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HEALTH ISSUES

Use this software in a well-lit room, staying a good distance away from the monitor or TV screen to not overtax your eyes. Take breaks of 10 to 20 minutes every hour, and do not play when you are tired or short on sleep. Prolonged use or playing too close to the monitor or television screen may cause a decline in visual acuity.

In rare instances, stimulation from strong light or flashing when staring at a monitor or television screen can cause temporary muscular convulsions or loss of consciousness for some people. If you experience any of these symptoms, consult a doctor before playing this game. If you experience any dizziness, nausea, or motion-sickness while playing this game, stop the game immediately. Consult a doctor when any discomfort continues.

PRODUCT CARE

Handle the game disc with care to prevent scratches or dirt on either side of the disc. Do not bend the disc or enlarge the centre hole.

Clean the disc with a soft cloth, such as a lens cleaning cloth. Wipe lightly, moving in a radial pattern outward from the centre hole towards the edge. Never clean the disc with paint thinner, benzene, or other harsh chemicals.

Do not write or attach labels to either side of the disc.

Store the disc in the original case after playing. Do not store the disc in a hot or humid location.

The ***London 2012 – The Official Video Game of the Olympic Games*** game disc contains software for use on a personal computer. Please do not play the disc on an ordinary CD player, as this may damage the headphones or speakers.

- Also read the manual of your personal computer.
- The game disc may not be used for rental business.
- Unauthorized copying of this manual is prohibited.
- Unauthorized copying and reverse engineering of this software is prohibited.



Welcome to London

London is one of the world's most important financial and commercial centres. Its heritage is visible everywhere – from the remaining parts of the Romans' defensive wall to the spectacular dome of St Paul's Cathedral – but it is also a truly modern city.

The heart of the 2012 Games will be in the Olympic Park in east London, one of the most culturally diverse but underdeveloped areas of the UK. The Games have been the catalyst for change as the site has been cleared and transformed into new parklands with world-class sporting venues, together with improved transport links and homes for a new community. Elsewhere, the legendary homes of tennis (Wimbledon), cricket (Lord's Cricket Ground) and football (Wembley Stadium) are part of London's sporting heritage, and all will be competition venues during the 2012 Games.

Other events will take place across the UK. Sailing will be held in Weymouth and Portland on the south coast of England, which forms part of the World Heritage Coast and offers some of the best natural sailing waters in the UK. The Football competition will be held in world famous stadia in major cities around the UK, including the Millennium Stadium in Wales and Hampden Park in Scotland.

London is the first summer Host City to embed sustainability in its planning from the start. The aim is to use the Games as a catalyst for change, to regenerate east London and improve the quality of life for its communities, and to set new standards for sustainability in major events.

This includes using venues that already exist wherever possible; only building permanent structures that will have a long-term use after the Games; and building temporary structures for everything else. Visitors to the Games will travel by public transport, walking or cycling, while official vehicles will be among the best-in-class low-carbon vehicles. Sustainability considerations have been at the heart of sourcing all the food to be served at the Games, and have informed the choice of materials for everything from temporary seating to merchandise.

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Getting Started

Install Guide

Please note: the information in this manual was correct at the time of going to print, but some minor developments to the software could have been made after that point. Functionality will have been improved, but not significantly changed. Any screenshots in this manual are from the English language version of the game.

Requirements

Please make sure that your computer meets the minimum requirements listed on the packaging. For the best experience in London 2012: The Official Video Game of the Olympic Games, we recommend that you make sure all of your graphics card drivers are up to date and that you have run the latest Windows updates. A broadband internet connection is required for the initial installation. You will need to connect to the internet from time to time to receive patches and additional game content. You will, however, be able to play the single-player version of the game offline once installation is complete.

You will not be able to enjoy multiplayer games without a good internet connection (as you might expect, the faster the better). Dial-up modem connections are not suitable.

How to install

Close all other applications before installing London 2012. Insert the game DVD in your PC's DVD disc drive. If Autoplay is enabled the installer will begin its work – click on the install option in the menu to start the process. If Autoplay is disabled, double-click on the my computer icon and then double-click on the DVD drive icon to launch the game installer and then select install from the menu. If the game does not automatically install itself, right-click on the drive icon in My Computer and choose 'Explore' from the drop-down menu. Double-click on "autorun.exe" to run the installer.

3D Display Settings

This game supports 3D display technology. To enable 3D viewing, go to the video & game settings menu (p.6), select 3D and press Ⓐ to enable (indicated by the ✓ mark; press Ⓐ again to disable). Choose 3D strength to adjust the depth.

Notices: You must have a 3D-ready display in order to enjoy 3D viewing. To properly set up your 3D display, please refer to the instruction manuals for your display device and peripheral.

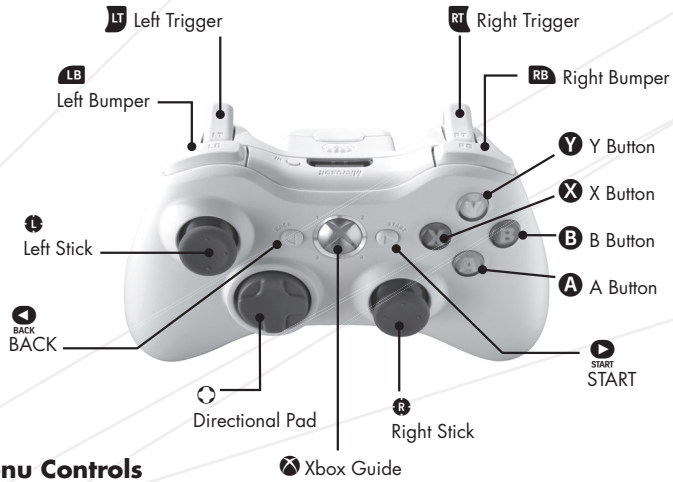
WARNING: 3D glasses are not prescription eyewear, sunglasses, nor protective goggles. Do not use the glasses for any general eyewear purposes (e.g., driving, reading, protection from sunlight or ultraviolet light, etc.) as such use may result in injury. 3D glasses are not for extended wear. After removing 3D glasses, it may take a few seconds to readjust to viewing natural colours and the glasses may temporarily affect depth perception. USE WITH CAUTION! If you have a history of epilepsy or experience headache/eyestrain or any other physical trouble at the time of 3D viewing, discontinue use immediately and consult a physician.

Xbox 360® Controller For Windows

This game is designed for use with the Xbox 360 Controller for Windows. If you wish to play with 2-4 players, please ensure that multiple Xbox 360 Controllers for Windows are connected. Plug in a wired Xbox 360 Controller for Windows to one of the PC's USB ports and/or connect an Xbox 360 Wireless Controller for Windows using a Xbox 360 Wireless Gaming Receiver for Windows.

You can also play the game using the keyboard or a gamepad other than the Xbox 360 Controller for Windows.

The in-game button prompts, tutorials and controls detailed in this manual relate to the Xbox 360 Controller for Windows. For PC keyboard/mouse controls, press pause during any of the events and select 'Controls'.



Menu Controls

Use the left stick/directional pad (D-Pad) to make a selection. Press Ⓐ to choose/confirm, or Ⓑ to cancel changes/move back to the previous screen. If you are using a keyboard, use the arrow keys to navigate up, down, left and right.

A Button = A / Enter/ Space

B Button = B / Escape

X = X

Y = Y

Start Button = F1 (Start in Menus, Pause in Game)

Overview

There are several game modes in London 2012, all of which will involve selecting some events, or types of events, before taking you to the relevant stadium for the action.

You can skip many scenes played during events by pressing the button indicated on the bottom of the screen.

If you want a hands-on lesson on how to play any given event, tutorials are provided to ensure you know what to do before competition starts. The tutorials are accessible when you are shown the list of competitors before an event.

If there is a particular action you are having trouble succeeding at, tips will be provided, informing you exactly what part of your actions need attention to get a result.

If you wish to restart an event (not available in Olympic Game modes), or return to the main menu, you can do so via the pause menu.

Olympic Games



Olympic Games is a single player mode, where you take your chosen nation through day after day of competition at the London 2012 Olympic Games. Each day you must select two events to compete in, and then play through the qualifying rounds to reach the finals, and ultimately win medals.

Retry Tokens

After playing any qualifying round or final, if you feel you could have done better than the result you achieved, you can play that round again by using a retry token. Your supply of tokens is limited and it is possible you may get a worse result, so think carefully about when you want to use them!

Medal Points and Unlocking Rewards

As you win medals, you earn medal points – the more medal points you collect in a single Olympic campaign, the more retry tokens and game rewards you can unlock. Complete the campaign on medium difficulty to unlock the hard setting to go for the most medal points.

Unlockable rewards include extra national kits for certain nations and golden sporting equipment.

Events Play



Events play allows you to put together a playlist of up to eight Olympic sporting events for one to four players to take on together. Medals are tallied from each event in the game session, so a winner can be determined at the end.

Player Format: Individuals or Teams

Players can choose to play in either an individual or teamplay format. Individual format requires each player to pick their own nation, while teamplay format requires two or four players to form into pairs, with each pair playing for a different nation.

Important! Team archery and synchronised diving are only available in teamplay format. You will not be able to play these events in Individual format.

If you wish to practise any given event in the playlist, or just play an event multiple times in a friendly competition, you can do so by choosing to restart event at the medals tally screen shown at the end of each event. Medals won will still be tallied if you restart the event.

Party Play

Controller Selection
When you select party play from the main menu, the controller you use to enter this mode will lock party play to that controller type. Once you have joined party play you will see the available events to play. From this point you can switch between viewing available events and challenges.

Events
Select an event, select the number of players and choose to have CPU opponents or not before launching to play.

Challenges
Each challenge contains a set of three events in which a group of players can earn up to three challenge stars per event. If the players earn enough challenge stars by the end of the third event, they complete the challenge.
Before each event starts, players are shown target scores required by the whole team in order to earn one, two or three stars. If the players' combined scores add up to these targets, they will earn the appropriate number of stars.
Completing a challenge will unlock the next one.

Selecting Players
Every player must join using the controller they will play with.

Online Play

Connecting
Before you can play online, make sure you have connected your PC to a high speed internet connection.

When entering the online play menus, you will be asked to select your nation – this is the nation you will play as throughout this play session. There are both competitive and casual ways to play with others online.

Quick Match & Custom Match – 'National Pride'
Competitive play can be accessed via **quick match** or **custom match**. When playing via these menu options, your results will be submitted to the **national pride leaderboard**.
Quick match will connect you to any game found, while custom match allows you to choose the kinds of events you will compete in.

When playing competitively, you will continue to be matched with other players until you choose to exit the game after an event, or in the lobby before it.

Online Tournament
Select online tournament to play against others in a short tournament of two to five events. The results of this tournament simply determine a winner via the medal tally over the course of the events and the results are not recorded on the **national pride leaderboard**.

In tournaments, the host of the game always selects the events and launches the game.

If you select **private**, you will be the host of the tournament and must invite friends to join before you can play. If you select to play **public**, if there are no open tournaments ready to join, you will host a new one.

Important! Be aware that you cannot pause the game in online play. The game will continue to run while you view the pause menu.

Teams and Records

In teams & records, you will find all the information available regarding your personal records and results in the game, as well as the means to customise the national Olympic teams.

Leaderboards
Access the leaderboard rankings for all events that support a personal best to track. Players are ranked based on their PB.

Event Records
See your personal bests in all events. Any events where you have broken the World or Olympic Records will be marked with the appropriate icon.

Game Progress
Check your overall progress through the game and find information on which areas of the game you have completed and what is left to do.

National Teams
Select a nation to customise and then choose from the roster of athletes to adjust their names and appearance. The second athlete in each roster slot will appear in game any time that nation has two athletes in the event.

Select Equipment
As you unlock special golden sporting equipment through Olympic Games, you can choose to have all human players use the new gear by toggling each item on this screen.

Settings

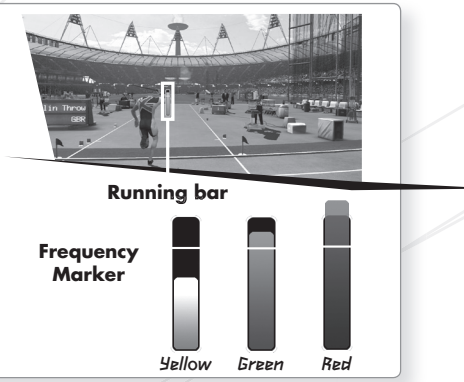
Audio
Either mute or quieten music, speech and sound effects while playing the game.

Video & Game
Toggle on **3D** display mode to work with 3D-capable displays, adjust **3D strength** and **brightness**, and toggle **controller vibration** on/off.

Credits
View the full list of credits for London 2012.

Controls

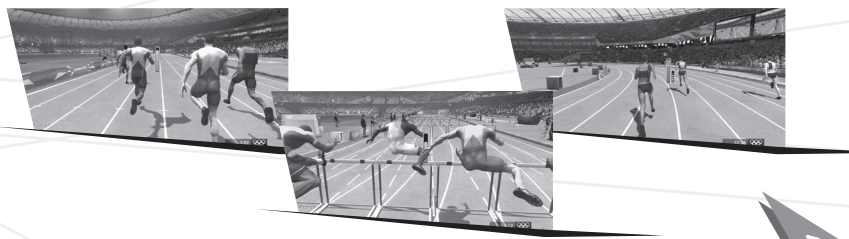
Special Control – Running: Running is a key part of many events in London 2012. The key to running is to enter your inputs at the right frequency, and not as fast as you can. Use the running bar as follows to hit the perfect pace:
As you press the button, the empty running bar will start to fill up with colour – the faster you press, the more of the bar you will fill. While the bar is filled up between the marker line and the top of the bar, you will gain speed. If you press too quickly, the bar will 'overflow' and turn red, causing you to lose speed.



Athletics - Track



Men's 100m **Men's 200m**	Press Ⓐ to launch out of the blocks. Tap Ⓐ in a rhythm to run. Push the left stick up to lunge over the line for close finishes.
Men's 110m Hurdles	Press Ⓐ to launch out of the blocks. Tap Ⓐ in a rhythm to run. Push the left stick up to jump over the hurdles. Holding up will keep your legs up longer. Push the left stick up to lunge over the line for close finishes.
Men's 400m **Women's 400m**	Press Ⓐ to launch out of the blocks. Tap Ⓐ in a rhythm to run. Tap Ⓐ rapidly enough to put the frequency bar into the red zone to sprint – it will first turn blue to show that you are using up stamina, and then red when you have no stamina left. Simply stop sprinting to replenish your meter. Press the left stick up to lunge over the line for close finishes.



Athletics - Field

Men's Discus Throw	Press and hold the right stick left, then right, then left again, then release to begin spinning. When the angle marker is in the throw zone, push the left stick up and right to set the angle for your throw.
Men's High Jump **Women's High Jump**	Tap Ⓐ in a rhythm to run. Push up and right on the left stick to set the time and angle for your jump. Tap Ⓐ while in the air to kick your feet over the bar.
Men's Long Jump	Tap Ⓐ in a rhythm to run. Push up and right on the left stick to set the time and angle for your jump.
Men's Triple Jump	Tap Ⓐ in a rhythm to run. Push up and right on the left stick to set the time and angle for each jump you make.
Men's Javelin Throw	Tap Ⓐ in a rhythm to run. Pull down on the left stick to draw back the javelin. Push up on the left stick to set the time and angle for your throw.
Men's Shot Put	Tap Ⓐ as fast as you can to build up throwing power. Push up on the left stick to set the time and angle for your throw.



Shooting

Men's 25m Rapid Fire Pistol **Men's Skeet** **Women's Skeet**	Aim your gun with the left stick. Shoot with the right trigger.



Aquatics - Swimming

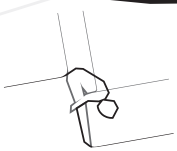


General Swimming Controls
Press Ⓐ to dive into the pool. Tap Ⓐ as fast as you can to kick underwater and build speed. To flip turn, press the button that is displayed on screen (Ⓑ, Ⓧ or Ⓨ). Press Ⓐ to lunge to touch the end of the pool.

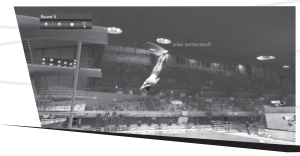
Men's 50m Freestyle **Women's 50m Freestyle** **Men's 100m Freestyle** **Women's 100m Freestyle** **Men's 100m Backstroke** **Women's 100m Backstroke**	To swim, alternate pulling down on the left stick, then down on the right stick. Time each stick movement to match when your athlete's hand hits the water.
Men's 100m Breaststroke **Women's 100m Breaststroke** **Men's 100m Butterfly** **Women's 100m Butterfly**	To swim, pull down on the left stick and the right stick together. Time the stick movement to match when your athlete's hands are fully extended ahead.



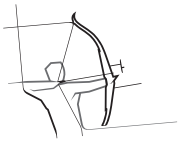
Aquatics - Diving



Men's 3m Springboard **Women's 3m Springboard** **Men's 10m Platform** **Women's 10m Platform** **Men's 3m Synchronised** **Women's 3m Synchronised** **Men's 10m Synchronised** **Women's 10m Synchronised**	Tap Ⓐ to begin your dive. The buttons and stick movements you must perform during the dive you have chosen are shown in the top-left corner of the screen – time your actions to match their display (Ⓐ, Ⓑ, Ⓧ or Ⓨ). To straighten for landing, pull down on the left stick. Push the left stick left or right to straighten up your athlete for clean entry.

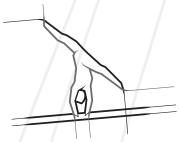


Archery



Men's Archery Individual **Women's Archery Individual** **Men's Archery Team** **Women's Archery Team**	Pull the right stick down and hold it to nock and draw back an arrow, and raise your bow. Aim your bow with the left stick. Release the right stick to shoot your arrow.

Gymnastics

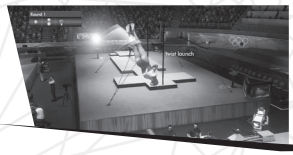


Men's Trampoline	The buttons and stick movements you must perform to complete the trick you are currently required to do are shown on screen during your routine – time your actions to match the display (Ⓐ, Ⓑ, Ⓧ or Ⓨ). To straighten for landing, pull down on the left stick.
Men's Vault **Women's Vault**	Tap Ⓐ in a rhythm to run. The buttons and stick movements you must perform during the vault you have chosen are shown on screen during your vault – time your actions to match the display (Ⓐ, Ⓑ, Ⓧ or Ⓨ). To straighten for landing, pull down on the left stick.

Cycling - Track



Men's Keirin	Tap Ⓐ repeatedly to accelerate. Hold Ⓐ to cruise at your current speed; this regains stamina. Tap Ⓐ as fast as you can to sprint; this uses stamina. Press the left stick left or right to steer.



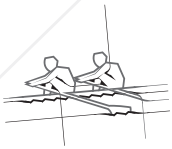


Canoeing - Slalom



Men's K1 Kayak Single	Push the left stick in the direction you wish to paddle. Push the right stick in the direction you wish to lean (under gates). Hold the left or right trigger to perform hard turns. Press Ⓐ to power paddle for a boost.

Rowing



Men's Single Sculls	To row, press and hold the left and right triggers together. To return the oars, release the left and right triggers. To boost, double-tap and hold the left and right triggers together.

Table Tennis



Men's Table Tennis	To move around, push the left stick in the direction required. To hit the ball with top spin, push the right stick up. To aim a top spin shot left or right, aim the right stick in that direction as you push up. To hit the ball with back spin, pull the right stick down. To aim a back spin shot left or right, aim the right stick in either direction as you pull down. To add side spin to a shot, hold the right stick while playing your shot, and whilst held, rotate the stick in the direction you wish the ball to spin.





Weightlifting



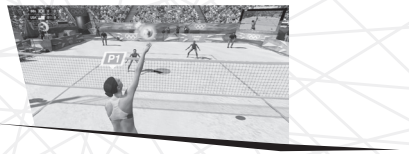
Men's Weightlifting over 105kg	Tap Ⓐ as fast as you can to build up lifting power. To grip the bar, pull down on the left and right sticks together. As soon as you grip, lift by pushing up on both sticks together. To keep your lift stable, avoid pushing the sticks sideways at all. Tap Ⓐ as fast as you can to hold the bar steady above you to successfully complete the lift.



Beach Volleyball



Women's Beach Volleyball	To serve, press Ⓐ to start the power meter, and then press Ⓐ again to set the power and start the serve. To pass or spike, press Ⓐ. Aim shots, serves and spikes with the left stick. Move your athlete with the left stick. To block, make sure you are close to the net facing your opponent who is returning the ball and press Ⓐ.



Credits

Special Thanks

LOCOG
With special thanks to Laura Turner Laing, David Pope, Tom Chapman and all at the London Organising Committee of the Olympic Games and Paralympic Games, who contributed towards the development, production and approval of this video game.

Eton College Rowing Centre

The Royal Parks

Sydney Olympic Park Aquatic Centre

The Orbit created by Anish Kapoor and Cecil Balmond

'Big Ben' appears with the assistance of the House of Commons

Elements of London 2012 are based on North Greenwich Arena, London; however for the avoidance of doubt, SEGA confirms that such graphics are not accurate representations of North Greenwich Arena.

With thanks to The London Eye for their kind permission.

Every effort has been made to ensure that the names of the athletes featured in "London 2012" are purely fictitious and have not been based on real athletes. Any resemblance to actual athlete names, living or dead, is entirely coincidental.

IOC
With special thanks to Peter García Sjögrim for his contribution towards the production and approval of this video game.

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Audio engine: FMOD Sound System by Firelight Technologies.

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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 the longer. If you are entitled to a repair or replacement but the Game cannot be repaired or replaced for some reason, you will be entitled to a refund of the price you paid for the Game.

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- **Telephone: 1902 215 422** (calls cost $2.48 (incl. gsT) per minute. Costs will be higher from a public or mobile phone).
- **By post:** SEGA Australia, Suite 6 Level 6, 55 Miller St, Pyrmont, NSW 2009, Australia.

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Notes

Notes