SUMMER CHALLENGE
ATHLETICS TOURNAMENT

RTL SPORTS

MANUAL

Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to **www.xbox.com/live** to learn more.

Connecting

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

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings**.

GAME CONTROLS

XBOX 360 CONTROLLER

SUMMARY

INTRODUCTION

Face the ultimate challenge and compete against the world's best athletes in the **Summer Challenge – Athletics Tournament** in twenty disciplines. Lead your team through a complete career all the way to the world's best and create your own competitions to show your friends who the best athlete is. Master 49 challenges that range across all types of sports and different game modes by fulfilling special tasks. Four uniquely designed competition arenas, in which the modern age meets antiquity, are waiting to be conquered by you. Are you ready?

MAIN MENU
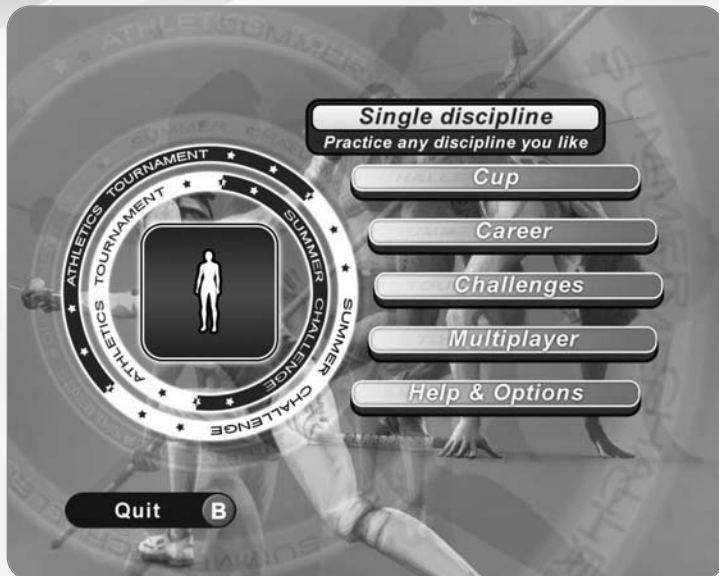
SINGLE DISCIPLINE

Select the item **Single discipline** in the main menu to get an overview of all available types of sports and to practice any chosen discipline in peace and quiet. Once you have decided on a discipline, you will arrive at the **Prepare game** screen where you can adjust the game to your preferences. The current settings are shown in the left window; you can start the game and change the settings with the buttons on the right side. You can decide on one of eight exceptional teams and select from four difficulty levels. You can also look at the current discipline records.

DIFFICULTY LEVEL

The game modes **Single discipline** and **Competition** provide four difficulty levels each for the single and multiplayer modes, which can be adjusted separately for each player in the multiplayer mode. This means that even players with very different skill levels can compete against each other. The difficulty level **Instant Fun!** is intended for newcomers to the video game and omits a few entries that may be too challenging for beginners at first. The setting **Easy** is recommended for players who only rarely play sports games, **Normal** is suitable for more experienced players and **Hard** requires the skills of an advanced player.

COMPETITION

If you select the item **Competition** in the main menu, you can select from four preset competitions. Under **Own competition** you can organize a cup from up to 28 events according to your preference. Once you have selected a competition, you can select your team and the difficulty level on the screen **Prepare game**. Under **Cup info** you can find out which disciplines the current competition consists of.

MULTIPLAYERS

In the multiplayer mode you and up to four friends can play all single disciplines and competitions on a split screen, where every player can choose the difficulty level that suits him best and which enables exciting competitions between beginners and pros.

ONLINE LEAGUE

Select the item **Online league** in the multiplayer menu, select a team and find out in 19 events how you fare in an international comparison. Compare your performance with that of your friends and work your way up through ten levels until you reach the top of the leaderboard.

You can see your current level along with your overall league rank in the menu of the online league in the left window. The ranking of friends with the nearest better and worse ranking are also displayed. You start on level 1 and can climb to level 10 with good performances. You can select the disciplines of the league through the symbols between the two windows. The right window displays the number of points you have already gained in one discipline. Depending on the achieved performance, up to 800 skill points can be earned in one discipline. The competition points reflect your average ranking in the last five disciplines, with up to 200 possible points. In the disciplines you always compete against the ghosts of randomly selected participants in the online league who are at the same level as you and have a similar ranking on the leaderboard.

CAREER

If you select the **Career** item in the main menu, you can start a new career or continue an already existing career. At the beginning of a career you decide on a team that you will train from total beginners to absolute top athletes during the course of the career. Here you will always be assisted by a trainer whose training programs you can access on the career screen by pressing ⓨ. Your team can use these programs if you have first earn so-called training points (short: TP) during the career events with which the different training units can be paid.

In the beginning, only two events will be available in the honeycombed structure of the event selection, but once you win at least one bronze medal in an event, the directly adjoining honeycombs will be unlocked. However, the four cups of the career only become accessible if at least the bronze level has been won in all of the adjoining events. There are four different event types in the career: practice round, competition, cup and duel. Once you click on a honeycomb in the event selection, the window on the left displays the type of event, the conditions for a medal and the number of training points you can earn. In a practice round you compete by yourself and have to fulfill particular specifications for a medal. In a competition, you have to prove yourself in a discipline against seven AI opponents while you have to complete a series of disciplines against AI opponents in a cup. You only encounter one opponent in the duels, but he is particularly strong

and has to be defeated three times to win a gold medal. Even if you have already won all of the medals in one event, you can repeat it. But then you can only earn additional TPs with a gold medal and the amount of points is lower.

Your team can be trained in four areas: head, arms, body and legs. On the training screen, you can select the training programs on the right side, whose effect on the four areas is displayed on the basis of stars in the center, under which the cost of the currently selected program is shown along with your points account. Your team's current status in the four areas is displayed on the left. The trainer currently responsible for your team is depicted on the bottom left. If you win a gold medal in one of the first three cups, a new trainer is unlocked who will automatically replace the previous trainer. The further the cup is positioned to the right in the event selection, the greater the efficiency of the unlocked trainer's training programs. The following table clarifies how the skill areas are attributed to the disciplines.

TYPE OF SPORT/DISCIPLINE	SKILL AREA
Sprint	Legs, body
Hurdle race	Head, legs
Middle distance	Head, legs, body
Throwing	Head, arms
High jump, pole vault	Head, legs, body
Long jump, triple jump	Head, legs
Swimming	Head, arms, body, legs
Diving 10m platform	Head, body
Archery	Head, arms
Trampolining	Head, legs, body
Fencing	Head, body

If you are unable to progress in an event, you probably have to finish training programs that improve the skill areas necessary for the respective discipline.

CHALLENGES

This item in the main menu will give you an overview of 49 challenges that you can choose to tackle during the course of the game. These challenges cover all disciplines and nearly all game modes and often require special approaches in order to be mastered. Select a challenge to the right in the list to see your task and current progress in the left window. Here you can also see your total number overall completed challenges.

HELP & OPTIONS

The menu item **Controls** contains the button assignment for each discipline. **How to play** will explain the controls of each discipline and you can adjust various options according to your preferences under **Settings**. Select **Credits** to see the names of everyone who worked on this game.

THE DISCIPLINES AND THEIR CONTROLS

RUNNING

100M/200M/400M SPRINT AND 110M HURDLE RACE
Press and hold 🔘, to prepare, release 🔘 to start running when you hear the starting signal. At the difficulty level **Instant Fun!**, your athlete will start automatically.

Jiggle Ⓡ as fast as possible to gain a good running speed.

You can jump in a **hurdle race** by pressing 🔘 .

1500M MIDDLE DISTANCE
Press and hold 🔘 , to prepare, release 🔘 to start running when you hear the starting signal. At the difficulty level **Instant Fun!**, your athlete will start automatically.

Alternately move up Ⓛ and Ⓡ to control the running speed. The quicker you move Ⓛ and Ⓡ, the faster the athlete will run and the more stamina he will consume.

Small arrows above the gauge on the lower edge of the screen will show you whether you are running above or below your stress threshold. As soon as your stamina has been consumed, you will no longer be able to run at full speed, which is indicated by a growing red bar in the gauge. If you run in the slipstream of another athlete, you will consume less stamina. The slipstream is represented by a display at the top edge of the screen. The more this display fills with blue, the more efficiently you are using the slipstream.

To pass, change the track with ⬆ and ⬇ .

You can activate a ten-second sprint at any time during the race by pressing Ⓐ. Quickly jiggle Ⓡ to sprint. However, this also consumes stamina if you exceed your stress threshold. Budget your stamina and the available sprints well!

THROWING

You have three attempts in each of the throwing disciplines, of which only the best throw will be evaluated each time.

JAVELIN THROW

Jiggle Ⓡ as fast as possible to achieve a good approach speed.

Move Ⓛ up or down to set the throwing angle before your athlete reaches the throwing line. The arrow at the lower edge of the screen will grow or shrink according to your input. Once it has reached its maximum length, you have found the perfect angle.

Pay attention to the growing blue indicator in the arrow for the throw timing. If the arrow is completely filled, the athlete has reached the throwing line. Press ▫ to throw. If you throw too late, you will overstep. If you throw too early, you will waste precious distance. At the difficulty level **Instant Fun!**, your athlete will throw automatically.

SHOT PUT

Rotate ⓡ clockwise as quickly as possible to gain momentum. Move ⓛ up or down to set the throwing angle before your athlete reaches the toebar. The arrow at the lower edge of the screen will grow or shrink according to your input. Once it has reached its maximum length, you have found the perfect angle.

Pay attention to the growing blue display in the arrow for the throw timing. If the arrow is completely filled, the athlete has reached the toebar. Press ⬚ to throw. If you throw too late, you will overstep. If you throw too early, you will waste precious distance. At the difficulty level **Instant Fun!**, your athlete will throw automatically.

DISCUS THROW

Rotate ⓡ clockwise to gain momentum. At first rotate slowly but constantly increase speed until you rotate it as fast as possible to gain maximum power. For the difficulty level **Instant Fun!**, the slow build-up is not required.

Move ⓛ up or down to set the throwing angle before your athlete reaches the throwing line. The arrow at the lower edge of the screen will grow or shrink according to your input. Once it has reached its maximum length, you have found the perfect angle.

Pay attention to the growing blue indicator in the arrow for throw timing. If the arrow is completely filled, the athlete has reached the throwing line. Press ⬚ to throw. If you throw too late, you will overstep. If you throw too early, you will waste precious distance. At the difficulty level **Instant Fun!**, your athlete will throw automatically.

HAMMER THROW

Rotate ⓡ clockwise to gain momentum. At first rotate slowly but constantly increase speed to gain maximum power. For the difficulty level **Instant Fun!**, the slow buildup is not required.

Move ⓛ up or down to set the throwing angle before your athlete reaches the throwing line. The arrow at the lower edge of the screen will grow or shrink according to your input. Once it has reached its maximum length, you have found the perfect angle.

Pay attention to the growing blue indicator in the arrow for the throw timing. If the arrow is completely filled, the athlete has reached the throwing line. Press ⬚ to throw. If you throw too late, you will overstep. If you throw too early, you will waste precious distance. At the difficulty level **Instant Fun!**, your athlete will throw automatically.

JUMPING

HIGH JUMP

Adjust the jump height with ⬤. You have three attempts to achieve a high jump. Once you have tackled one height, you can set the bar higher and you will get three additional attempts. This is continued until you fail to reach a particular height three times. Keep in mind that your athlete will begin to tire after five attempts. Then he will lose stamina with each additional attempt, reducing the possible maximum height. The fewer attempts you need, the more stamina you have for the remaining competition.

Press either ◨ or ◨ when the green dot reaches the jump indicators in the display. That is how you control the athlete's steps during the run-up. The more precisely you time the steps, the more strength you gain for the jump.

Press ◨ when the green bar reaches the top of the blue jump power gauge (not required for **Instant Fun!**).

Rotate Ⓡ as fast as possible clockwise as shown to maintain a good posture in the air in order not to lose height. At the difficulty level **Instant Fun!**, your athlete will automatically adjust his posture.

POLE VAULT

Adjust the jump height with ⬤. You have three attempts to achieve a high jump. Once you have tackled one height, you can set the bar higher and you will get three additional attempts. This is continued until you fail to reach a particular height three times. Keep in mind that your athlete will begin to tire after five attempts. Then he will lose stamina with each additional attempt, reducing the possible maximum height. The fewer attempts you need, the more stamina you have for the remaining competition.

Jiggle Ⓡ as quickly as possible in order to achieve a good run-up speed.

Press ◨ when your athlete has reached the yellow line to lower the bar. Press ◨ again to jump when the gauge is full.

Rotate Ⓡ clockwise as fast as possible to maintain a good posture in the air in order not to lose height. At the difficulty level **Instant Fun!**, your athlete will automatically adjust his posture.

LONG JUMP

You have three attempts of which only your best long-distance jump will be evaluated.

Jiggle Ⓡ to control your run-up speed. At first, move Ⓡ slowly but constantly increase speed to gain maximum power.

Press ◨ once the green dot reaches the jump indicator to jump off. The better your timing when you jump off, the further you can jump. At the difficulty level **Instant Fun!**, your athlete will jump automatically.

Rotate Ⓡ clockwise as fast as possible to maintain a good posture in the air in order not to lose height. At the difficulty level **Instant Fun!**, your athlete will automatically adjust his posture.

TRIPLE JUMP

You have three attempts of which only your best long-distance jump will be evaluated.

Jiggle Ⓡ to control your run-up speed. At first, move Ⓡ slowly but constantly increase speed to gain maximum power.

After the run-up phase, a display will appear with three jump indicators. Each time, press ▣ when the green dot reaches the first two jump indicators. On the final indicator, press ▣ to jump off. The better your timing when you jump off, the further you can jump.

Rotate Ⓡ clockwise as fast as possible to maintain a good posture in the air in order not to lose height. At the difficulty level **Instant Fun!**, your athlete will automatically adjust his posture.

SWIMMING

Press and hold ▣ to prepare yourself. Release ▣ so that you can jump into the water when you hear the starting signal. At the difficulty level **Instant Fun!**, your athlete will start automatically. Your athlete will automatically kick underwater after you dive in and after each turn. To go up, start the shown swimming movement. Whenever you approach either side of the pool an indicator appears. Press ▣ once the green dot reaches the indicator for a perfect turn or to grab the edge at the end of a race to save time (not on **Instant fun!**).

Small arrows above the gauge on the lower edge of the screen will show you whether you are swimming above or below your stress threshold. If you are swimming above the stress threshold, you will lose stamina, which is displayed in the green gauge at the bottom left. If you reduce the swimming speed, your stamina will slowly begin to regenerate. Budget your stamina well so you don't tire too early!

100M FREESTYLE

Rotate Ⓛ and Ⓡ clockwise as shown. The quicker you rotate, the faster your athlete will swim.

100M BUTTERFLY
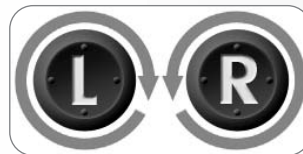
Rotate Ⓛ clockwise and Ⓡ counter-clockwise as shown. The quicker you rotate, the faster your athlete will swim.

DIVING 10M PLATFORM

While diving the 10m platform, two dives have to be performed that are evaluated by six competition judges. Difficult dives receive a higher ranking. Before each pass, you can select one of four possible dives, but you may not select the same dive twice. The more difficult the dive and the higher the difficulty level, the greater the number of different inputs required during the flight phase.

Each time press ⬚ when the swinging ball passes the circle in the middle of the display to gain power for the dive. The more power you gain, the more time you will have to complete the required movements during the flight phase.

Arrows will appear on either side of the gauge during the flight phase. Move 🄛 in the same direction as the arrows on the left when they reach the left end of the display. Move 🅡 in the same direction as the arrows on the right when they reach the right end of the display. Your timing determines the precision with which the diver will perform the movements.

Move 🄛 and 🅡 and position the corresponding circles in the center of the display to perform a clean entry. At the difficulty level **Instant Fun!** your athlete will start the entry automatically.

ARCHERY

Move ⓡ down to draw the bow. Release ⓡ to shoot the arrow. Aim with ⓛ.

Keep an eye on wind direction and wind strength, since they influence the flight path of the arrow. At a distance of over 70m, the arrow also loses a bit of height while in the air. At the difficulty level **Instant Fun!**, wind and distance will not have any influence.

Press ⬚ to activate concentration. This will increase the zoom level when aiming with the compound bow. It makes it easier for you to keep the recurve bow steady.

TRAMPOLINING

Initially you can select from freestyles with three different levels of difficulty, where the most points can be won for the most difficult freestyle. A freestyle always consists of ten jumps or shapes whose execution is evaluated by six competition judges. The more difficult the freestyle, the greater the number of different inputs required during the flight phase.

Move ⓛ down each time when your athlete touches the bed after jumping. The better your timing, the more height you gain. At the difficulty level **Instant Fun!**, your athlete will handle this automatically. The higher your jumps, the more time you

have to perform tricks in the air. That is why you have to perform the jumping action again after a trick each time you touch the bed so you don't lose height. This is not required on **Instant Fun!**.

After jumping in and after each interim jump, control commands appear on the top left as soon as your athlete is in the air. Move ⓛ as shown and press the specified buttons to perform shapes. When you make an incorrect entry, the symbol of the required action turns red. Then the entry sequence has to be repeated after the next interim jump. The number of required entries increases along with the selected difficulty level.
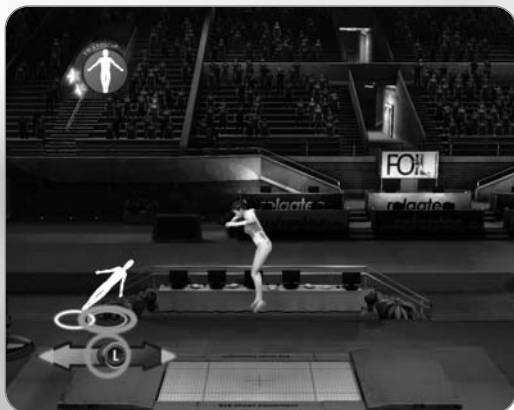
Move Ⓛ left and right for a clean landing. Line up both circles in the display to keep your athlete straight and centered. This is not required on **Instant Fun!**.

FOIL FENCING

This discipline is carried out in a tournament during which you have to pass three fencing bouts. The first athlete to achieve five strikes wins the match, although he has to be two points ahead for this. If this is not the case, the competition is won by the athlete who first achieves ten points.

Move Ⓛ left or right to move your athlete on a Planche. If you step behind the red area at the end of the Planche, the Planche is considered vacated and your opponent gains a point. The distance between contestants determines the amount of time to parry an attack. The closer you are to your opponent during an attack, the less time he has to parry. The same applies to you when you are attacked. If an athlete is attacked, he always has to parry first before being able to start his own attack.

Press Ⓐ, Ⓑ, or Ⓧ to Ⓨ attack your opponent. When you are attacked, parry by quickly pressing the button indicated on your athlete.

49GAMES GMBH

CEO
Jan-Hendrik Ohl

Producer and Lead Game Designer
Thomas Mahlke

Software Engineering Lead
Peter Schraut

Art Director
Florian Knappe

Technical Software Engineering Lead
Dierk Ohlerich

Animation Lead
André Adam

Audio Lead
Michael Schröder

Head of Quality Assurance
Kai Pioch

Game Designer
Sebastian Merkel

Software Engineers
Björn Gdanitz
Michael Haar
Tammo Hinrichs
Axel Meier
Leonard Ritter
Kai Rosebrock
Malte Thiesen
Daniel Trompetter
Roger Wiegels

Graphic Artists
Jens Baumgardt
Daniel Callhoff
Christine Irnstetter
Matti Jäger
Sebastian Langhoff
Oliver Samland
Henning Weiß

Technical Software Engineers
Richard Case
Adrian Dalecki
Fabian Giesen
Tammo Hinrichs
Vasco Lohrenscheidt
Frederik Schneider

Technical Artist and Toolchain
Jan Bauch

Character TD
René Neumann

Character Animators
Gunda Gerig
Olsen Groiseau
Sarah Hill
Aaron Marroquin
Andreas Schulz
Felix Wiesner

Sound Designer
Philipp Muckenfuß
Pmuck Studio Hamburg

Text, Localization & Manual
Kai Pioch

Texter (Commentators)
Andreas Samland

Translation
t-recs Studios

Voice Recording and Mastering
Volker Schmiedchen

Voice Actors
Mario Hassert
Jeremiah Costello
Roberto Rigamonti
Guillaume Boullay

Recording Studios
sonoa studios Hamburg
t-recs studios Hamburg

Music
Audiovibes-studios

QA Lead Tester
Sebastian Oelke

QA Compliance Specialists
Gerd Beckmann
Johannes Maiwald
Stefan Vogel

QA Team
Benjamin Burchard
Florian Burchard
Thomas Feith
Jonathan Gürtler
Johann Kern
Viktor Kim
Daniel Klages
Lennart Müller
Vincent Pehrs
Marco Schmedding
Marcel Schmitz
Bastian Stölken
Michael Ubrich

Balancing
Thomas Feith
Bastian Stölken

Office
Marianne Mülle

Motion Capture Director
Andreas Samland

Motion Capture Services provided by Audiomotion Studios Ltd.
Andy Gough
Mick Morris
Brian Mitchell
Matt Rank
Stacey Boisselle
Diarmaid O'Connor
James Witt
Tim Doubleday
Brian Unwin
Rachel Tudhope

Motion Capture Athletes
Dean Macey
Simon Bown

Motion Capture Talent
Oliver Hollis
Suzi Appleton
Ashley Beck
Bryn Lucas
Suzanne Cave
Rebecca Kenyon

Special Thanks to
Joe Nies

RTL INTERACTIVE GMBH GAMES PUBLISHING

Geschäftsführer
Marc Schröder

Producing
Nico Zettler

Marketing & PR
Andreas Balfanz

Sales
Oliver Henneken

Special Thanks to
Kerstin Busch
Florian Schlochow
Stephan Kassung
David Tebbe
Sabine Moormann
Andreas Ochsner
Jörn Reinhold
Svea Vollbrecht

Packagin Design
Randel
Wolfgraphics

Distributed by:

dtp
entertainment
AG

www.dtp-entertainment.com