

INSTRUCTION MANUAL



**International
WINTER SPORTS
2002™**



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

Thank you for purchasing ESPN International WINTER SPORTS 2002 by Konami. Reading this instruction manual before playing the game will allow for greater game enjoyment. Enjoy the game using proper methods of play. Note that this instruction manual will not be reissued, so please keep it in a safe place.

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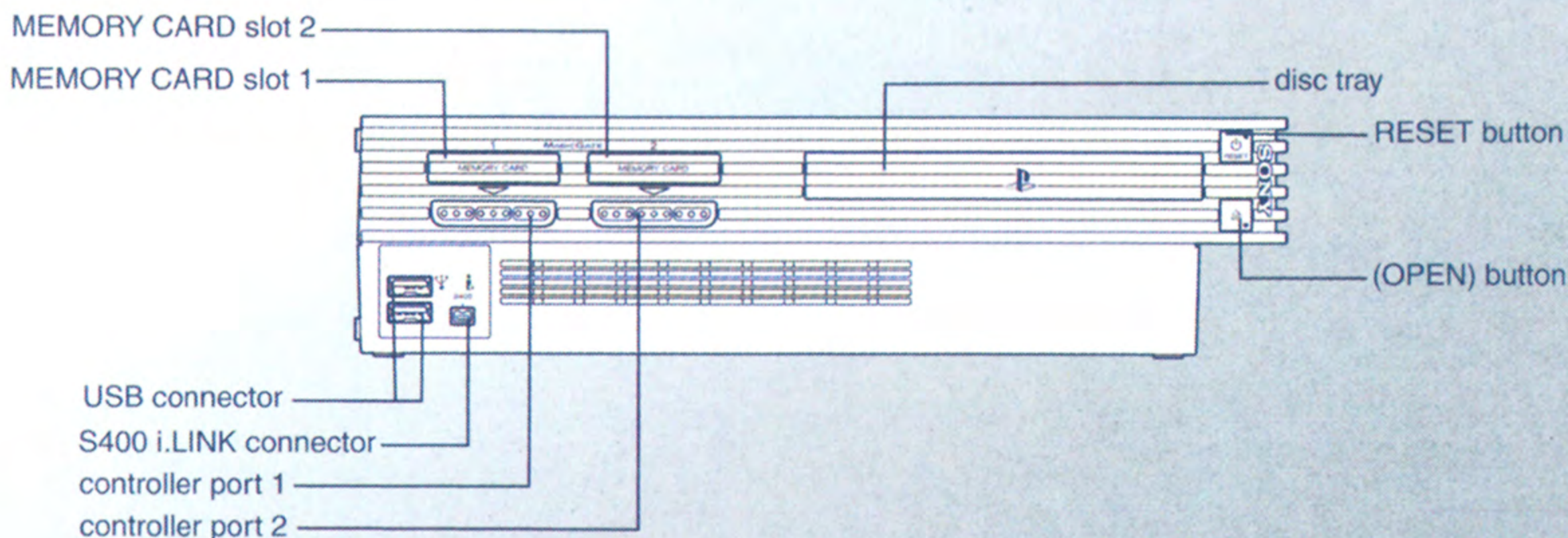
Samples courtesy of Spectrasonic's Distorted Reality 2

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GETTING STARTED

CONSOLE



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the ESPN International WINTER SPORTS 2002 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARDS

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

At least 200 Kb of free space must be available on the memory card in order to save game data. If less than 200 Kb of free space exists, erase some older data before saving.

If you have inserted a memory card (8MB) (for PlayStation®2) with saved ESPN International WINTER SPORTS 2002 game data into your PlayStation®2 computer entertainment system, the data will load automatically.

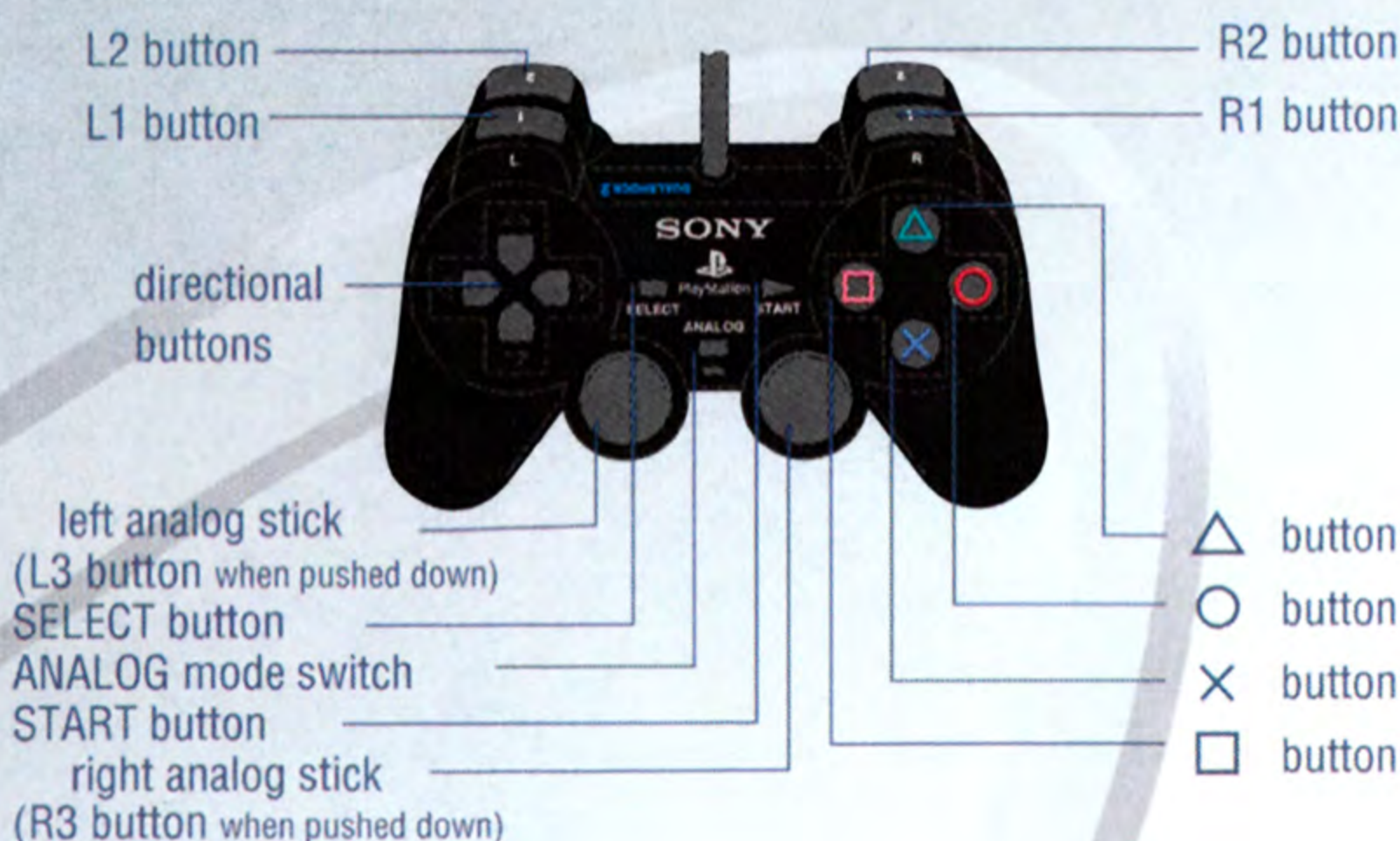
CONTROLLERS

ESPN International WINTER SPORTS 2002 can be played with the DUALSHOCK®2 analog controller or DUALSHOCK® analog controller. For 1 Player games, connect the controller to controller port 1 on your PlayStation®2 computer entertainment system. For two player games, connect controllers to controller ports 1 and 2.

DUALSHOCK®2 analog controller / DUALSHOCK® analog controller

Press the analog mode button (LED lit) to use the left analog stick and right analog stick. You can then use either the left analog stick or the directional button to control the game.

Toggle the vibration function ON/OFF by using the Option>Vibration setting.



CONTROLS

Menu/Screen Controls

- Select menu item/Change settingdirectional button or left analog stick
- Decide on highlighted selectionX button
- Cancel selection/Return to previous.....O button
- Skip tutorial.....L1 button or X button
- Stop replay.....X button

Downhill and Slalom Controls

- Accelerateleft analog stick ↑
- Steer left.....left analog stick ←
- Steer right.....left analog stick →
- Edging/brakeX button

K90=Individual / Ski Jumping

- Speed upleft analog stick + right analog stick ↓ and hold
- Jumpleft analog stick + right analog stick ↑
- Balanceleft analog stick and right analog stick ↑ or ↓
- Land.....L1 button or R1 button

CONTROLS

K120=Individual Ski Jumping

- Check wind X button
- Increase speed Alternate rapid O button and X button taps
- Jump L1 button or R1 button
- Land L1 button or R1 button

Moguls / Freestyle Skiing

- Turn Through Moguls L1 button and R1 button
- Perform trick left analog stick and right analog stick
- Toggle trick control screen ON/OFF Δ button
- Cycle through air trick list directional button [up/down]

Halfpipe/ Snowboarding

- Start event X button
- Select trick type O, X, □ or Triangle button
- Enter trick commands directional button or left analog stick
- Speed Skating/ 500m
Accelerate/Maintain speed Alternate rapid O button and X button taps

Bobsleigh

- Push sled up to speed as boarding Alternate rapid O button and X button taps
- Board rider L1 or R1 button
- Shift riders' weight to steer left analog stick [left/right]

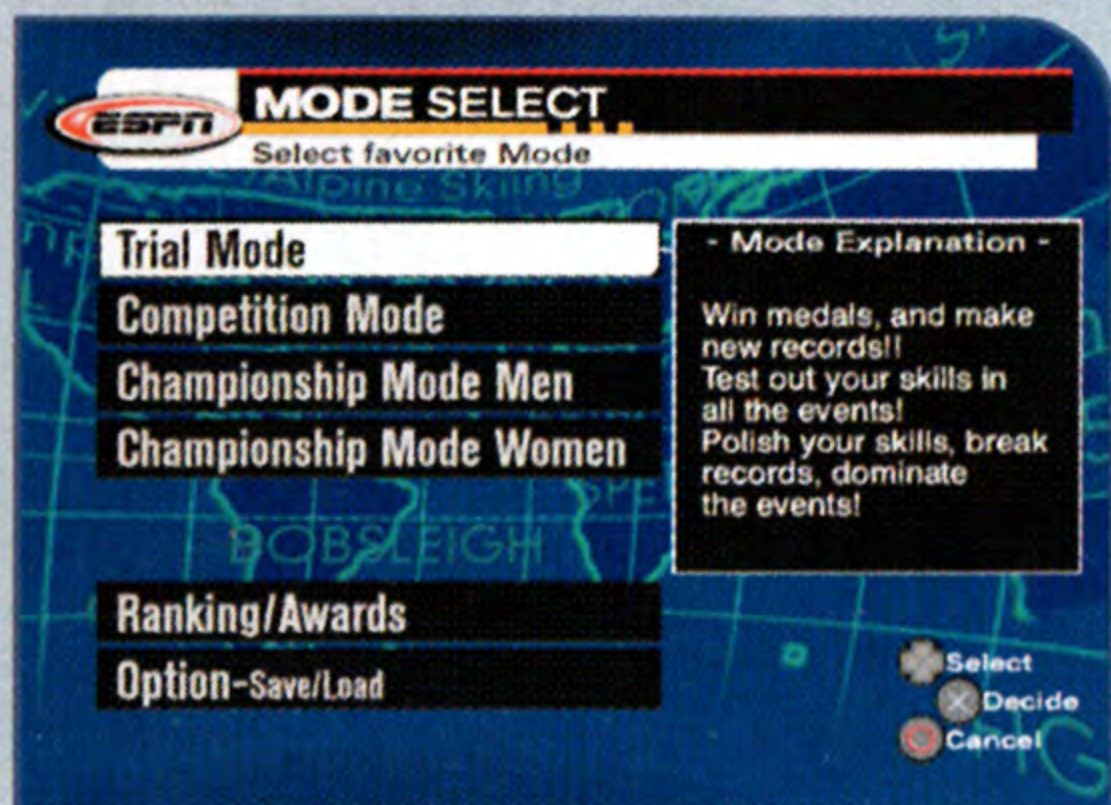
Curling

- Adjust the direction and force of delivery directional button or left analog stick
- Toggle advice ON/OFF Δ button
- Set rotation of stone □ button
- Make delivery X button
- Sweep Alternate rapid O button and X button taps
- Change point of view R1 button
- Speed up game L1 button

Figure Skating

- Select song Directional button [up/down]
- Make move Directional button (as prompted)
- Jumps and spins O, X, Δ and □ buttons (as prompted)

MODE SELECT MENU



Press the button on the Title Screen to display the Mode Select Menu. Press directional button or left analog stick [up/down] to highlight a mode and press the button.

Note: Press the button or button after selecting an athlete to skip the tutorial.

TRIAL MODE (1 PLAYER)

Compete in one of ten tough events with one of 16 world-class athletes. A short tutorial precedes every event.

See "Playing the Events" on page 8.

See "Choosing an Athlete" on page 7.

COMPETITION MODE (2 PLAYER VS.)

Two players compete head-to-head in one of 10 different events.

See "Competition Mode" on page 5.

CHAMPIONSHIP MODE MEN OR WOMEN (1 OR 2 PLAYERS)

Select CHAMPIONSHIP MODE MEN or CHAMPIONSHIP MODE WOMEN. Choose an athlete and compete in a three-day multiple event competition. After the competition, be sure to copy the password. Then go to <http://www.ranking.konamiosa.com> on the internet and enter your password. Your results will be entered in the HP rankings.

RANKING/AWARDS

View all the event results to see the top finishers and the awards they received.



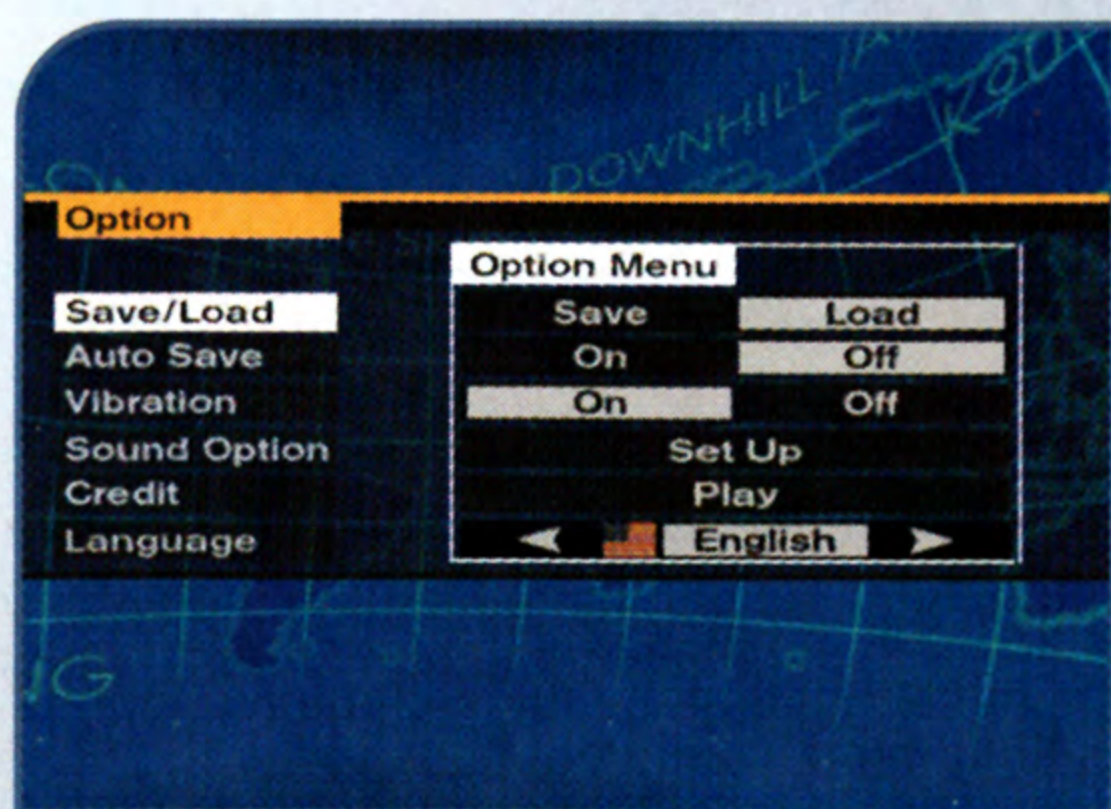
- Press the directional button or left analog stick [left/right] to select the event.
- On the Total Awards screen, press the directional button or left analog stick to select a medal or special outfit.

MODE SELECT MENU CONT...

OPTIONS—SAVE / LOAD

Change settings and save or load data.

1. Press the directional button or left analog stick [up/down] to select an option and press the **X** button.
2. Press the directional button or left analog stick [left/right] to change the setting and press the **X** button.



SAVE/LOAD

Save all current data to a memory card (8MB) (for the PlayStation®2) or load saved data from a memory card (8MB) (for the PlayStation®2). Select YES when prompted to confirm the saving or loading of data. Press the **X** button when the action is completed.

Saved data includes:

- Option settings
- The top five records in each of the events and the number of medals won
- Championship Mode passwords

Any saved data will Load automatically at game startup.

Note: To avoid data loss, do not remove the memory card (8MB) (for the PlayStation®2) or turn off the power while saving or loading data.

AUTO SAVE

Select ON to automatically save new game data (if a memory card (8MB) (for the PlayStation®2) is present).

VIBRATION

Turn the vibration function ON/OFF on DUALSHOCK®2 analog controllers and DUALSHOCK® analog controllers.

SOUND OPTION

BGM—Set the background music volume.

Announce—Set the volume of the announcer's voice.

Sound Effect—Set the sound effects volume.

Mono/Stereo—Select MONO or STEREO sound depending on your system.

BGM Test—Listen to the background music tracks.

CREDIT

View the game credits.

SAVING PERSONAL BEST DATA



When a personal best has been achieved, the Name Entry screen will appear after the results. Press directional button or left analog stick [up/down] to select a character and press the button button to enter the selected character and move to the next character field.

PAUSE MENU



Press the button during play to display the Pause Menu.

Continue—Return to the event.

Retry—Restart the event from the beginning in Trial Mode.

Event Select—Return to the Event Select Menu in Trial Mode.

Mode Select—Return to Mode Select Menu.

Sound Option—Adjust sound settings.

CHOOSING AN ATHLETE



Choose an athlete on the Player Select screen.

- To choose a man or a woman, press the directional button or left analog stick [up/down]. The figure skating event is women only.
- To choose an athlete, press the directional button or left analog stick [left/right]. The flag of the country the athlete represents is highlighted.

ATHLETE ATTRIBUTES

Each athlete is rated for power, speed, jumping ability, technique and quickness. Use the attributes to help you make a decision about an athlete's skills for a certain event.

SPECIAL OUTFITS

Press the **R1** button to display the Special Outfits selector. Press the directional button or left analog stick [up/down] to select the outfit.

GAME SCREEN

The game screen displays vary with the event being played.

Course progress
line

Best record

Elapsed time



Clear/Miss

Athlete

Course Progress Line—In events where the goal (finish line) is not visible, the Course Progress line shows your position.

Best Record—In events where a record time has been set, this is the number to beat.

Elapsed Time—In time critical events, this shows elapsed time.

Athlete—Shows the athlete performing and country represented.

Clear/Miss—In Downhill and Slalom events where the player must pass through gates, these alerts flash on-screen to tell you if you successfully passed between the two flags or posts. Miss is also displayed during the Figure Skating event whenever a prompted button press is missed.

PLAYING THE EVENTS: DOWNHILL ALPINE SKIING

EVENT RULES

Complete the course in the fastest elapsed time. The competition automatically starts at the "GO" signal. The player must ski between the flag gates set up on the course. One run time determines the player's position. Failing to pass between any one of the flag gates results in immediate disqualification.



- The progress line at the top of the screen shows your skier's distance from the goal.
- The timer shows the best record and your skier's current elapsed time.
- At the finish, your skier's time difference in relation to the best record appears.

DOWNHILL CONTROLS

Control skier speeds with the left analog stick and the **X** button. Press the left analog stick **↑** to accelerate. Carve using the ski edges by pressing the **X** button and steering with the left analog stick. To brake, press and hold the **X** button.

EVENTS: SLALOM ALPINE SKIING

EVENT RULES

Ski through the red and blue gates on the course. Player positions are determined by the total elapsed time after skiing each of two courses one time each. The competition automatically starts at the "GO" signal. Players are immediately disqualified if they fail to pass between any of the gates.



SLALOM CONTROLS

Control skier speeds with the left analog stick and the \otimes button. Press the left analog stick \uparrow to accelerate. Carve using the ski edges by pressing the \otimes button and steering with the left analog stick. To brake, press and hold the \otimes button.

EVENTS: K90=INDIVIDUAL SKI JUMPING

EVENT RULES

Ski down the ramp to gain speed before jumping from the ramp. You get two attempts. Scores for jumping form and distance in both attempts are totaled to determine the player's ranking.

SKI JUMPING CONTROLS

1. Check the wind. Simultaneously press the left analog stick and right analog stick ↓ to stop the white line at the center of the flag so it lines up with the arrow in the wind indicator.
2. Begin the run. Hold the left analog stick and right analog stick ↓ from the start to build up speed before the jump.
3. Jump by simultaneously pressing the left analog stick and right analog stick ↑ as your skier hits the end of the ramp.
4. Maintain balance while airborne by pressing the left analog stick and right analog stick ↑ or ↓ attempting to follow the descent of the yellow height lines with the green balance bars in each gauge.
5. Press the **L1** button or **R1** button to land when the height gauge reaches the bottom, which is the exact moment, each ski hits the snow.



Height lines—These lines drop as the skier descends toward the landing. They show the actual height of each ski from the ground.

Balance bars—These show the skiers shift of weight to the left or right ski. Try to get each bar to follow the descent of the height lines by adjusting the bars with the left analog stick and right analog stick ↑ or ↓ independently.

Landing point—When the height lines hit here, the skier is hitting the landing. Press the **R1** or **L1** button.

EVENTS: K120=INDIVIDUAL SKI JUMPING

EVENT RULES

Ski down the ramp to gain speed before jumping from the takeoff platform. You get two attempts. Scores for jumping form and distance in both attempts are totaled to determine the player's ranking.



Power gauge—This shows the power and speed of your jump. Keep it completely filled to make the jump with the maximum speed and power by rapid alternating taps of the **X** button and **○** buttons.

Timing/Distance Gauge—This gauge shows the ramp descent to the jump point (yellow line). Press the **R1** or **L1** button when you reach here to get airborne.

Height gauge—This shows the descent of your skier to the landing. Try to press the **R1** or the **R2** button when the descending green line hits the stationary green line in the bottom of the gauge. If you stop the line in the blue areas, your landing is less than perfect. If you stop the line near the bottom of the gauge, the landing is painful.

SKI JUMPING CONTROLS

1. Check the wind. Press the **X** button to stop the white line at the center of the flag so it lines up with the arrow in the wind indicator.
2. Increase ramp speed with rapid alternating taps on the **○** button and **X** button.
3. Press either the **L1** button or **R1** button to jump just as your skier hits the end of the ramp.
4. Perform rapid alternating taps on the **○** button and **X** button while in the air to increase the distance of the jump.
5. Press the **L1** or **R1** button to land.

EVENTS: MOGULS-FREESTYLE SKIING

EVENT RULES

Ski down the course bouncing off moguls and perform tricks when you get air off the ramps. This is a one-run event. Your scores for turning technique, air tricks, and elapsed time are combined to determine your final score.



Turn gauge—Press the **L1** button or the **R1** button at the moment when the gauge hits the left or right side of the gauge to speed up your skier's turns over the moguls. If you hit it right, the gauge will flash to signal a good turn and the skier will speed up. Once you get a rhythm going you can keep the skier speeding over the moguls.

Air Time—Shows how long you stayed airborne during a jump (not pictured).

Clock—Watch the clock. You are competing for the fastest time through the moguls.

MOGUL CONTROLS

- On the slope, press **L1** and **R1** button in response to the turn gauge.
- Press the left analog stick and right analog stick to perform air tricks on the ramps. Learn to time the trick just as you get air off a ramp.

AIR TRICK CONTROLS

- A list of the Air Tricks can be displayed by pressing the **△** button at any time during the event. The air tricks are listed in groups. Combine tricks from the eight groups to increase your score.
- After entering a command, keep the left/right analog stick pressed in the same direction to increase your score.

EVENTS: MOGULS-FREESTYLE SKIING CONT...

TRICK GROUP 1

Use the left analog stick and right analog sticks simultaneously for each move sequence.

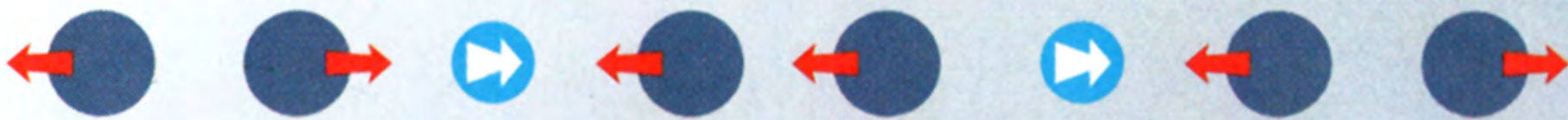
Spread Eagle



Spread Twister Spread



OR



Kosak



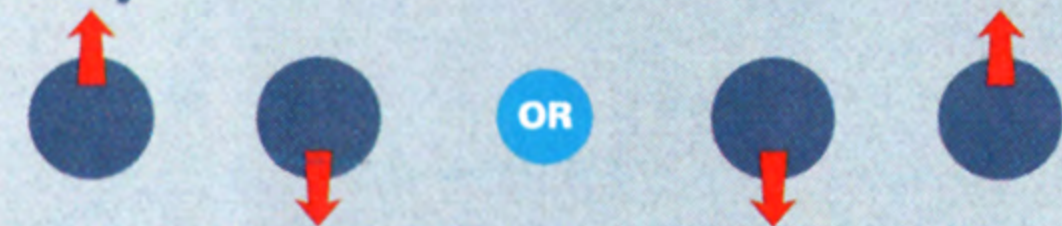
Zudnick



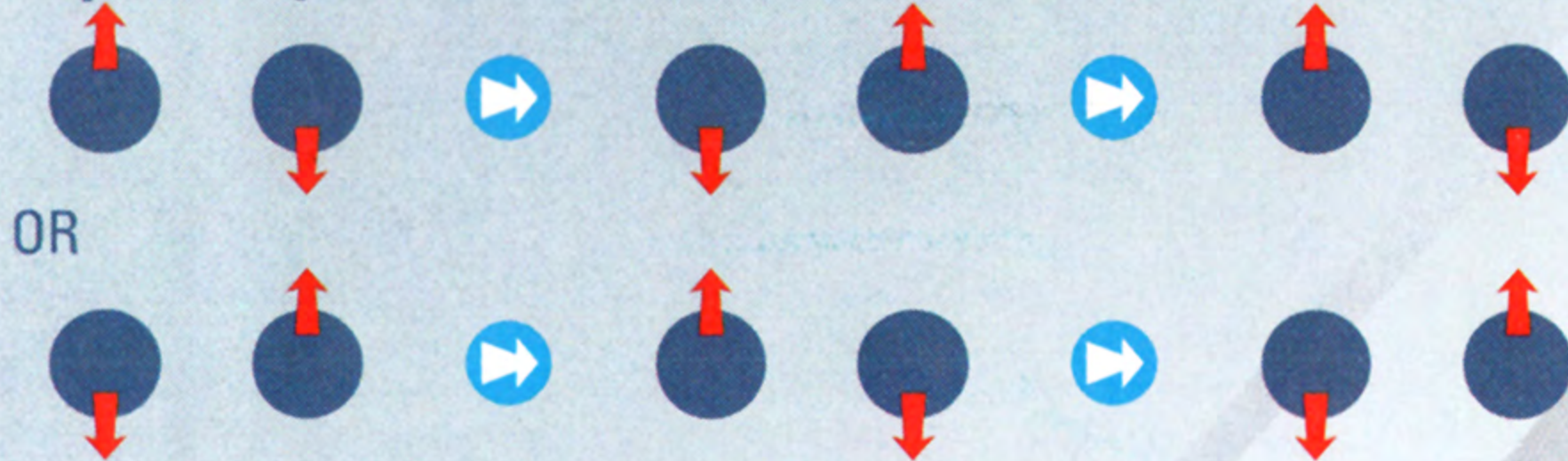
TRICK GROUP 2

Use the left analog stick and right analog sticks simultaneously for each move.

Daffy



Triple Daffy



EVENTS: MOGULS-FREESTYLE SKIING CONT...

TRICK GROUP 3

Use the left analog stick and right analog sticks simultaneously for each move.

Back Scratcher



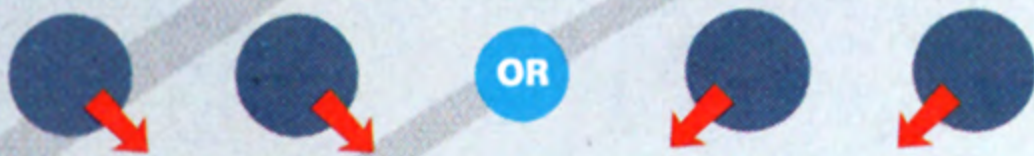
Back Scratcher to a Spread Eagle



Back Scratcher to Kosak



Mule Kick



EVENTS: MOGULS-FREESTYLE SKIING CONT...

TRICK GROUP 4

Use the left analog stick and right analog sticks simultaneously for each move.

Twister



Double Twister



OR



Triple Twister



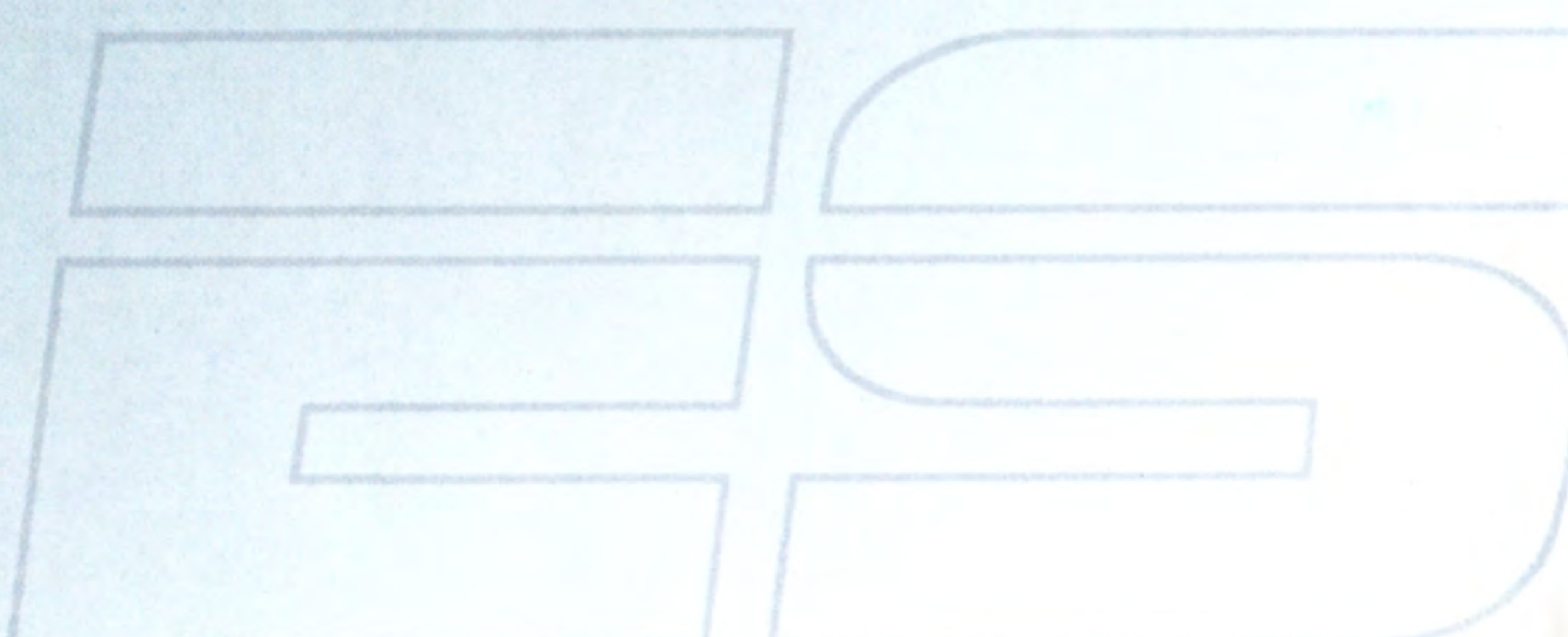
OR



Twister Twister Spread



OR

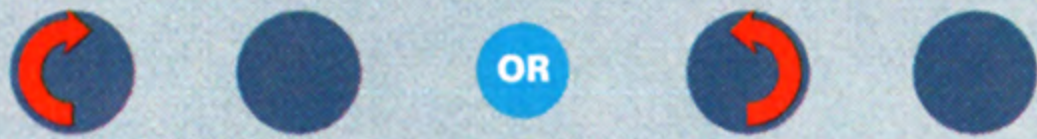


EVENTS: MOGULS-FREESTYLE SKIING CONT...

TRICK GROUP 5

The right analog stick is not used in these tricks.

Helicopter 360



TRICK GROUP 6

Iron Cross Helicopter 360



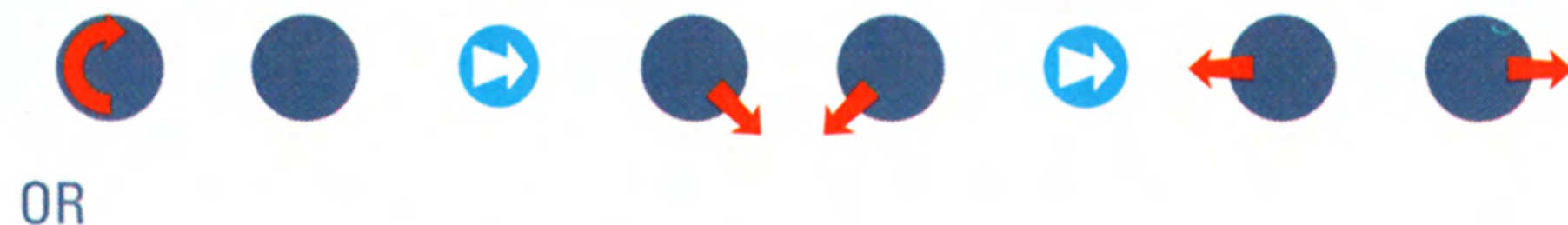
Grab Helicopter 360



Spread Helicopter 360



Iron Cross Helicopter Spread 360



EVENTS: MOGULS-FREESTYLE SKIING CONT...

TRICK GROUP 7

Helicopter 720



TRICK GROUP 8

Iron Cross Helicopter 720



OR



Grab Helicopter 720



OR



Spread Helicopter 720



OR



Iron Cross Helicopter Spread 720



OR











EVENTS: HALFPIPE SNOWBOARDING

EVENT RULES

Demonstrate freestyle techniques in a Halfpipe. Points are awarded for standard technique, rotation, size of technique, landing, trick technique in a one-time event. The combined score total determines the player's ranking.





Rank Zone Gauge—The rank zone is divided into four ranks: A, B, C and D. Each rank is a level of trick difficulty. A is easiest and D is the most difficult. The more difficult the trick the more presses of the directional button required to score points for the trick. Before each jump, one of the ranks will begin flashing. Then the timing gauge will begin to quickly fill with color crossing each of the sectors. Press the , ,  or  button to stop the gauge within the flashing sector and set the trick to perform.

Note: View the trick list to see which tricks correspond to the , ,  and  buttons

Command—This displays the button commands you must enter (directional button or left analog stick) to pull the trick. The number of button commands depends on the rank you stopped the gauge in.

Time—Once you have stopped the Rank Zone gauge, the timer begins to countdown. To score trick points, you must finish pressing all buttons before the timer runs out.

HALFPIPE CONTROLS

- Press the  button to start the event.
- Press the , ,  or  buttons to stop the timing gauge in the flashing rank sector (A, B, C, or D).
- Press the directional button or left analog stick to enter the commands displayed on the screen within the time allotted.

Note: Air tricks may differ depending on the chosen athlete.

EVENTS: HALFPIPE SNOWBOARDING CONT...

HALFPIPE TRICKS

◎ BUTTON TRICKS

360	← → →	or	→ ← ←
360 Indy	← → ↓	or	→ ← ↓
720 Melancholie	← ↑ → ↓	or	→ ↓ ← ↑
Switch 720 Indy	← → ↑ ← ↓	or	→ ← ↓ → ↑
1080	← → ↑ ← ↓	or	→ ← ↓ → ↑

△ BUTTON TRICKS

Indy Nose Bone	↓ → →	or	↓ ← ←
Tweak	→ ↑ ↓	or	→ ↓ ↑
3D 540	← ↑ ↓ →	or	→ ↓ ↑ ←
Rodeo 540 Indy	← ↑ ↓ ↑ →	or	→ ↓ ↑ ↓ ←

⊗ BUTTON TRICKS

Indy	← ← ↓	or	→ → ↓
Method	↑ → ↓	or	↓ ← ↑
Crippler	← ↑ ↓ ↑	or	→ ↓ ↑ ↓
Chuck Flip	← ↑ ↓ ↑ ↓	or	→ ↓ ↑ ↓ ↑

▣ BUTTON TRICKS

Mute	↑ ↓ ↓	or	↓ ↑ ↑
540 Mute	↑ ↓ ↑	or	↓ ↑ ↓
McTwist	← → ↑ ↓	or	→ ← ↓ ↑
Haakon Flip	← ↑ ← ↑ ↓	or	→ ↓ → ↓ ↑

EVENTS: SPEED SKATING-500M

EVENT RULES

Skate one lap around a 500m circuit, alternating between the in and out lanes. Ranking is determined by the time for this single lap. Two false starts result in disqualification.



Course Map

Power/
Curve Gauge

Power/Curve Gauge—Perform rapid alternating taps on the **X** button and **○** button to speed your skater up. As your speed increases, the blue fill rises in the gauge. As the skater approaches a curve, the yellow fill rises from the bottom right of the gauge. If the blue and yellow touch, your skater has approached the turn too fast. If the center of the gauge turns red, the skater has lost his or her balance resulting in a loss of power and immediate slowdown. To avoid losing balance in a turn, reduce the rate you are tapping on the **X** button and **○** button slightly to slow down.

Course Map—Shows the current track position for each competitor. The Yellow dot is Player 1 and the Blue dot is the computer skater or Player 2 in a Competition Mode game.

False Start Count—If an "X" appears at the bottom of the screen. You have jumped the gun with a false start. One more false start (red "X") and you are disqualified.

SPEED SKATING CONTROLS

- At the GO signal, make rapid alternating taps on the **○** button and **X** button to accelerate and skate around the course.
- When rounding corners, adjust skating speed to match the power gauge. Approaching a turn too fast results in a loss of balance and the skater slows.

EVENTS: BOBSLEIGH

EVENT RULES

Take a four-member team down a high-speed bob run. At the start, get your driver and pushers into the sled before crossing the final red line. This is a one run event. A run is disqualified if all riders are not in the sled by the final red line or the sled flips over on its side during the run.

Course progress line



Power strip



Speed

Course Progress Line—Shows the sleds progress toward the end of the course.

Speed—Shows the sleds current speed in kilometers per hour.

Power Strip—Run the sled over this for an increase in speed.

BOBSLEIGH CONTROLS

- At the GO signal, perform rapid alternating taps on the  button and  button to get the sled moving.
- While getting up to speed, press the **L1** or **R1** button to board each rider. Try to keep the riders on the ice to push, but make sure they are in the sled when the blue fill under each rider fills the gauge. "OK" appears in the gauge as each team member boards.



- Steer by pressing the left analog stick [left/right]. Push away from the top of a turn to keep the sled from hitting the edges of the course, which could result in a rollover and always results in a loss of speed.
- During the run, position the sled over the power strips for a speed boost.






EVENT RULES

Stones are delivered into a circle on the rink called the "house" with a precise push called a throw. The distance stones travel can be adjusted by the force of the release and by sweeping the ice with a brush in front of the stone as it slides down the ice. The team closest to the center of the house at the end of the match wins and scores points. The losing team receives no points.



Rink Map—Use the rink map to aim and set the strength of a delivery before making the throw. The rink map also shows the position of delivered stones relative to the house. Red ones are the Player 1 stones. Yellow stones belong to the computer team or the Player 2 team in Competition mode.

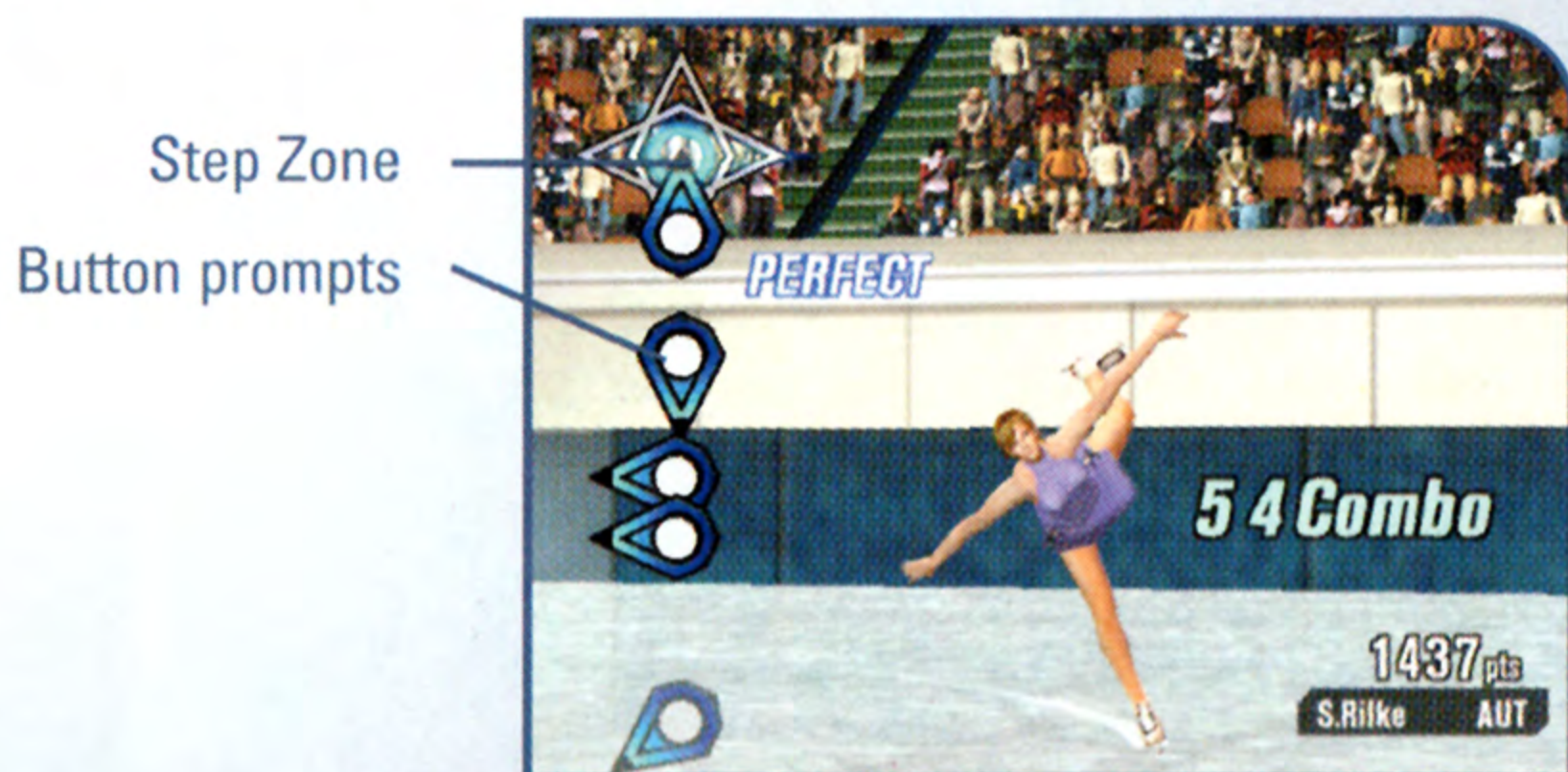
CURLING CONTROLS

1. Press the  button to select left or right spin.
 2. While looking at the rink map, press the directional button or left analog stick [left/right] to aim the stone. A red line will move to show the path you have created.
 3. While looking at the rink map, press the directional button or left analog stick [up/down] to set the force of the delivery. As you increase the force, the line becomes longer.
 4. Press the  button to slide the stone.
 5. Control the sweepers. Make rapid alternating taps on the  button and  button to sweep the ice in front of the stone until it stops.
- If you need suggestions about your next move, press the  button.
 - If you want to check out the rink, press the **R1** button to view it from three different vantagepoints. This is helpful when there are stones already sitting on or near the house.
 - Press and hold the **L1** button to speed up the game after making a delivery.
 - Watch the scoreboard on the upper left of the screen between plays for point and turn information.
 - See the number of stones remaining on the lower right of the screen just before a delivery.
 - In Competition mode, before beginning play, you can select to play 4 or 8 turns (the number of stones each team delivers in one end). You can also select from 1 to 10 ends (the number of times each team takes all turns). On the Pre Event screen, press the directional button or left analog stick [up/down] to select TURN or END and press [right/left] to change the setting.

EVENTS: FIGURE SKATING


EVENT RULES

Perform a sequence of figure skating moves. Points are awarded based on stability and gracefulness, degree of difficulty, artistic impression, originality and rhythm.








Button Prompts and the Step Zone—Button prompts will appear on-screen indicating the directional buttons to press. Quickly press the correct button at the exact moment it enters the Step Zone. When button controls appear in the Step Zone, quickly press the button to perform jumps and spins.

FIGURE SKATING CONTROLS

1. Prior to the event, choose a song by pressing the directional buttons [up/down] and press the  button to enter your selection.

Note: Song selection sets the level of difficulty to EASY, NORMAL or EXPERT.

2. Press the  button to begin the event.
3. As arrows line up in the step zone, press the corresponding directional buttons. If you enter commands in the command zone using the , ,  and  buttons at the right time, you can perform jumps and spins as well.

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