⚠ Important Health Warning About Playing Video Games

Photosensitive Seizures

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

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

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

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

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

• **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.

• **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.

For more information, visit **www.ESRB.org**.

Thank you for purchasing *Vancouver 2010 ™ – The Official Video Game of the Olympic Winter Games*. Please note that this software is designed for use with a personal computer running Microsoft® Windows®. Be sure to read this software manual thoroughly before you start playing.

CONTENTS

WELCOME TO VANCOUVER

Surrounded by the majestic peaks of the North Shore Mountains and the gentle waves and flow of the Pacific Ocean, Vancouver is the biggest city (with a population of over 2.2 million) to ever host an Olympic Winter Games. The West Coast Canadian city will host the Olympic Winter Games from February 12 to 28, 2010, along with the world-class ski resort of Whistler, where alpine skiing, cross-country skiing, bobsleigh, luge and skeleton, and Nordic combined events will be held.

In Memoriam
Leo Obstbaum
1969 – 2009
Director of Design, Vancouver Organizing Committee for the 2010 Olympic and Paralympic Winter Games (VANOC)

Leo The Dreamer -   "Leo is everywhere you look, in every colour, every texture, in every little bit of Vancouver 2010...Leo led and influenced the design of some of the most iconic pieces of the 2010 Winter Games. His spirit and daring inspiration has touched absolutely everything and because of him memories of the Games will live on for generations, a true enduring legacy of what went on here in Vancouver."
John Furlong, CEO, VANOC

GETTING STARTED

SYSTEM REQUIREMENTS

Minimum:

※ Microsoft® Windows® XP
※ 2.4GHz processor
※ 1GB RAM
※ NVIDIA® GeForce® 7600 graphics card or ATI™ equivalent with support for Pixel Shader 3.0
※ DirectX 9.0c compatible sound card
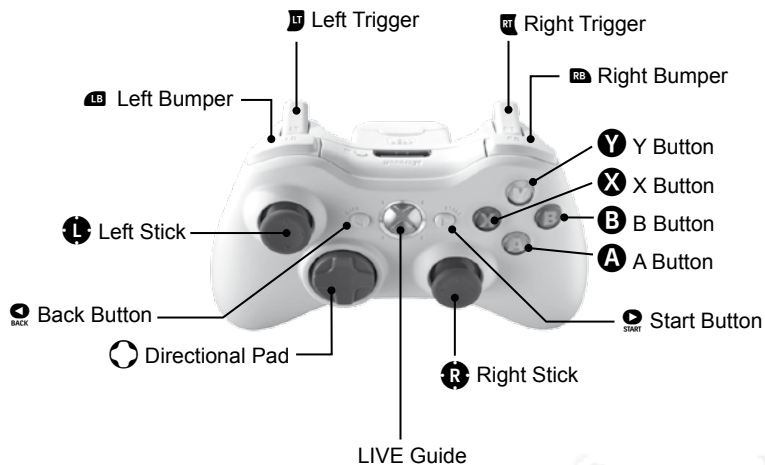※ 3.5 GB hard disk space
※ Microsoft Xbox 360 Controller for Windows

Recommended:

※ Microsoft Windows XP / Windows Vista® / Windows 7®
※ AMD™ or Intel® Dual Core processor
※ NVIDIA GeForce 7800+ graphic card or ATI equivalent
※ Microsoft Xbox 360 Controller for Windows

The game's performance and/or graphical quality may vary according to your PC's hardware and/or video card.

XBOX 360 CONTROLLER FOR WINDOWS

This game is designed for use with the Xbox 360 Controller for Windows. Plug in a wired Xbox 360 Controller for Windows to one of the PC's USB ports and/or connect a wireless Xbox 360 Controller using a Xbox 360 Wireless Gaming Receiver for Windows. If you are playing with a keyboard, refer the default key assignments from the in-game options (p.10).

LT Left Trigger   RT Right Trigger
LB Left Bumper   RB Right Bumper
Y Y Button
X X Button
B B Button
A A Button
L Left Stick
Back Button   Start Button
Directional Pad
R Right Stick
LIVE Guide

INSTALLATION

Download the *Vancouver 2010™* onto your PC. Click on Install in the menu to start installation.

If Autoplay is not enabled, double-click your DVD drive icon to run the installer. If the installation does not begin, right-click the DVD drive icon and choose Explore from the drop-down menu, then double-click the setup.exe file to run the installer.

Note that the DVD, which acts as a key to run the program, must be set in the DVD drive when you play this game.

CONNECT TO LIVE

Games for Windows – LIVE

Play online for free! With Games for Windows – LIVE, you can build your profile, play online, chat with friends, see your friends' games and activities, and track gaming achievements across all Games for Windows – LIVE games. Plus, you can download game content from Games for Windows – LIVE Marketplace. Get connected and join the PC gaming revolution!

Connecting to LIVE

To connect to Games for Windows – LIVE, you need a high-speed Internet connection and a gamertag. If you already have a gamertag, you have what you need to connect to Games for Windows – LIVE. If you don't have one, you can get one for free. For more information, including availability in your region, go to **www.gamesforwindows.com/live**.

Family Settings

Family Settings in Games for Windows – LIVE and Windows Vista® parental controls work together. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with LIVE service. And set time limits on how long they can play. For more information, go to **www.gamesforwindows.com/live/familysettings**.

Authentication

An online authentication is required to link the game license to your gamertag. This process will take place when you are starting the game for the first time, while you sign in to LIVE via Games for Windows – LIVE. Once the authentication is completed, you can play the game offline and/or online with or without Internet access.

TRAINING	Select individual events to hone your skills in a non-competitive setting. Tutorials of the events are also offered to learn important mechanics and techniques. Results of your training will automatically be sent to the Leaderboards via LIVE at the end of each session.
OLYMPIC GAMES	Compete against your friends in a single event or multiple events (stacked events).
CHALLENGES	Play a single player mission mode with various challenges. Successfully completing these challenges will unlock additional challenges (total of 30) and will fulfill your LIVE Achievements (p.7).
LEADERBOARDS	View weekly and overall Leaderboards across all events, with quick links to yourself or your friends to see how your records rank against the top performers.
OPTIONS	Make changes to various game settings.
CREDITS	View the credits of this game.
EXIT TO DESKTOP	Close the game and return to your desktop screen.

Four players can play together locally or via online by signing in to Games for Windows – LIVE.

A Windows Live™ ID (or an Xbox LIVE®) account and a broadband Internet connection are required to play online matches with other *Vancouver 2010™* players. For LAN matches, two or more PCs will be connected using a network switch and/or Ethernet cable(s) or by a wireless router.

The following choices are available at the beginning of Olympic Games Mode:

PLAY ON THIS PC	Play a multiplayer match sharing the same screen (television/monitor) by connecting additional controllers to the same PC.
PLAY ON LAN	Connect two or more PCs in a LAN environment so each player can compete in the same events on a separate or shared screen.
PLAY ON LIVE	Play an online match with other players via LIVE. Note that both public and private matches can be hosted or joined from here.

PRE-GAME FLOW

▲▲ STANDALONE GAMES
Each player will select a flag from the Country Select screen, then Player 1 will select the event(s) to start the competition. Note that some events will be played simultaneously in a split-screen setting.

▲▲ LAN / ONLINE GAMES
Create a game as the host or join an existing game with or without any match preferences as the client player. Upon creating and entering a session, players will select a flag from the Country Select screen and advance to the lobby screen (p.6).

If you choose Join Custom Match or Create Game, you can match up with friends and start a game based on the following preferences/settings:

LANGUAGE	The host can set a language of his/her choice for match making purposes. If you are searching for online matches, the Any Language option is available to broaden your search.
VOICE CHAT	Turn the setting ON to enable voice chat using a compatible headset for your PC or Xbox 360 Controller for Windows.
MAXIMUM PLAYERS	Set the maximum number of player slots reserved for the match.
EVENTS*	Search for online matches based on events or select All Events if you wish to broaden your search.

*Preference for "Events" available for players who are searching online games. The host player ultimately decides the number/order of events via the lobby screen.

LOBBY SCREEN

The host player will be responsible for all of the key decision making at the lobby screen (e.g. choose event/ stack events), but all players are asked to put a check-mark under READY (pictured right) before the host can select START GAME to begin the match.

Note that players will return to the lobby screen after each event (or set of events) has finished.

Take on various challenges based on events featured in *Vancouver 2010™*. Challenges are offered in three tiers (Easy, Intermediate and Advanced) – the Advanced Mountain being the most difficult to conquer.

SELECTION SCREEN

❶ SELECT A MOUNTAIN

Press the 🎮 (Left Trigger) / 🎮 (Right Trigger) to display one of three mountains, which appears on the right side of the selection screen (pictured below). Note that a new challenge is unlocked whenever a challenge is completed successfully for the first time.

❷ OBJECTIVE OF THE CHALLENGE

Once a mountain is selected, use the D-pad or the Left Stick to choose one of the challenges. Objectives of unlocked challenges will be displayed on the left side of the selection screen (pictured below).

ACHIEVEMENTS

This game supports the LIVE Achievement system. As you play the game, you will earn points by fulfilling certain challenges, which will be credited to your profile as Gamerscore. Achieving all 50 of this game's achievements will add a total of 1000Ⓖ to your Gamer Profile. To view how many you've achieved so far, press the LIVE Guide button or key to access list of Achievements from your Games for Windows – LIVE display.

Leaderboards will display the best records from either Training or Olympic Games Mode (offline/online) for each event. All of the times/scores will be automatically uploaded to the Leaderboards if you are signed into LIVE. Note that separate Leaderboards for each challenge are also accessed from the selection screen of Challenges (p.7).

Leaderboards has several filters, which you can cycle through while the Leaderboard screen is displayed. Simply press the **LT** (Left Trigger) / **RT** (Right Trigger) to change the filters to browse the records based on the following categories:

All-TIME BEST	Overall results based on all of the past entries.
MONTHLY	Leaderboards that are refreshed on a monthly basis.
WEEKLY	Leaderboards that are refreshed on a weekly basis.

Note that all categories can be viewed in both worldwide and friends-only settings.

The leaderboard screen displays 10 players at a time, so press the ❌ button to quickly find your score/time to see where you rank amongst other players. You may also press the ❤ button to check the highlighted player's Game Card to view his/her player information.

To modify the game settings, first you will select a category (Audio Options, Display Options or Control Options) to display each set of options, then press the D-pad or Left Stick ⬅ / ➡ to make changes.

AUDIO OPTIONS

▲▲ **SOUND FX VOLUME**
Adjust the output level of the sound effects.

▲▲ **MUSIC VOLUME**
Adjust the output level of the soundtrack.

▲▲ **ACTION MUSIC**
Toggle the background music ON or OFF.

DISPLAY OPTIONS

▲▲ **MINI MAP**
Display or hide the course map, which appears on the right side of your screen. Note that some events such as ski jumping will not display a map by design.

▲▲ **REPLAYS**
Keeping this setting **ON**, you can view key moments of your performance from various camera angles.

▲▲ **GOGGLES**
Keep the goggle view **ON** during "1st Person" mode to experience the action like the athletes would, or turn this setting **OFF** to get a wider and clearer view.

▲▲ **GHOSTS**
Play against a ghost image of previously recorded performances for selected events, which can be toggled **ON** or **OFF**.

▲▲ **DEFAULT VIEW**
Set the view to either 1st Person or 3rd Person. Note that this setting applies only for events that allow you to switch views. Camera mode can also be switched during such events by pressing the ⓑ button.

▲▲ **SCREEN RESOLUTION**
Choose one of the available screen resolutions.

▲▲ **GRAPHIC DETAIL**
Set the level of detail to Low, Medium or High. Note that performance will vary by your PC's graphic card.

▲▲ **SCREEN TYPE**
Toggle the screen type to **Stretched / Bordered.**

▲▲▲ **SCREEN MODE**
Toggle the screen mode to **Full Screen / Window.**

CONTROL OPTIONS

▲▲ CONTROLLER VIBRATION
Toggle the vibration setting of the controller.

RECONFIGURE KEYBOARD

Change the configuration of your keyboard controls.

First highlight one of the button functions from the right side of the screen (see below) and then enter a key to change its assignment. Once the change is made, the new key assignment will be immediately displayed.

To restore the key assignments to its default setting, press the ✕ button.

ALPINE SKIING

Launch out of the starting gate and make your way along the course to reach the finish line in the shortest time. Be sure to pass through each set of gates along the way – failing to pass through a gate will slow you down momentarily, and missing five gates will disqualify you from the event.

Men's Downhill
Features the longest course and the highest speeds. Achieve the fastest time you can in a single run.

Men's Super-G
Combines the speed of downhill with the more precise turns of giant slalom on a medium-length course. Achieve the fastest time you can in a single run.

Ladies' Giant Slalom
Similar to slalom, but features less aggressive turns. Attempt two different courses on the same slope and aim to achieve the fastest total time.

Ladies' Slalom
Features the shortest course and the quickest turns. Attempt two different courses on the same slope and aim to achieve the fastest total time. Note that it will count as a miss if a ski touches a red or blue pole (gate).

Launch	Press the Ⓐ button in time with "GO!" to launch, giving you an advantageous start to the run. Once you are out of the starting gate, quickly tap the Ⓐ button during the first few meters to build up speed.
Steer	Use the Left Stick/Right Stick ← and → to steer your way around the course. Press the 🄻🄣 (Left Trigger) while steering to carve, allowing you to take sharper corners. This will cause you to lose some speed.
Crouch	Press and hold the 🄡🄣 (Right Trigger) to crouch down, reducing your wind resistance and increasing speed.

⚡ SKI JUMPING

Men's Individual Large Hill (LH)

Launch off of the jump and remain airborne for the furthest distance possible before landing. Scores are based on distance, style and landing. The total score of the two jumps will count as your final score.

Set Wind Direction	Press the Ⓐ button while watching the windsock and flags to decide the wind direction of your jump, or simply wait for your coach to drop the yellow flag. Jumping into a headwind maximizes your jump distance.
Launch from Start Platform	Press the Ⓐ button to push off from the start platform and begin your run. Match the button press to your momentum by pressing it while the bar is as near to the top as possible.
Ramp Launch	Press and hold the Ⓐ button to prepare for takeoff during the in-run, and release to jump. Try to release the button while the gauge is close to the center.
Air Balance	Press and hold the 🎮 (Left Trigger) / 🎮 (Right Trigger) while airborne to counter crosswinds and correct your lean.
Land	Press the Ⓐ button to land. It's better to play it safe and land early than to risk crashing.

🎿 FREESTYLE SKIING

Ladies' Ski Cross

Race against three other skiers along the challenging course and cross the finish line first to win.

Launch	Press the Ⓐ button in time with "GO!" to launch.
Steer	Use the Left Stick/Right Stick ⬅ and ➡ to steer your way around the course. Press the 🎮 (Left Trigger) while steering to carve, allowing you to take sharper corners. This will cause you to lose some speed.
Crouch	Press and hold the 🎮 (Right Trigger) to crouch down, reducing your wind resistance and increasing speed.
Jump	Press the Ⓐ button as you pass over the green line to jump. Better-timed jumps will carry you further and at greater speed.

Ladies' Aerials

Choose a routine, launch off the jump and execute a series of backflips and twists before landing. Scores are determined based on the takeoff, height, form and body position, and landing balance. The total score of two jumps will count as your final score.

Set Direction	Press the Ⓐ button to begin your in-run. Take careful aim by pressing the button as close to the center as possible.
Launch	Press and hold the Ⓐ button to prepare for takeoff during the in-run, and release to jump. Try to release the button while the gauge is closest to the center.
Air Balance	Rotate the Left and Right Sticks to track the jump by matching the rotations. Keep the balls in the highlighted sections for maximum points. Easier jumps only require you to match a single ball.
Land	Press the Ⓐ button to land. It's better to play it safe and land early than to risk crashing.

SNOWBOARD

Men's Parallel Giant Slalom

A four-person slalom tournament. At each round, two riders race head-to-head through a series of gates. Failing to pass through a gate will slow you down momentarily, and missing five gates will disqualify you from the run. The first to cross the finish line wins the run and moves on to the next round of the tournament.

Men's Snowboard Cross

Race against three other riders along the challenging course and cross the finish line first to win.

Launch	Press the Ⓐ button in time with "GO!" to launch.
Steer	Use the Left Stick/Right Stick ⬅ and ➡ to steer your way around the course. Press the Ⓛ (Left Trigger) while steering to carve, allowing you to take sharper corners. This will cause you to lose some speed.
Crouch	Press and hold the Ⓡ (Right Trigger) to crouch down, reducing your wind resistance and increasing speed.
Jump	Press the Ⓐ button as you pass over the green line to jump. Better-timed jumps will carry you further and at greater speed.

BOBSLEIGH

Two-Man

Descend down the track in a two-man bobsleigh and cross the finish line in the fastest time possible. The total time of the two attempts counts as the final score.

Launch	Quickly tap the Ⓐ button during the run-in to build up speed.
Load	Press the Ⓑ button to jump on the bobsleigh. Press the button before reaching the red line to prevent a foul.
Steer	Use the Left Stick to lean the driver (front) and the Right Stick to lean the brakeman (rear) to navigate curves. Speed increases if you take the bends higher up, but climb too far up the banks for too long and the bobsleigh will roll over, ending the run.

SKELETON

Men's Skeleton

Descend down the track in a skeleton sled and cross the finish line in the fastest time possible. The total time of the two attempts counts as the final score.

Launch	Quickly tap the Ⓐ button during the run-in to build up speed.
Load	Press the Ⓑ button to jump on the skeleton. Press the button before reaching the red line to prevent a foul.
Steer	Use the Left Stick/Right Stick to lean the driver to navigate curves. Speed increases if you take the bends higher up, but climb too far up the banks for too long and the skeleton will roll over, ending the run.
Recover	Bumps can cause the skeleton sled to lose stability. Quickly press the Ⓐ button whenever an onscreen prompt is displayed to regain control.

LUGE

Men's Singles

Descend down the track in a luge sled and cross the finish line in the fastest time possible. The total time of the two attempts counts as the final score.

Paddle	Follow the onscreen prompt and press the Ⓐ button to paddle and build speed at the beginning of the race.
Steer	Use the Ⓛ (Left Trigger) and Ⓡ (Right Trigger) to steer the luge around curves. Speed increases if you take the bends higher up, but climb too far up the banks for too long and the luge will roll over, ending the run.
Recover	Bumping into the sides can cause you to lose stability. Quickly press the Ⓐ button whenever an onscreen prompt is displayed to regain control.

SHORT TRACK SPEED SKATING

Ladies' 500 meters

Complete the required number of laps around the track and cross the finish line before your opponents to win.

Ladies' 1,500 meters

A test of endurance. Complete the required number of laps around the track and cross the finish line before your opponents to win, but keep an eye on the stamina monitor – the less stamina you have the harder it is to maintain your speed.

Ready/Launch	Hold the 🎮 (Left Trigger) or 🎮 (Right Trigger) to get into position. Release the button in time with "GO!" to launch.
Build Speed	Tap the Ⓐ button along the straights to build up speed. Note that during the first 1,000 meters of the 1,500-meter race, you will need to press the button rhythmically following the onscreen prompt to maintain speed.
Steer	Use the Left Stick ⬅ and ➡ to alter your direction and position on the track.
Lean	Press the 🎮 (Left Trigger) to lean. This is necessary when taking the bends, or else you will fall over. Experiment to find the best timing.
Lunge	Press the ❎ button on the final lap to lunge for the finish line.

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"AO"
Written by Jason Corbett
Performed by TV Heart Attack
Licensed courtesy of TV Heart Attack

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"Because I'm Awesome"
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"*Open Your Eyes*"
Performed by Sum 41
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Hedley – '3,2,1'
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