the winner is decided by the previous round's best performance.

CLASSIC MODE

Classic Mode is a single player only mode. In this mode, you compete in each event trying to match or improve target results in order to progress through the competition. This mode cannot be selected if you have chosen the QUICK PLAY option.

Playing Classic Mode

You'll begin Classic Mode with three lives. Each of the six events has a "target" time, score or distance that must be met or one of your lives is lost. If you fail, you must repeat the event. When all six events have been completed, you will be awarded part of a trophy and an extra life. You will then start the six events all over again, but this time you will be given tougher targets and worse weather conditions. When you have managed to complete all events three times you will have won Classic Mode at that level of difficulty and your Trophy is complete.

Note: You lose one life if you Save and Exit before completing an event.

FREEFORM MODE

The objective of Freeform Mode is to hone your skills. In this mode, you can select one of six events and practice that event to improve your skills and better your results. Once improved, you can use your new skills in the main modes (Olympic, Tournament and Classic).

Playing Freeform Mode

You start Freeform Mode with no pre-set times. You set the pace in each event. First, select an event. In the Event Conditions Menu, you can change the time of day, weather and visibility. Once you've created the conditions you want, you can enter your chosen event.



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COMPETING NATIONS

Athletes from 84 countries compete in the XVIII Olympic Winter Games in **SALT LAKE 2002**. You can choose to represent one of the following countries in this game:

| Competing Nation | Official Abbreviation |
|--------------------------|------------------------------|
| Australia | AUS |
| Austria | AUT |
| Canada | CAN |
| Finland | FIN |
| France | FRA |
| Germany | GER |
| Greece | GRE |
| Great Britain | GBR |
| Italy | ITA |
| Japan | JPN |
| Norway | NOR |
| Russian Federation | RUS |
| Spain | ESP |
| Sweden | SWE |
| Switzerland | SUI |
| United States of America | USA |



SALT LAKE 2002



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Technical Director

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Assistant Producer

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Technical Lead Programmer

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Kenny Beard

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Environment Artists

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Akin Marquis

Michael Benfield

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Paul Blair

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John Davies

Motion Capture Coordination

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Motion Capture Direction

Nigel Collier

Colin Dempsey

Kenny Beard

Motion Capture Talent:

Graham Bell – Men's Alpine Skiing Downhill

Emma Carrick-Anderson – Ladies' Alpine Skiing
Slalom

Richard "Raz" Cobbing – Women's Freestyle Skiing
Aerials

Sean Olson & Paul Atwood – Men's Two-man
Bobsleigh

Eddie Edwards – Men's Ski Jumping K120
Individual

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Damian Wilkinson

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Audio Motion

In House Music Production

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(Audio Manager)

Mark Hyett

Commentary Recording and Production

John Hancock

(Audio Manager)

Mark Hyett

Steven Gow

Brian Smith

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2nd Commentator – Graham Bell

Special Thanks

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Black for a guitar sample



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Jacqui Ralston

Creative Services Manager

Matthew Carter-Johnson



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ADDITIONAL MUSIC

'Plight 217'

By Blueline Medic
Courtesy of Fueled By Ramen Inc

'Caramel'

By Pollen
Courtesy of Fueled By Ramen Inc

'Enter/Return'

'Hey, You Kids!'
By The Impossibles
Courtesy of Fueled By Ramen Inc

'Unordinary'

'Three Hundred'
'You've Got Some Nerve'
By The Stereo
Courtesy of Fueled By Ramen Inc

'Motorway'

By Selby Tigers
Courtesy of Hopeless Records Inc

'Dedicated'

By Next2Nothing
Courtesy of Hourglass Records Inc

'Sleep Well'

By Super Delta Three
Courtesy of Keystone Records Ltd and Orestes Music
Publishing Ltd

Special Thanks

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If you would like further music information:

www.fueledbyramen.com
www.thedormgroup.com
www.hopelessrecords.com
www.hourglassrecords.com
www.thestereoonline.com



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