

# SUMMER ATHLETICS

THE ULTIMATE CHALLENGE



EVERYONE  
**E**  
CONTENT RATED BY  
ESRB



CONSPIRACY  
ENTERTAINMENT  
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## **WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES**

### **READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

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### **Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far away as possible from the television screen.
  - Avoid large screen televisions. Use the smallest television screen available.
  - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
  - Avoid playing when you are tired or need sleep.
- 

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

### **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation®2 system 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.

### **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.



# SUMMER ATHLETICS

## THE ULTIMATE CHALLENGE

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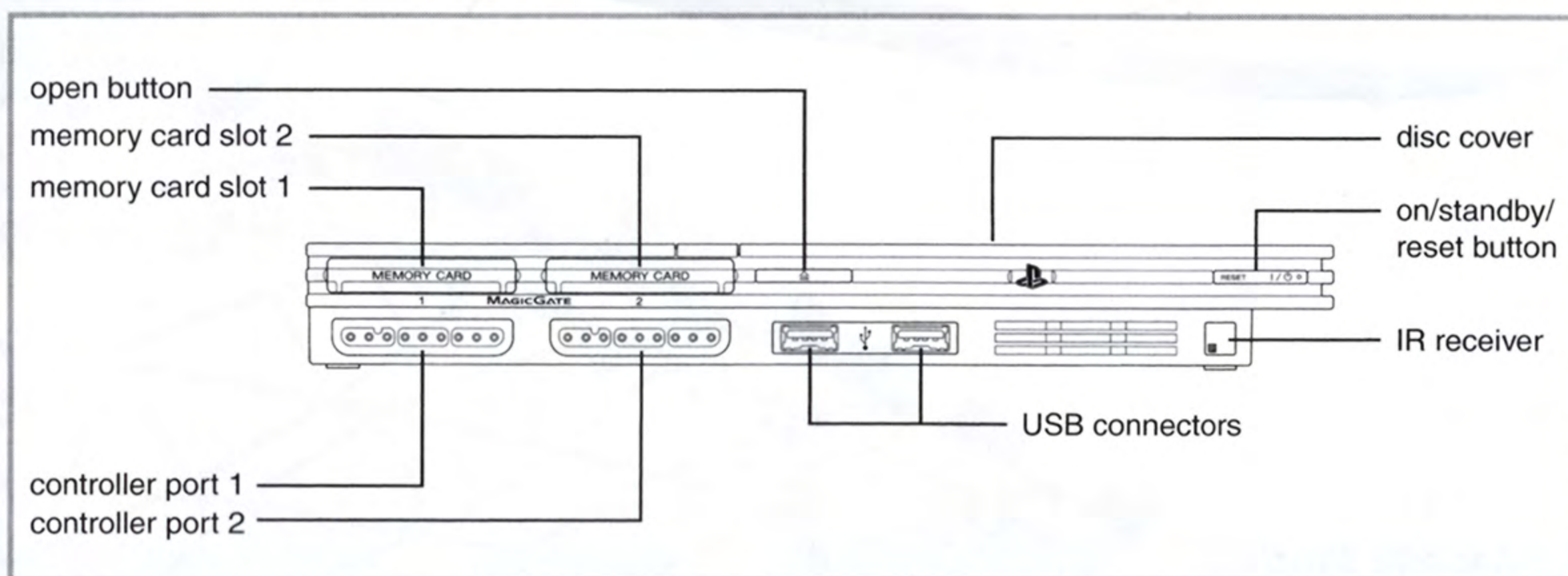
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## GETTING STARTED



**Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green).**

**Insert the SUMMER ATHLETICS disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.**

### **Memory Card (8MB) for PlayStation®2**

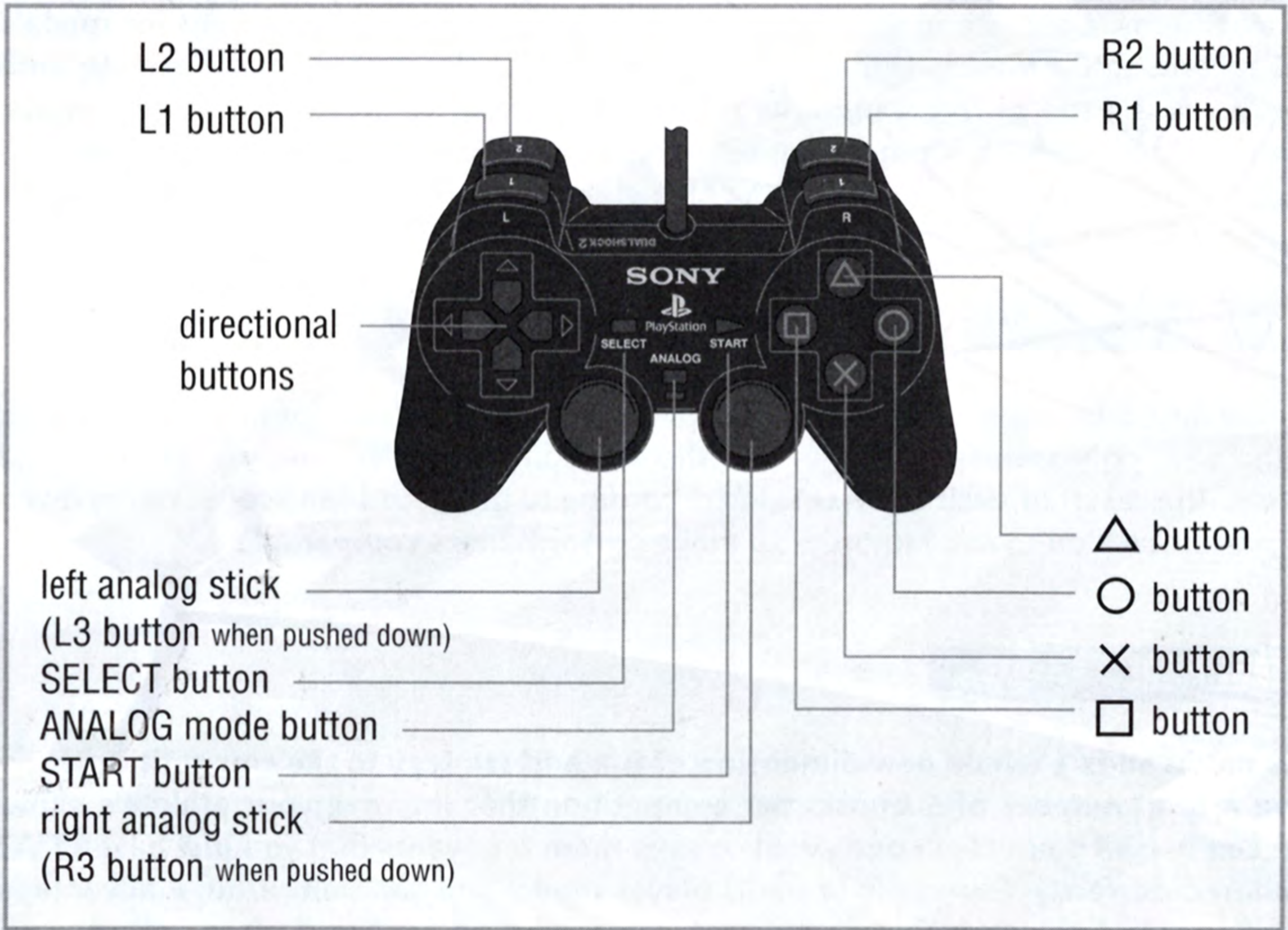
**To save game settings and progress, insert a memory card (8MB) for PlayStation®2 into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) for PlayStation®2 containing previously saved games.**





## CONTROLLER

### DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



**OK/APPLY**



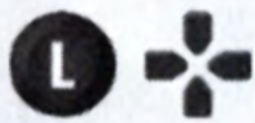
**BACK**



**PAUSE / MENU**



**NAVIGATION**



**TUTORIAL**







## INTRODUCTION

Welcome to Summer Athletics, the ultimate sports gaming experience. This simulation of seven of the most popular summer sports features classic gameplay in modern 3D environments. Compete in 26 events with the world's best athletes, fight for medals and records and progress through a complete career of a custom made athlete until you are at the top of the leaderboards. Challenge your friends in multiplayer mode, unlock achievements by completing sets of special tasks and create your own competitions - Summer Athletics offers extensive gameplay possibilities and lasting entertainment. Ready, steady, go!

## PURE MODE

In pure mode, winning a competition is not about strategy, it's about raw performance. In the end, only your final results and the according score will determine victory or defeat. The result of each event is rated according to the decathlon score system (even for non-decathlon events) in order to make performances comparable.

## ARCADE MODE

This mode adds a whole new dimension of fun and strategy to the competitions. You have a total number of 5 boosts per competition that improve your athlete's skills. You can use all 5 boosts in one event or save them for events that you just haven't yet mastered perfectly. Especially in multi player mode, you can gain a huge advantage by using your boosts wisely. In any event, you can activate a boost when indicated on the screen by pressing L1.







## **YOUR CHARACTER**

When setting up a single event or competition, you can either choose from eight pre-set characters or create up to eight custom athletes. In career mode, you have to create a new character before you can start a new career (see the Career Chapter for details). Apart from picking gender, nationality and a suit, you have numerous options to change the look of your character. It is possible to change phenotype, hair, and head shape as well as all facial features according to your wishes.

Note that in any singleplayer game, you will only compete against athletes of the selected gender. Mixed gender events are only possible in a multiplayer game.

## **DIFFICULTY**

You can choose from three difficulty settings when setting up a single event or competition, thus determining the strength of AI competitors. „Easy“ is recommended for players who have never played a sports game before, „Average“ appeals to more experienced players and „Difficult“ requires the skills of advanced players. However, it is possible to unlock a fourth difficulty setting called „Champion“ featuring very difficult AI competitors that will challenge even gaming veterans. The „Champion“ difficulty setting is awarded after unlocking the achievement „Gold rush“.

## **MULTIPLAYER**

When setting up a game, you can choose to play any single event or competition with two players simultaneously via split screen or with up to four players one after another in hot seat mode. Note that if players choose a different height in Pole Vault or High Jump during a split screen match, the player with the lowest height setting will play alone in full screen until he reaches a height also selected by another player. Only players jumping the same height will play via split screen.





## HOW TO PLAY THE DISCIPLINES

### Swimming



Press and hold L2 to get ready in any discipline of swimming. Release L2 to jump into the water when you hear the start signal. The better your timing at the start the higher your initial speed will be. You can kick underwater at the start and after each turn by pressing and holding R2. Whenever you approach either side of the pool a gauge appears. Press R2 when the gauge is full for a perfect turn or to grab the edge at the end of a race to save time.

### Swimming styles

Each swimming style requires specific motions with LS and RS that are indicated by rotating markers in the display. The better you match these marker's motions the quicker the athlete will swim.

#### • Breaststroke



Rotate LS counter-clockwise and RS clockwise as depicted.

#### • Backstroke



Rotate LS counter-clockwise and RS clockwise as depicted.



Rotate LS clockwise and RS counter-clockwise as depicted.

#### • Freestyle

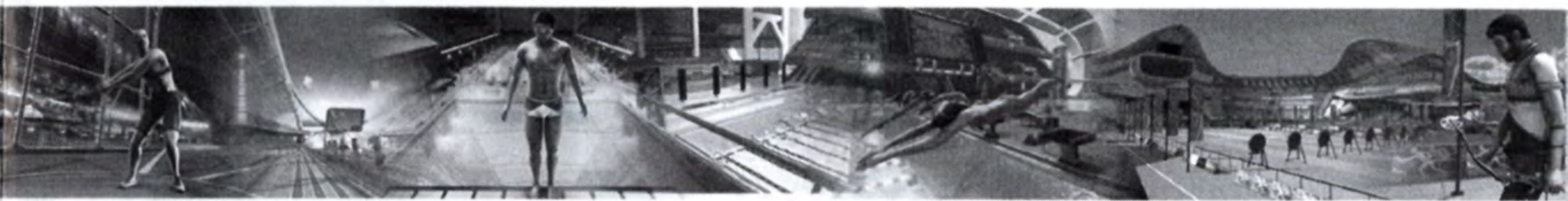


Rotate LS clockwise and RS counter-clockwise as depicted.

#### • 4 x 100m Medley Relay

Four athletes partake in a relay race, each using one of the swimming styles described above in the following order: Backstroke, Breaststroke, Butterfly and Freestyle. The first athlete starts as described above whereas the next swimmers' starting performances depend on the previous swimmer's grab at the end of his turn.





## Running

- Sprint (100m, 200m, 400m, 110m Hurdles and Relay)



Press and hold L2 to get ready, release L2 to start running once you hear the start signal. The better your timing at the start the higher your initial speed will be.



Jiggle RS as fast as possible to gain a good running speed. In a hurdles race, you can jump by pressing L2.

To exchange the baton in a relay race, the next runner's speed needs to be matched with your current speed. Jiggle RS as fast as possible until both gauges match. Press L2 to exchange the baton. If the exchange takes too long, the baton will be passed on automatically.

- Middle Distance (800m and 1500m)

Press and hold L2 to get ready, release L2 to start running once you hear the start signal. The better your timing at the start, the higher your initial speed will be.



Move LS and RS up alternately to control running speed. The quicker you move LS and RS the faster the athlete will run, thus consuming more stamina.

Once all your stamina is consumed you can no longer run at full speed (stamina consumption is indicated by a growing red bar within the speed gauge) until you recover some stamina. You can recover stamina by slowing down or by running in someone's slipstream. Slipstream is indicated by the yellow fan between the gauges, the bigger the fan the more efficiently you are using the slipstream.



On the home stretch, you can sprint by jiggling RS as fast as possible, thus consuming your remaining stamina rapidly.

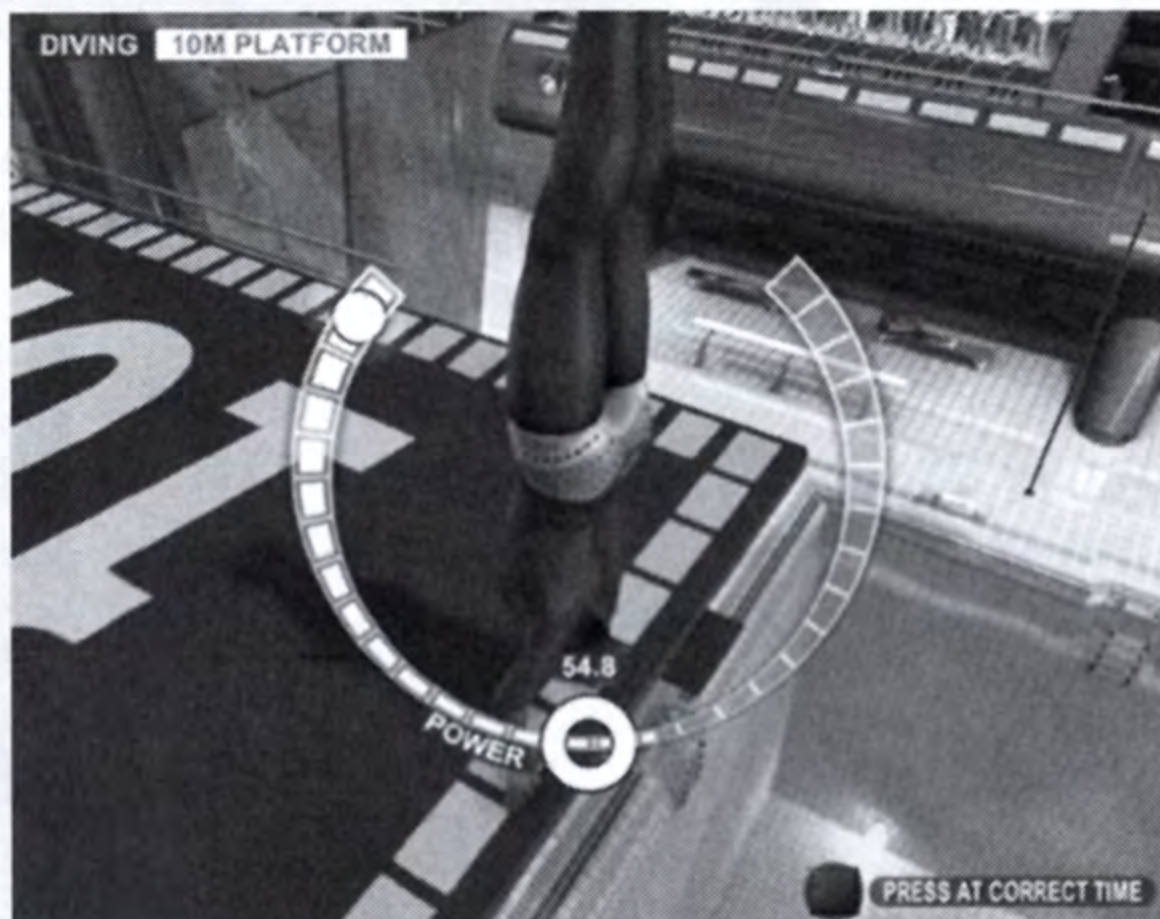




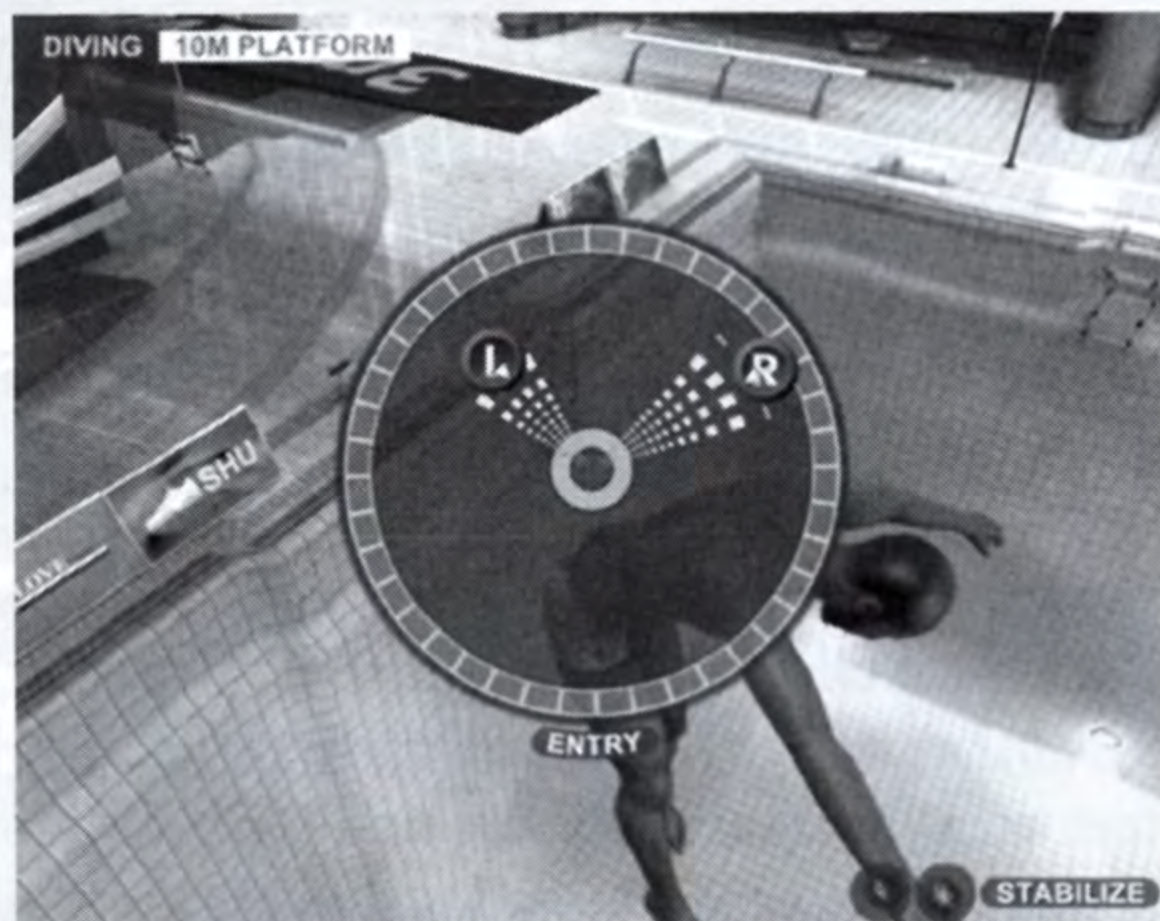
## Diving



Press L2 every time the swinging ball passes the circle in the middle of the display to gain power. The more power you gain at the start, the more time you have during the flight phase to perform the required moves.



Arrows will appear on either side of the gauge during the flight phase. Move LS according to the arrows on the left once they reach the bottom of the left side, move RS according to the arrows on the right once they reach the bottom of the right side. Your timing determines the precision of the diver's moves.



Move LS and RS to the center of the display for a perfect entry.



## Jumping

### • Pole Vault

Adjust the height of the bar with either LS or Digipad. You have three attempts to jump a height. If you have successfully jumped a height you can raise the bar and have another three attempts. This continues until you fail to jump a height 3 times.

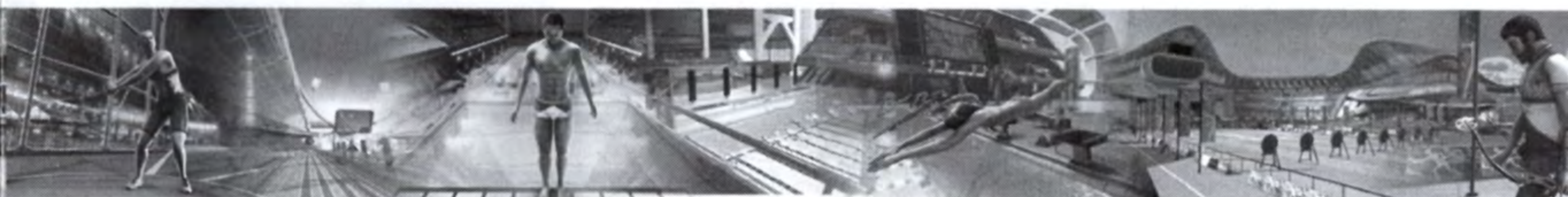
Jiggle RS as fast as possible to gain a good run-up speed.

Press and hold L2 when you reach the yellow line to lower the pole.

Release L2 when the power gauge is full to jump.







**Quickly rotate RS clockwise to maintain a good posture in the air in order to retain precious height.**

- **Long Jump**

**You get three attempts of which only your longest jump determines your result.**

**Jiggle RS as fast as possible to gain a good run-up speed.**

**After the run-up phase, a jump indicator appears above the gauge in the display. Press L2 to jump once the yellow marker reaches the indicator. The better your timing at the take-off, the longer your jump will be.**

**Quickly rotate RS clockwise to maintain a good posture in the air in order to retain precious distance.**

- **Triple Jump**

**You get three attempts, of which only your longest jump determines your result.**

**Jiggle RS as fast as possible to gain a good run-up speed.**

**After the run-up phase three jump indicators appear above the gauge in the display. Press L2 to jump every time the yellow marker reaches an indicator. The better your timing the longer your jump will be.**

**Quickly rotate RS clockwise to maintain a good posture in the air in order to retain precious distance.**

- **High Jump**

**Adjust the height of the bar with either LS or Digipad. You have three attempts to jump a height. If you have successfully jumped a height you can raise the bar and get another three attempts. This continues until you fail to jump a height.**

**Press either X or O right as the according symbol fills either circle at the lower end of the screen, thus controlling the athlete's steps during the run-up. The more precise your steps the more power you gain for the jump.**

**Press and hold L2 once its symbol fills a circle in the display. Release L2 when the power gauge is full to jump.**

**Quickly rotate RS clockwise to maintain a good posture in the air in order to retain precious height.**





## Throwing



In any throwing discipline, you get three attempts of which only your best throw determines your result.

- Shot Put

Rotate RS clockwise as fast as possible to gain momentum.

Move LS up and down to adjust the throwing angle before you reach the toebar. Watch the blue gauge displaying the remaining time. Press L2 to throw. If you throw too late you will overstep (and your throw will not count). If you throw too early, you waste precious distance.

- Discus

Rotate RS clockwise to gain momentum. At first, rotate slowly but constantly increase speed until you rotate as fast as possible to gain maximum power.

Move LS up and down to adjust the throwing angle before you reach the throwing line.

Watch the blue gauge displaying the remaining time. Press L2 to throw. If you throw too late you will overstep (and your throw will not count). If you throw too early, you waste precious distance.

- Hammer Throw

Rotate RS clockwise to gain momentum. At first, rotate slowly but constantly increase speed until you rotate as fast as possible to gain maximum power.

Move LS up and down to adjust the throwing angle before you reach the throwing line.

Watch the blue gauge displaying the remaining time. Press L2 to throw. If you throw too late you will overstep (and your throw will not count). If you throw too early, you waste precious distance.

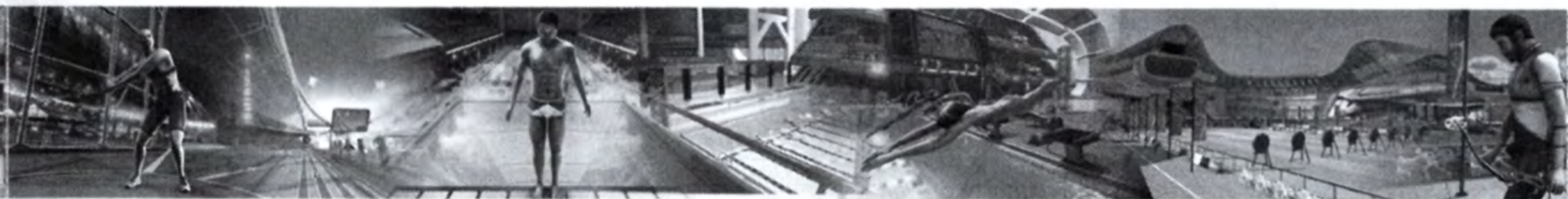


- Javelin

Jiggle RS as fast as possible to gain a good run-up speed.

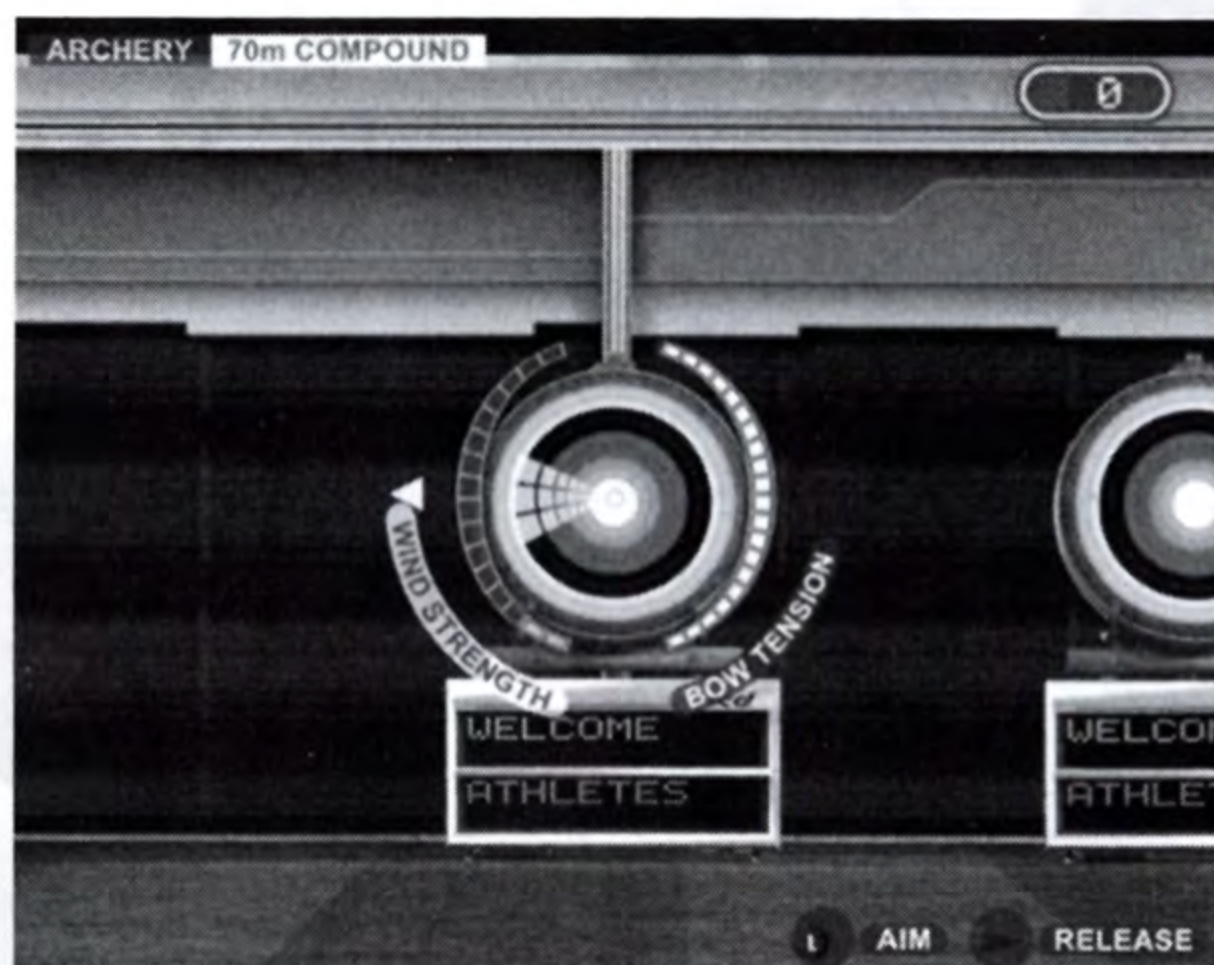
Move LS up and down to adjust the throwing angle before you reach the throwing line. Watch the blue gauge displaying the remaining time. Press L2 to throw. If you throw too late you will overstep (and your throw will not count). If you throw too early, you waste precious distance.



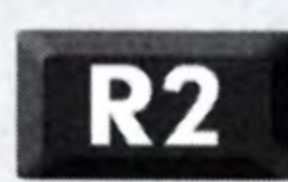


## Archery

You can adjust bow tension by pressing R2. Using the compound bow, you can shoot the arrow by releasing R2 as soon as maximum bow tension is reached. Using the recurve bow, you will shoot automatically when maximum bow tension is reached due to its clicker. Aim with LS.



Pay attention to the indicators showing wind direction and wind strength as these will influence the arrow's flight. The arrow will also lose a bit of height over a distance of 70 metres.



## Cycling

Press and hold L2 to get ready. Release L2 to start once you hear the start signal. The better your timing at the start the higher your initial speed will be. Move RS up or down to accelerate or decrease speed.



The faster you go, the more stamina you consume. Once you run low on stamina you can no longer ride at full speed (stamina consumption is indicated by a growing red bar within the speed gauge) until you recover some stamina. You can recover stamina by riding slower or by riding in someone's slipstream. Slipstream is indicated by the yellow fan within the display, the bigger the fan the more efficiently you are using the slipstream.



Move LS left and right to steer your bike.





In a team pursuit, you take control of a team of four athletes riding one after another and need to find a good strategy in order to take advantage of each athlete's stamina. You will always directly control the leading rider and the rest of the team will follow the leader automatically. You start by controlling the team captain (who possesses the most stamina) but can always change the leading rider by pressing R2 if the current rider has lost too much stamina. Note that due to slipstream riders behind another athlete will need to expend less effort (the last in line needing to expend the least effort), thus also consuming less stamina and recovering quicker.

On the home stretch, you can activate a sprint by pressing L2. Sprint by rotating RS as fast as possible, thus consuming your remaining stamina rapidly. The more stamina you have left, the faster you can go during a sprint. In a team pursuit, the winning team is decided by the third rider, so you should drop the fourth rider towards the end of a race by pressing  button.

In a team sprint, you don't have to conserve stamina as it is just a short race in which you need to sprint as fast as possible as described above.

## COMPETITIONS

You can either choose from five pre-arranged competitions or create a custom competition with your favorite disciplines.

### 1. Decathlon

Sprint 100m  
Long Jump  
Shot Put  
High Jump  
Sprint 400m

Hurdles 110m  
Discus Throw  
Pole Vault  
Javelin Throw  
Middle Distance 1500m

### 2. Short Competition

*The short programme comprises a choice of wide-ranged sports.*

Triple Jump  
Hammer Throw  
Diving  
Hurdles 110m  
High Jump  
Cycling 1km Scratch

Archery 50m Recurve Bow  
Sprint 200m  
Swimming 100m Breaststroke  
Middle Distance 800m  
Pole Vaulting





### **3. Summer Athletics Challenge**

*This mode comprises 19 different disciplines. Every discipline is only held in one variation.*

**Javelin Throw**

**Pole Vault**

**Swimming 200m Butterfly**

**Sprint 100m**

**Triple Jump**

**Cycling 1km Scratch**

**Discus Throw**

**Middle Distance 800m**

**Archery 50m Recurve Bow**

**Sprint 4x100 Relay**

**High Jump**

**Diving**

**Shot Put**

**Long Jump**

**Swimming 4x100m Relay**

**Hurdles 110m**

**Cycling Team Pursuit**

**Hammer Throw**

**Archery 70m Compound Bow**

### **4. Platinum Challenge**

*All Events.*

**Sprint 400m**

**High Jump**

**Swimming 100m Free Style**

**Cycling 1km Scratch**

**Shot Put**

**Long Jump**

**Archery 70m Compound Bow**

**Middle Distance 800m**

**Discus Throw**

**Swimming 200m Butterfly**

**Sprint 200m**

**Pole Vault**

**Cycling Team Pursuit**

**Hurdles 110m**

**Diving**

**Javelin Throw**

**Sprint 4x100m Relay**

**Swimming 100m Backstroke**

**Archery 50m Recurve Bow**

**Middle Distance 1500m**

**Triple Jump**

**100m Sprint**

**Swimming 4x100m Relay**

**Cycling Team Sprint**

**Hammer Throw**

### **5. Higher, Faster, Farther Cup**

**High Jump**

**Pole Vault**

**Swimming 100m Freestyle**

**Hurdles 110m**

**Sprint 400m**

**Cycling 1km Scratch**

**Triple Jump**

**Hammer Throw**

**Javelin Throw**

### **6. Free Cup**

*Create your own Competition*





## CAREER

Before you can start a new career you must create a new character. Up to eight career characters can be created which will only be available in career mode. This way, multiple players can start separate careers and their progress is saved to a character of their own.

A career character has five basic skills: speed, technique, power, jump power and stamina. Each of these skills can be trained. Before the first championship you get to train your character with 50 points, after each event you are rewarded with 100 points. You can distribute as many points as you like to any skill.

*Speed* determines how fast you can go and is essential to the events in swimming, running, jumping and cycling.

*Technique* influences precision of body movements and handling of sports gear and is relevant to the events in swimming, diving, throwing, jumping, archery and running (hurdles and relay).

*Power* corresponds to the strength of your arms and is thus significant for the events in swimming, throwing, jumping (pole vault) and archery.

*Jump power* describes the power of your athlete's legs and is most important in the events in jumping, diving, swimming and running.

*Stamina* accounts for your endurance and its regeneration during the events in swimming, running (middle distance), archery and cycling.

Knowing which discipline comes up next in a championship might help in deciding which attribute needs to be trained more.





## CUPS

### Career

### Events

#### Amateur Championships

High Jump  
Swimming 200m Butterfly  
Sprint 100m  
Archery 50m Recurve Bow  
Javelin Throw  
Cycling 1km Scratch

Long Jump  
Hurdles 110m  
Hammer Throw  
Diving  
Middle Distance 800m  
Pole Vault

#### Pro Championship

Archery 70m Compound Bow  
Sprint 200m  
Javelin Throw  
Swimming 100m Backstroke  
High Jump  
Sprint 4x100m Relay  
Hammer Throw  
Diving

Pole Vault  
Middle Distance 800m  
Cycling 1km Scratch  
Hurdles 110m  
Shot Put  
Swimming 4x100m Relay  
Long Jump

#### Summer Sports Championship

Swimming 100m Backstroke  
High Jump  
Sprint 100m  
Archery 70m Compound Bow  
Cycling 1km Scratch  
Hammer Throw  
Long Jump  
Hurdles 110m  
Swimming 4x100m Relay  
Shot Put  
Pole Vault  
Archery 50m Recurve Bow

Sprint 400m  
Cycling Team Sprint  
Javelin Throw  
Triple Jump  
Diving  
Middle Distance 800m  
Discus Throw  
Swimming 100m Free Style  
Sprint 4x100m Relay  
Cycling Team Pursuit





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