

XBOX



www.olympic.org
www.olympicvideogames.com

TM USOC 36USC220506. Copyright © 2006 International Olympic Committee ("IOC"). All rights reserved. This video game is the property of the IOC and may not be copied, republished, stored in a retrieval system or otherwise reproduced or transmitted, in whole or in part, in any form or by any means whatsoever, without the prior written consent of the IOC. © 2006 Take-Two Interactive Software and its subsidiaries. All rights reserved. 2K Sports, the 2K Sports logo, and Take-Two Interactive Software are all trademarks and/or registered trademarks of Take-Two Interactive Software. All rights reserved. 5026555243117/MAN



Developed By



Published By



Safety Information

About 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 sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing 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. Other Important Health and Safety Information. The Xbox® Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may burn in to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set. Unauthorised copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

CONTENTS

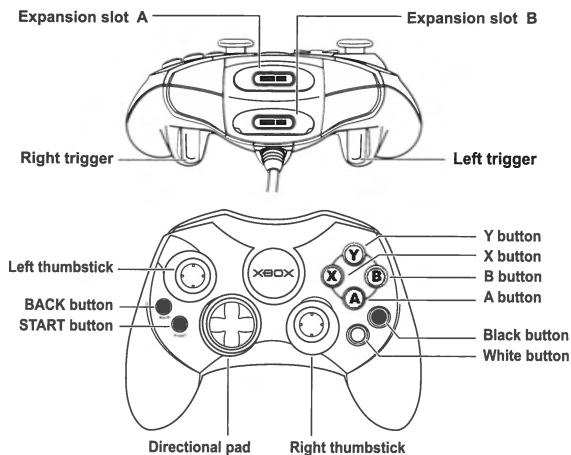
GAME CONTROLS	2
The Olympic Movement	3
Introduction	3
The Main Menu	4
Creating a Competition	5
Single Event	5
Records	5
OPTIONS	6
Game Options	6
Sound Options	7
Challenges / Tasks	7
Ghost	8
Camera	8
STARTING A COMPETITION	9
THE DISCIPLINES	10
Alpine Skiing	11
Ski Jumping	13
Speed Skating	15
Cross-Country Skiing	16
Biathlon	18
Bobsleigh	19
Luge	20
Nordic Combined	21
FINAL SCORE / LEAGUE TABLE	22
CREDITS	23



GAME CONTROLS

Using the Xbox Controller

1. Insert the Xbox Controller into any Controller port on the front of the Xbox console.
2. Insert any expansion devices (for example, Xbox Memory Units) into Controller expansion slots as appropriate.
3. Follow the on-screen Instructions and refer to this manual for more information about using the Xbox Controller to play **TORINO 2006™**.



For details on how to use the Xbox Controller with **TORINO 2006™**, please refer to the Individual Discipline sections of the manual as each Discipline uses different controls.

The Olympic Movement

The Olympic Movement is symbolized by five interlaced rings, which represent the five continents of the world. The aim of the Olympic Movement is to contribute to building a better world by educating young people through sport practiced without discrimination of any kind and in the Olympic spirit.

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

Very few people get the chance to compete at the Olympic Games, but **TORINO 2006™** puts you in the Olympic arena alongside the world's top athletes. Good luck!

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

Introduction

Welcome to the Olympic Winter Games!

In **TORINO 2006™** you can enter up to eight of the most popular and exciting Winter Games disciplines and try for your own world record! Whether it's alpine skiing, speed skating, cross-country skiing, ski jumping, biathlon, bobsleigh, luge or nordic combined - dexterity, skill, concentration and stamina are essential for success. Dare to blast your way through the downhill course or pit yourself against your friends and gain the ultimate accolade - 1st place on the winner's platform.

Please be aware that due to gameplay considerations some of the rules used in this video game are not the official ones supplied by the International Federations for the Olympic Games.

The Main Menu

Select your desired play mode using the **directional pad**. To confirm your selection press the **A** button.



Competition – 15 Events



In this mode you compete in all 15 **TORINO 2006™** events across various disciplines one after the other. Your overall performance and ranking is displayed in the league table.

Competition – 9 Events



In this mode you compete in 9 events across various disciplines one after the other. Your overall performance and ranking is displayed in the league table.

Creating a Competition



This gameplay mode allows you to create your very own Olympic competition, selecting from each of the available single events. Each single discipline can only be used once in a competition. This means that your competition will consist of at least one discipline and at most 15 single events.

Use the **directional pad** to scroll down the list of available events on the left and select the desired event by pressing the **X** button. The event that you select is then displayed in the list of selected events on the right. Use the directional pad to highlight the desired event and remove the event by pressing the **X** button. The removed event is then automatically displayed once more in the list of available events.

Single Event



Enter a single event in your preferred discipline.

Try and beat the best performance "records"!

The nordic combined discipline is an exception as it consists of both ski jumping and cross-country skiing events, which are completed one after the other.

Records



Check out the best performances in the individual disciplines.



OPTIONS

Tailor the game to suit your personal requirements.

Use the **directional pad** to scroll down the list of available options and select the desired option by pressing the **A** button.

Loading the game: Load a saved game.

Saving a game: Save the current game.



Game options:

Use the **UP** or **DOWN** on the **directional pad** to scroll through the list of available settings and change the settings pressing **left** or **right** on the **directional pad**.

- Turn the arrow markers above the gates on / off (only for the alpine skiing discipline).
- Turn the ghost feature on / off (see "Ghost" section).
- Turn the button settings displayed during the competitions on / off.
- Switch the vibration function of your controller on or off (only available if the controller supports this feature).
- Choose your language.

Press the **A** button to confirm your selection.

Sound options:

- Adjust the music volume, sound effects and the commentary to suit your preference. Press the **A** button to confirm your selection.



Challenges / Tasks

TORINO 2006™ offers you a wide variety of challenges. There are rewards for mastering certain tasks. For example, if you come in first place in every available event, a new level (extreme) is unlocked and activated. The numerous different challenges, gameplay options and rewards are detailed within the next section of this manual.

Ghost

TORINO 2006™ has a Ghost mode feature so that you can easily and continually assess your performance. You can turn it on or off using the Pause menu (accessible during the competition by pressing the **START** button). If the Ghost mode feature is turned on, your previous run is superimposed on the current race as a "ghost" athlete. This mode allows you to truly hone your times, racing lines and timings – it also makes for great turn-based challenge mode!

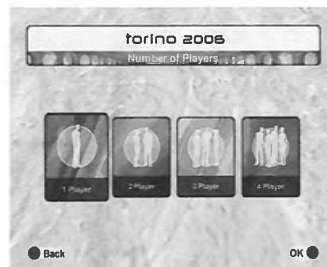


Camera

During the game you can press the **V** button to switch between various in-game camera angles.

STARTING A COMPETITION

- In the main menu choose your competition, a single event or put together your own competition.
- Enter the number of players. You have the option of choosing between single-player mode and three multi-player modes. You can compete against one, two or three opponents. The players each have their turn in the "Hot Seat".



- Choose the country that you want to represent, enter your name and click on "Continue".
- Choose the difficulty factor from "easy", "medium" or "hard".



- Now give it your very best shot!



Please note: You can return to the previous selection by pressing the **Y** button. During the competition, you can press the **START** button at any time to call up the Pause menu, for example to restart or terminate a race.

THE DISCIPLINES

TORINO 2006™ offers you the opportunity to demonstrate your sporting skills and competitive ability across a total of eight individual Olympic winter disciplines.

The control method for each individual type of sport has been made as intuitive as possible. Nevertheless, each discipline has its own individual challenges and requirements that continually present the player with some tough challenges. You should familiarise yourself with all the appropriate control details from basic through to advanced before you enter a major competition. "Single Event" mode is the most suitable mode for familiarisation. Of course, you could jump into the competition feet first without any training – but don't say we didn't warn you if you crash land on your first ski jumping competition!

Some disciplines are introduced through a series of footage sequences to give you an impression of the event's breath-taking location. You can terminate this intro at any time by pressing the **A** button or **Y** button. Don't let the size of the audience put you off, "Just do it!" Nike™.

ALPINE SKIING

In **TORINO 2006™** there are four distinctly different events: downhill, super-G, giant slalom and slalom.

Downhill and super-G are speed competitions that require strength, endurance and certainly courage from the competitor. This does not mean that you should plunge down the valley with the vague hope of achieving the ultimate course record! You will only achieve the very best times by using the correct racing technique, skill, timing and significant practice!

Slalom and giant slalom are the more technical of the skiing events. Even so, awards are not made for gracefulness; the very same principle applies: the competitor with the best time is the winner. Of course it will be you, won't it!



Control

The control method for all four events offers the same basic controls. Nevertheless each discipline presents the competitor with unique challenges accurately reproduced from real-life conditions.

Start: A power indicator bar is displayed on the bottom of the screen. Press the **A** button to start, note you will achieve your very best starts when the bar is 100% i.e. at its fullest point. The closer you get to 100% full, the more powerful your start will be.

Run: Guide your skier between the gates with the **left thumbstick**.

Experienced players can increase their speed by pressing the **A** button so that your skier goes into the "tuck" position.

If you are going too fast or have over-cooked it going into a corner, you can press the **X** button so that your skier makes carve turns left or right. Note carve turns allow you to turn more aggressively but you will lose vital speed – use them carefully to get back on the racing line and pace again!

Please note: The number of permitted gate faults (misses) depends on the difficulty level you are playing Torino2006™ in (easy mode = 5 faults; medium = 3 faults; difficult = 0 faults). If you make more faults than is permitted, then unfortunately you will be disqualified!

SKI JUMPING

Choose between the 90m normal hill or the jaw dropping 120m large hill. Naturally, much bigger jumps are possible on the 120m hill; however your success or failure in this challenging discipline is determined by a powerful take-off, good balance and style in flight and the right timing to give you that perfect landing.



Control

Setting off: The windsack located at the top of the jump indicates the direction and strength of the wind. Take note of its position and strength to prepare you for the correct in-flight adjustments which will give you good style and balance prior to landing.

Start: Start your ski jump by pressing the **A** button.

Push yourself off the start bar by pressing the **A** button. Your ski jumper starts off automatically after the countdown is complete.

A curved bar with a ball in the middle is displayed on the bottom of the screen. You must maintain your competitor's balance by keeping the ball in the very centre of the curved bar by moving the **left thumbstick**.



Jump: The bar increasingly fills up from each side as you approach the bottom of the jump. You must take off just before you reach the end of the jump by pressing the **A** button again. In order to achieve a good distance, take off as late as you can without overstepping the markers.

Flight / Landing : Maintain your competitor's balance, as you did on the approach, by keeping the ball in the very centre of the curved bar by moving the **left thumbstick**.

The more height the jumper loses during the jump, the more the bar fills up – so keep height to the maximum. Prepare for landing by pressing the **A** button just before your ski jumper touches the ground. If you miss-time your landing, your ski jumper will crash and fall. Obviously, this will do your style points no good at all!

Please note: Your athlete's skis open and close automatically.

Please note: Watch the windsock before every jump as the adverse effect of the wind on your jumper increases with the difficulty factor.

Rating: Your jump is evaluated by five judges who rate the style of your performance on a scale of 0 to 20 points. The best and the worst scores are not included in the overall rating. Points are deducted for overstepping the take-off point or falling! You will perform two jumps that are used to calculate your overall score.

Hint: Use your ski jumper's shadow to help determine the right time to land perfectly, maximising distance and style points in one fall swoop.

SPEED SKATING

Flying across the ice at up to 60 kilometres per hour demands everything from the skater in terms of technique, timing, rhythm, power, stamina, athleticism and tactics.



Control

Start: to start the race, press the **A** button.

Setting off: After the starting shot, press the **A** button and then press the **B** button alternately as fast as you can to MAXIMISE your starting section overall speed. Make sure you get the power bar as full as possible, grit your teeth and bash those buttons!

Run: After your start, it is essential to maintain a balanced rhythm to maximise your distance covered, progress, speed and overall best finish times. Press the **A** button and **B** button alternately with perfect rhythm and timing. The white bars display and the optimum rhythm. Your overall performance is shown in blue and timing errors are displayed in red.

Bends: If you have chosen the "medium" or "difficult" mode, you must steer with the **left thumbstick** in the corners to keep to the blue racing line. This control feature is not enabled in "easy" mode.

Please note: The timing bars become shorter in the corners and this is due to the skaters increased frequency of the strides necessary to maintain an overall optimum speed throughout the entire circuit and distance.



CROSS-COUNTRY SKIING

Cross-country skiing is a classic endurance discipline, with the most important aspect being to pace yourself correctly across all sections of the course and adapt to the varying trail conditions, and inclines as necessary. These elements will allow the player to make maximum progress and carefully maintain their athlete's stamina and peak performance, therefore achieving the very best ultra competitive times!



Control

Start: Start the race by pressing the **A** button.

Start immediately after the start signal by pressing the **A** button.

Run: Guide your skier by moving the **left thumbstick**. You control how much effort your skier uses by pressing the **A** button. Energy levels and fatigue are shown in the circular energy meter. The more power you use, the faster you ski. However, the over-zealous use of speed in this discipline will result in rapid athlete fatigue and longer recovery times – this will cost you time and points guaranteed!

Please note: The longer you press and hold the **A** button, the faster your athlete skis. This button allows you to accurately control your speed, energy levels and stamina to make maximum race progress.

The demands of cross-country will push your athlete to their physical limits – and beyond so it is important to balance speed with your energy levels and reserves. The light grey area displays how much energy you have left. If you exceed your endurance limit, the bar will start to flash yellow and then red. If you ski for too long above your endurance limit, a sector will turn red which denotes athlete fatigue. The more energy reserves you use, the more exhausted your skier becomes. Note: your skier will only gradually recover from severe or over-exhaustion, at the recovery point the red sector will start to disappear.

Press the **X** button on downhill stages to get into the tuck down position as this maximises your speed and distance covered it also helps your athlete save vital energy.

Sprint: In order to sprint, increase your skier's effort level by pressing and holding the **A** button until the power bar reaches the green marker near the circle.

Hint: *Sprinting is extremely demanding and exhausting. Doing so is only recommended to be used in short tactical bursts where necessary – be warned! This discipline's tactical depth and best times lie in pacing yourself correctly for the entire distance!*

Please note: *The size of the light-grey area is continually changing; this is a result of the different gradients encountered throughout the cross-country course. Some hills require more effort to tackle them correctly and maintain optimum speed while others require less effort. Use the **A** button carefully and cleverly!*

Please note: *The contestants start one after the other in fixed five-second intervals. Therefore, the order in which the skiers finish is not necessarily an indication of their final overall position.*



BIATHLON

After the exertion and skill required in cross-country skiing, the major challenge within biathlon is for the athletes to have a steady hand along with good concentration to achieve total accuracy during the shooting section.



Control

Start: Start the race using the **A** button.

Start as soon as you can after the start signal by pressing the **A** button.

Run: The controls are the same in these stages as they are in the cross-country skiing discipline.

Shooting: When shooting, take aim moving the **left thumbstick**. Fire on a target by pressing the **A** button.

Please note: The more exhausted a skier is, the more difficult it is to aim – once again pace your athlete well or you will pay the price at the shooting range!

Please note: The second shooting section is certainly more difficult as it is performed standing up!

BOBSLEIGH

Teamwork is particularly important in this relatively modern winter sport discipline. A fast start can give the team that decisive one hundredth of a second advantage.

After the start the bob pilot has the main responsibility and with speeds of well over 100 km/h even a miniscule lapse in concentration can be disastrous.



Control

Setting off: Start the race by pressing the **A** button.

In order to achieve your fastest take-off start speed, press the **A** button when the corresponding icon is in the very centre of the displayed circle. This will increase with speed so good timing is very important and correctly timing all the icons to green will result in the fastest and best possible start.

Steering: Steer the bobsleigh by moving the **left thumbstick** and avoid touching the walls. Each collision costs you massively valuable time and in this discipline every hundredth of a second counts! The game's advanced controls allow you to shift your bob team's weight by pulling the **left trigger** and **right trigger**. Use these controls in the curves to improve the steering, timing and ultimately take the very best racing lines.



LUGE

The luge presents quite a special challenge. The sled is steered through the ice tunnel at hair-raising speeds, just by shifting weight and applying pressure with your athlete's legs.



Control

Start: Start the race pressing the **A** button.

Take off by pressing the **A** button, when the energy bar is at its absolute fullest.

Steering: Steer by moving the **left thumbstick** to avoid touching the walls.

NORDIC COMBINED

This most demanding of Nordic ski sports consists of ski jumping and cross-country skiing. Courage and endurance are required in equal measures for this event!

Up until 1952 the competitor would ski first and then do their ski jump. Now it is reversed. Previously, both results were converted into points to determine the winner, whereas nowadays the athletes begin cross-country skiing starting at intervals determined by the results of their ski jump. No pressure on your ski jump results then.



Control

The start and control commands are the same as those previously described in the single disciplines of ski jumping and cross-country skiing. Unlike normal ski jumping, only one jump is performed on the daunting 120m large hill. The points scored are converted into seconds, which then determine the starting order. The weaker the jump, the greater the penalty carried across into your cross-country skiing!

FINAL SCORE / LEAGUE TABLE

The overall positions for the **TORINO 2006™** competitions competitions depend on a special points system. The results of the single events are converted into points and totalled to a final score to determine your position in a table. In competition mode, this method enables the results from different events to be accumulated in the league table.



torino 2006	
Competition	
Final Standings	
1. Computer 2	31620
2. Computer 9	27220
3. Computer 4	26810
4. Computer 5	24925
5. Player 1	23623
6. Computer 7	21121
7. Computer 3	20756
8. Computer 1	16967

Competition with 4 disciplines - 6 minutes total play time

We hope you have lots of fun and achieve some truly superb records – *your* **TORINO 2006™** team!

Credits

496Games Development Team

Jan-Hendrik Dhl
Managing Director
 Thomas Mahike
Project Lead, Graphics Lead
 Dierk Ohlerich
Lead Programmer
 Florian Knappe
Additional Design/Concept
 Peter Cukierski
Gameplay Programming
 André Adam
Technical Director (Graphics)
 Björn Gdanietz
Gameplay/Editors Programming
 Boris Las-Opolski
3D Graphics, Level Design
 Oliver Samland
3D Graphics, Level Design
 Thomas Heinrich
Characters, 3D/Effect Graphics
 Gunda Gerig
Character Animation
 Thorsten Kohnhorst
Gameplay Programming
 Vasco Lahrenscheit
Console Programming
 Michael Haar
Gameplay Programming
 Ronny Pries
Level/Sound Design
 Christoph Mütze
3D Graphics
 Kirsten Finke
Add. Characters, 2D/3D Graphics
 Thomas von Pescatore
Sound Effects
 Florian Kruse
Sound Effects
 Frank Slevers
English Translations
 Daniel Callhoff
Level Design
 Christian Pallege
Level Design

Maral Haar
Additional Text, Test

Special Thanks to Marianne Müller

496Games Internal Testing

Marc-Kristian Suppa
Lead Tester
 Jan Bauch
Tester
 Nicole Lange
Tester
 Sven Edelweck
Tester
 Matthias Eckardt
Tester
 Florian Burchard
Tester
 Michael Schröder
Tester
 Tina Mahler
Additional Testing
 Olex Parkamenko
Additional Testing

RTL Enterprises GmbH

Holger Strecker
Executive Producer
 Christian Gaul
Product Management
Special Thanks to:
 Markus Maltl, Arnold Scheele,
 Oliver Rassler, Sabine Moormann,
 Stephan Kassung

ISM

Raymond Goldsmith
Chief Executive
 Neil Citchlow
Executive Producer
Additional Gameplay
 Derek Mitchell
Business Affairs
 Riva Smith
Olympic Approvals & Research
 Jenny Loudon
Olympic Research



Video Editing by Lee Cocker & Aaron
Kibuy of Retail Media Group

IOC Television & Marketing Services SA

Carole Harari
Sébastien Aitina
Rita Barsony

Special thanks to Agenzia.

Torino 2006 Organising Committee

Lorenzo Giorgetti
Marzio Rigazzi
Raffaella Panfè
Stefano Bracciantini

2K Games

Fernando Melo
Development Manager

Denby Grace
Producer

Mark Ward
Assistant Producer

Dan Ballie
Production Team

Simon Picard
Production Team

Sajjad Majid
Production Team

Scott Morrow
Production Team

Matthias Wehner
International Marketing

Lia Tsele
International Marketing

Claire Roberts
Licensing Director

Chris Rowley
Iain Willows
Domenic Giannone
QA

European Publishing Team

Heinz Henn
James Ellingford
Serhad Koro
Neil Railey
Anthony Dodd
Jon Broadbridge
Mark Lugli
James Crocker
James Quinlan
Tom Baker
Tracey Chaplin
Chris Madgwick
Malke Köhler
Laura Battistuzzi
Mark Jackson
Sarah Seaby
Thomas Mahoney
Adrian Lauton
Jannie Bryant
James Sutcliffe
Jochen Till
Gabriel Hacker
Andreas Traxler
Alexander Hailander
Markus Wilding
Nasko Fejza
Federico Cianfero
Sylvie Barret
Monica Puricelli
Cristiana Colombo
David Powell
Simon Ramsey
Ben Seccombe
Leigh Harris
Warner Guinée
Raquel Garcia
Sandra Melero
Carinne Herbault
Valentine Hellat
Marie-Christine Branellec
Jochen Till
Zoran Roso
Jochen Färber
Jan Sturm
Sandra Dosch
Nico Grupp
Warner Guinée,
Onno Bos
Giovanni Oldani
Pablo Gusmaroli
Monica Puricelli,
Jose Antonio Muñoz-Calero
Ana Lafuente
Gobby Fitzgerald

PMTC Games Testing Team:

Tommy Goffin
Testing Manager

Carlo Smeyers
Project Manager Console

Kristof Vandebek
Project Manager PC

Benny Duchateau
Tester

Lens Huygh
Tester

Mark Pools
Tester

Kristof Thijsen
Tester

Studio Funk

Commentators English:
Jeff Caster
West Westbrook

Commentators German:
Hans Joachim Peters
Volker Bogdan

Commentators Spanish:
Alejandro Gonzalez
E. Garcia

Commentators Italian:
Emilio de Marchi
Dario de Muro

Commentators French:
Jacky Nonnan
Guillaume Boulay

Music composed arranged and produced
by Tracy Johnson, aka Tubby Music Ltd

Motion Capture Services
provided by Audiomotion Studios Ltd.

Tim Doubleday
James Wilt
Mick Morris
Brian Mitchell
Matt Rank

Motion Capture Talent

Jo Candlish
Daren Verby

Translations French, Italian, Spanish
**Macflarlane International
Business Services**

BINK Copyright © 1994-2005,
RAD Game Tools, Inc

OGG-Vorbis
Copyright © 2002, Xiph.org Foundation

2K Sports

Executive Producer
Greg Thomas

Project Manager
Chien Yu

VP of Marketing
Erik Whiteford

Project Manager
Mark Goodrich

Marketing and PR
Tim Rosa
Anthony Chau
Rustin Lee
Christian Scatena
Jake Baker
Nikki Flynn
Mike Rhinehart
Shelby Cox
Monti Orfe
Ryan Hunt
David DePaulis
Rich Saroyan

Compliance Testers
Gil Espanto
Dustin Wright



LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT

YOUR USE OF THIS SOFTWARE IS SUBJECT TO THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE "AGREEMENT") AND THE TERMS SET FORTH BELOW. THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL (S), PACKAGING AND OTHER WRITTEN, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. BY OPENING THE SOFTWARE, INSTALLING, AND/OR USING THE SOFTWARE AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU HEREBY ACCEPT THE TERMS OF THIS LICENSE WITH 2K SPORTS. ("LICENSOR").

LICENSE. Subject to this Agreement and its terms and conditions, LICENSOR hereby grants you the non-exclusive, non-transferable, limited right and license to use one copy of the Software for your personal use on a single console. The Software is being licensed to you and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. All rights not specifically granted under this Agreement are reserved by LICENSOR and, as applicable, its licensors.

OWNERSHIP. LICENSOR retains all right, title and interest to this Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by United States copyright law and applicable copyright laws and treaties throughout the world. The Software may not be copied, reproduced or distributed in any manner or medium, in whole or in part, without prior written consent from LICENSOR. Any persons copying, reproducing or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be subject to civil and criminal penalties. Be advised that Copyright violations are subject to penalties of up to \$100,000 per violation. The Software contains certain licensed materials and LICENSOR's licensors may protect their rights in the event of any violation of this Agreement.

LICENSE CONDITIONS

You agree not to:

- (a) Commercially exploit the Software;
- (b) Distribute, lease, license, sell, rent or otherwise transfer or assign this Software, or any copies of this Software, without the express prior written consent of LICENSOR;
- (c) Make copies of the Software or any part thereof;
- (d) Except as otherwise specifically provided by the Software or this Agreement, use or install the Software (or permit others to do same) on a network, for on-line use, or on more than one console at the same time;
- (e) Copy the Software onto a hard drive or other storage device and must run the Software from the included CD-ROM (although the Software may automatically copy a portion of itself onto your console during installation in order to run more efficiently);
- (f) Use or copy the Software at a computer gaming center or any other location-based site; provided, that LICENSOR may offer you a separate site license agreement to make the Software available for commercial use;
- (g) Reverse engineer, decompile, disassemble or otherwise modify the Software, in whole or in part;
- (h) Remove or modify any proprietary notices or labels contained on or within the Software; and
- (i) transport, export or re-export (directly or indirectly) into any country forbidden to receive such Software by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time.

THE SOFTWARE UTILITIES.

The Software may contain a level editor or other similar type tools, assets and other materials (the "Software Utilities") that permit you to construct or customize new game levels and other related game materials for personal use in connection with the Software ("Customized Game Materials"). In the event the Software contains such Software Utilities, the use of the Software Utilities is subject to the following additional terms, conditions and restrictions:

- (a) All Customized Game Materials created by you are exclusively owned by LICENSOR and/or its licensors (as the case may be) and you hereby transfer, assign and convey to LICENSOR all right, title and interest in and to the Customized Game Materials and LICENSOR and its permitted licensors may use any Customized Game Materials made publicly available to you for any purpose whatsoever, including but not limited to for purposes of advertising and promoting the Software;
- (b) You will not use or permit third parties to use the Software Utilities and the Customized Game Materials created by you for any commercial purposes, including but not limited to distributing, leasing, licensing, renting, selling, or otherwise exploiting, transferring or assigning the ownership of such Customized Game Materials;
- (c) Customized Game Materials must be distributed solely for free; provided, that you may contact LICENSOR for a license to commercially exploit the Customized Game Materials which LICENSOR may grant or deny in its sole discretion;
- (d) Customized Game Materials shall not contain modifications to any other executable files;
- (e) Customized Game Materials must be used alone and can be created if the Customized Game Materials will be used exclusively in combination with the commercially released retail version of the Software.
- (f) Customized Game Materials cannot contain libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party, or contain any trademarks, copyright-protected work or other property of third parties (without a valid license); and
- (g) All Customized Game Materials must contain the proper credits to the authors of the Customized Game Materials and must indicate that LICENSOR is not the author of the Customized Game Materials with additional language that "THIS MATERIAL IS NOT MADE, GUARANTEED OR SUPPORTED BY THE PUBLISHER OF THE SOFTWARE OR ITS AFFILIATES."

LIMITED WARRANTY: LICENSOR warrants to you (if you are the initial and original purchaser of the Software) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. If for any reason you find a defect in the storage medium during the warranty period, LICENSOR agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by LICENSOR. If the Software is no longer available, LICENSOR retains the right to substitute a similar program of equal or greater value. This warranty is limited to the storage medium containing the Software as originally provided by LICENSOR and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied

warranties prescribed by statute are expressly limited to the 90-day period described above. Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose or non-infringement, and no other representations or warranties of any kind shall be binding on LICENSOR.

When returning the Software subject to the limited warranty above, please send the original Software only to the LICENSOR address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software.

IN NO EVENT WILL LICENSOR BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. LICENSOR'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR USE OF THE SOFTWARE. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION: This Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all of its component parts. You can also end this Agreement by destroying the Software and all copies and reproductions of the Software and deleting and permanently purging the Software from any client server or computer on which it has been installed.

U.S. GOVERNMENT RESTRICTED RIGHTS: The Software and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is the LICENSOR at the location listed below.

EQUITABLE REMEDIES: You hereby agree that if the terms of this Agreement are not specifically enforced, LICENSOR will be irreparably damaged, and therefore you agree that LICENSOR shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any of this Agreement, in addition to any other available remedies.

INDEMNITY: You agree to indemnify, defend and hold LICENSOR, its partners, licensors, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.

MISCELLANEOUS: This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under New York law as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in New York, New York.

IF YOU HAVE ANY QUESTIONS CONCERNING THIS LICENSE, YOU MAY CONTACT IN WRITING 2K SPORTS, 575 BROADWAY, NEW YORK, NY 10012.

Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact:

- web site <http://2Ksports.com/>
- e-mail customerservice@2Ksports.com
- telephone 1-415-507-7750

©2005 Take-Two Interactive Software and its subsidiaries. All rights reserved. 2K Sports, the 2K Sports logo, and Take-Two Interactive Software are all trademarks and/or registered trademarks of Take-Two Interactive Software, Inc.

TM IOC. Copyright © 2006 International Olympic Committee ("IOC"). All rights reserved. This video game is the property of the IOC and may not be copied, republished, stored in a retrieval system or otherwise reproduced or transmitted, in whole or in part, in any form or by any means whatsoever, without the prior written consent of the IOC.

Microsoft, Xbox, Xbox 360, Xbox Live, the Xbox logos, and the Xbox Live logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries.