PlayStation

NTSC U/C

PlayStation

KIDS TO ADULTS

CONTENT RATED BY ESRB

SLUS-00591

NAGANO

OLYMPIC WINTER GAMES

NAGANO 1998

OFFICIAL LICENSED PRODUCT

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36 USC 380

NAGANO WINTER OLYMPICS '98



KONAMI XXL SPORTS SERIES

KONAMI

WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

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™ game 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:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

HANDLING YOUR PLAYSTATION™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- 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.

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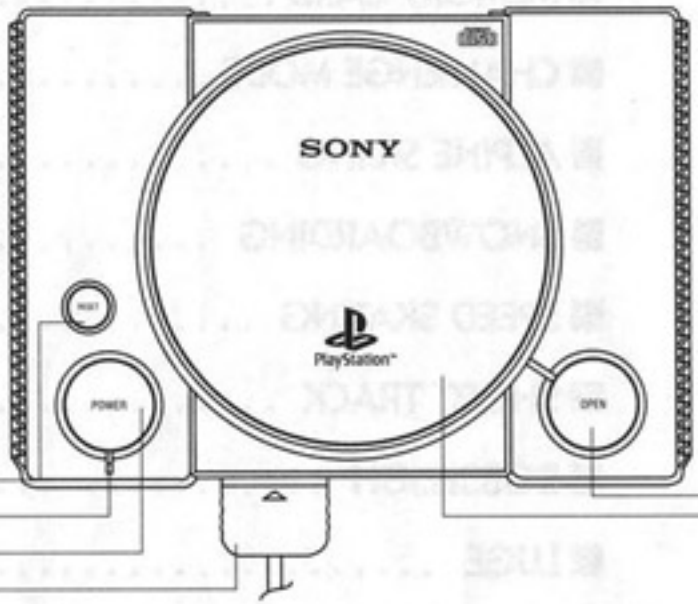
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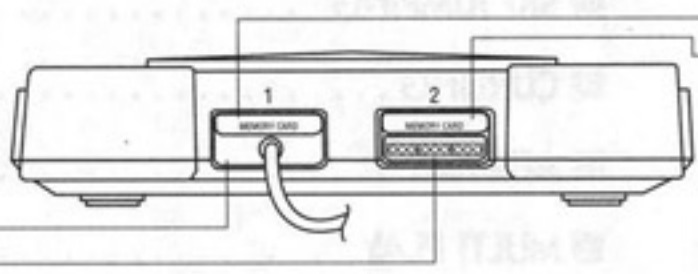
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the PlayStation™ power is off before inserting or removing a compact disc. Insert the NAGANO WINTER OLYMPICS '98 disc and close the Disc Cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

Thank you very much for purchasing Konami's NAGANO WINTER OLYMPICS '98 . Before playing, please read this manual carefully to ensure correct use.

Top View



Front View

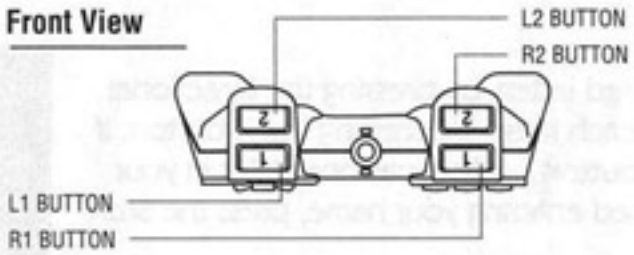


CONTROLLER

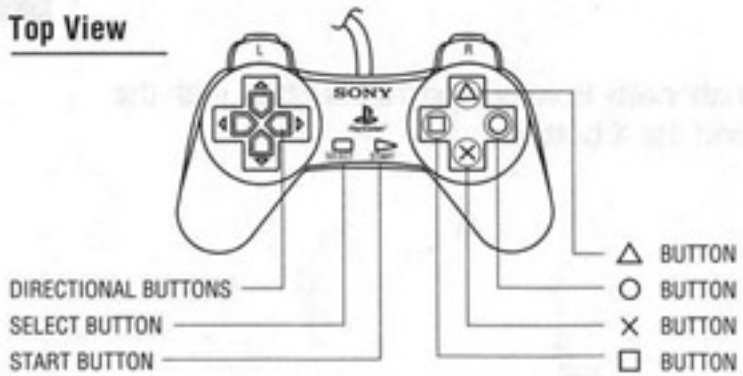
- Directional buttons: Highlight a menu item.
- X button: Select a highlighted menu item (on most screens).
- O button: Return to the previous menu (on most screens).
- START button: Start the game from the Main Menu. Pause action, during an event.

NOTE: Press and hold START and SELECT buttons simultaneously to reset game back to Main menu. Beware - you will lose all times and scores in the current game that you have not saved.

Front View



Top View



PLAYING THE GAME

OLYMPICS The 13 events can be played in any order you like. Each event is cleared by meeting or exceeding the qualifying score/time. New high scores can be recorded on the Memory Card as Olympic records.

CHALLENGE Any of the 13 events can be played over as many times as you desire. When a new record is set, it is recorded on the Records screen.

RECORDS Displays the current best records and the holders of those records.

OPTION Move the Directional buttons to select a setting you wish to change. For information about the option menu, refer to page 7.

After selecting Olympic or Challenge mode you will get to choose your Nationality and enter your Name.

NAME

Move the cursor to the desired letters by pressing the Directional buttons left/right and enter each letter by pressing the X button. If you make a mistake, the O button backspaces one letter in your name. When you have finished entering your name, press the Start button.



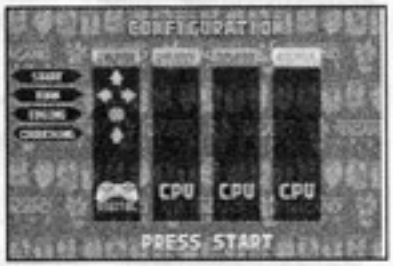
NATIONALITY

Select your desired nationality from among 16 countries with the Directional buttons and the X button.

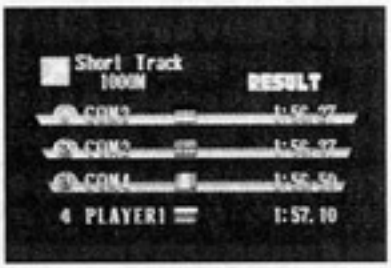
- Events are selected from the Event Select screen. Select one of the 13 events with the Directional buttons, and enter it by pressing the Start or X button.



- The Configuration screen shows the current Controller settings for players 1-4 in the upcoming event.



- After the event is completed, the Results screen shows the marks scored in the event and the current standings.



- The game is over for a player who fails to achieve a qualifying score/time for the event. However, by pressing the Start button while the "Continue?" message is on the screen, the player can continue to compete. Additional players can join in at this point if there are places available. If none of the participants qualify in an event, and none of the players elect to continue, the game is over and the Title screen is displayed.



OPTION MENU

EXIT — Returns you to the Title Screen.

LEVEL — The qualifying difficulty level can be set to Easy, Normal, or Hard.

LOAD — Allows records previously saved on a Memory Card such as Olympic records and personal bests for each of the events to be loaded.

SAVE — Allows Olympic records and personal bests for each of the events to be saved onto a Memory Card.

KEY — Key Config: Configure controls for each event. Select from Skiing/Board, Skating, Bobsleigh, Luge, Ski Jumping and Curling. Note: button settings cannot be configured for the Aerials event.

AUDIO — Switch between the sound settings Stereo and Mono. Adjust the volume level for background music and sound effects.

SCREEN — Allows you to adjust the screen position.

ANALOG — Allows you to calibrate the analog controller.

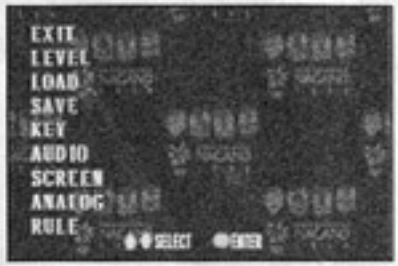
RULE — Allows you to adjust the rules for curling. See page 23 for details.

MEMORY CARDS

SAVE Saves all current records onto a Memory Card.

COMPARE LOAD Compares the records saved on a Memory Card with the current records in the game, and loads only records from the Memory Card that are better than those in the game.

LOAD Loads all the records saved on a Memory Card into your current game.





Warning: Never remove or insert Memory Cards during a Save or Load process, as there is a risk of losing data.

CHALLENGE MODE

In the Challenge Mode, any of the 13 events can be played over as many times as you desire. If you set a new record, the score is saved as a personal best record on the records screen. After entering the name and nationality of your athlete, you will go to the Event Select Screen. Using the Directional buttons, move the cursor to the event you wish to challenge and select it with the X button.



■ Quitting the Challenge Mode

In Challenge Mode press the START button to pause the game and display the Exit screen. You will be given a choice of the three options listed below.

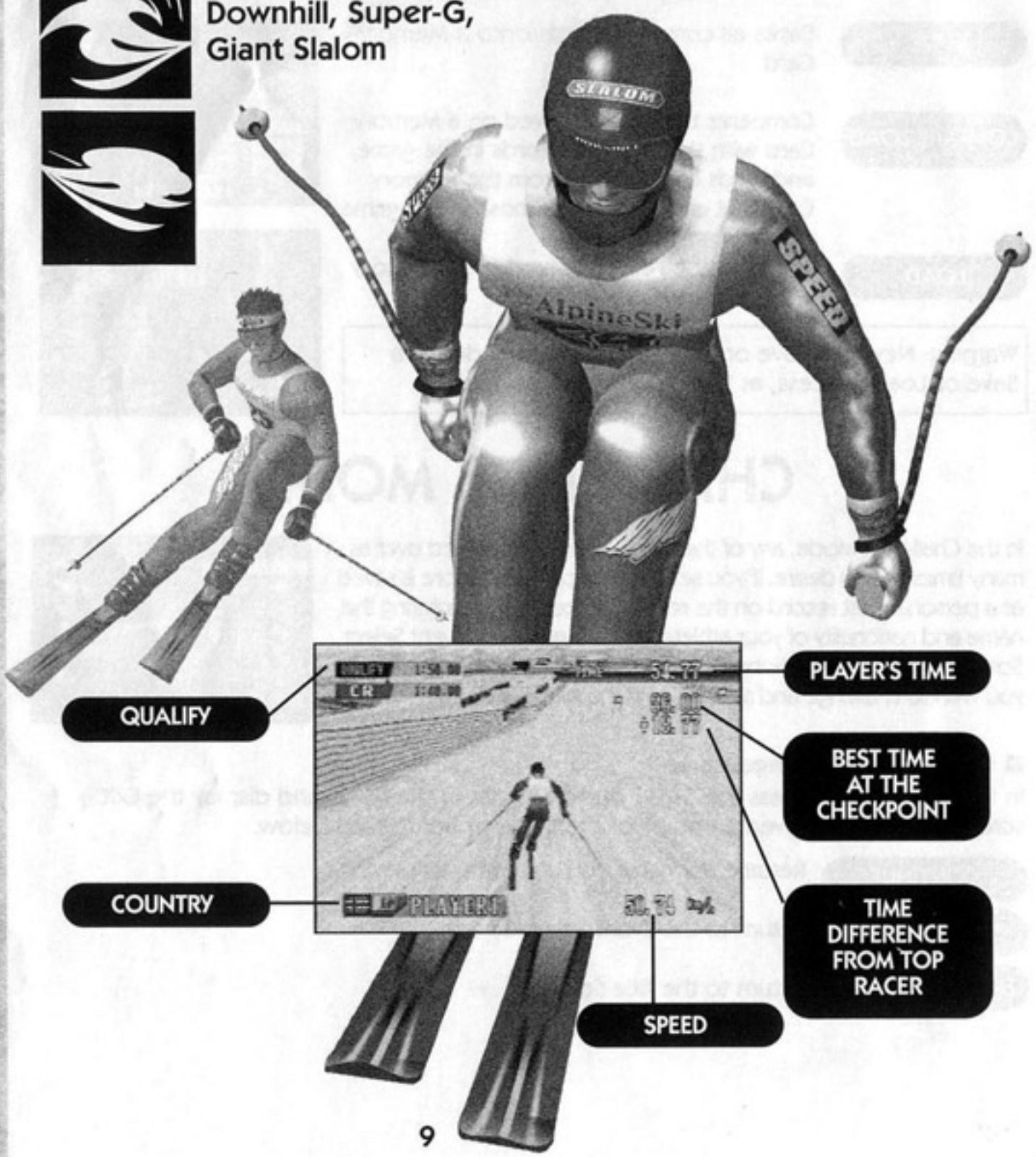
CONTINUE Resume the game you are currently playing.

EVENT SELECT Return to the Event Select Screen.

EXIT CHALLENGE Return to the Title Screen

ALPINE SKIING

Downhill, Super-G,
Giant Slalom



Downhill 2,923 Meters

It's a race against time, but you must pass through all the gates on your way to the goal. Ski in a crouch to increase your speed.

Super-G 2,423 Meters

In this event, you must strike a balance between speed and technique. Take the most direct course for a better time!

Giant Slalom 1,487 Meters

This complex course is full of variation and demands a high degree of turning skill. Quick turns are the key to victory.

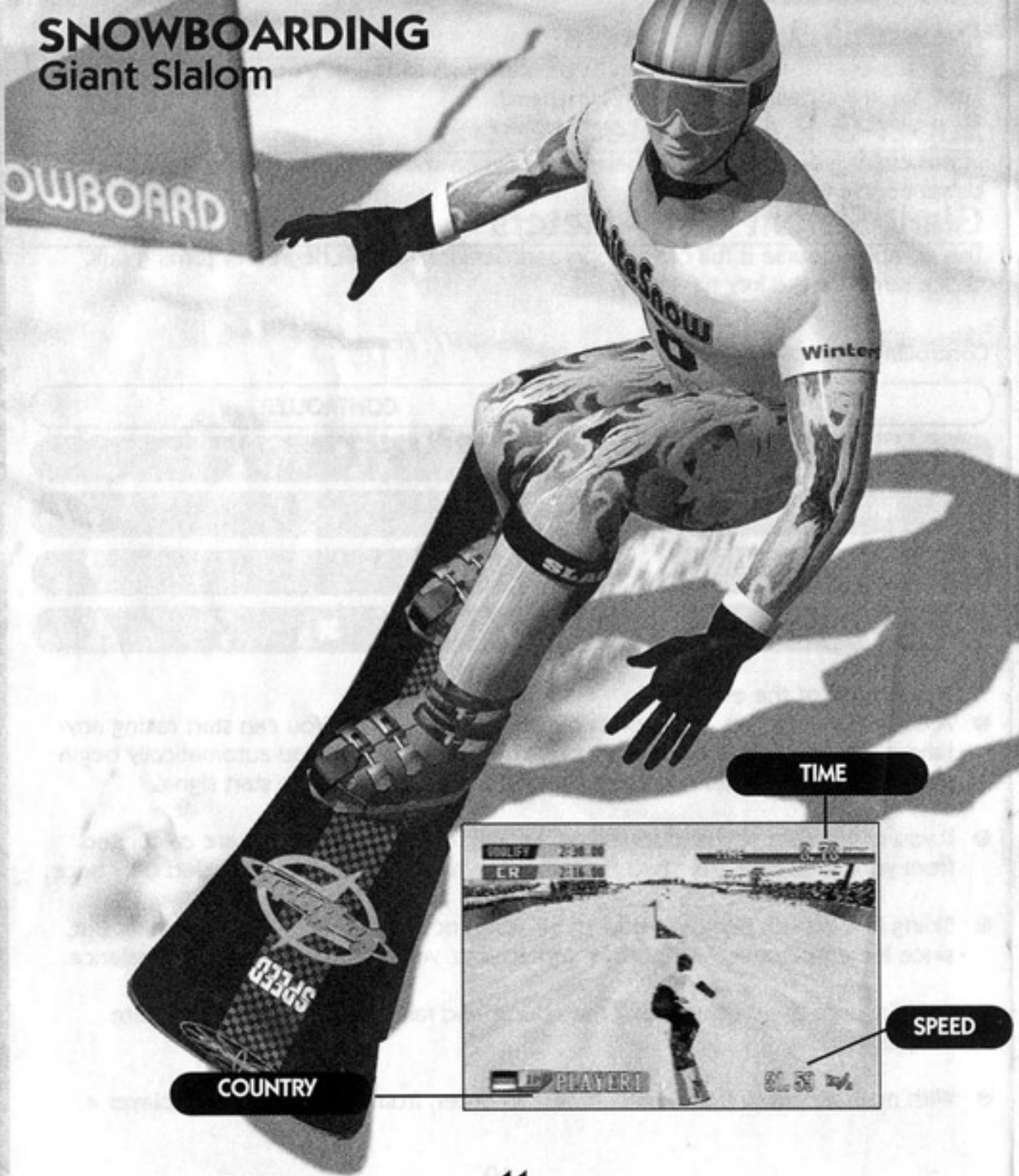
Controlling your player

ACTION	CONTROLLER
LEFT TURN	⇦
RIGHT TURN	⇨
START AND CROUCH POSITION	⇧
USE SKI'S EDGES	✖

Description of the event

- A countdown begins 10 seconds before the start signal. You can start racing anytime after the clock reaches 5 seconds before the signal. You automatically begin skiing if the button has not been pressed 5 seconds after the start signal.
- If you miss a gate you're disqualified. Scores for the Giant Slalom are calculated from your total time after two runs; the Downhill and Super-G are skied only once.
- Skiing in a crouch position reduces air resistance, resulting in a faster speed. But, since increased speed results in sharper turns, you must try to achieve a balance.
- Colliding into the netting along the course and falling will result in immediate disqualification.
- With multiple players, players compete in order, from player 1 through player 4.

SNOWBOARDING
Giant Slalom



Giant Slalom 936 Meters

The Giant Slalom of snowboarding requires turning agility and balance. Make the most of your turning techniques and push yourself to the limit! The course length is 936 meters.

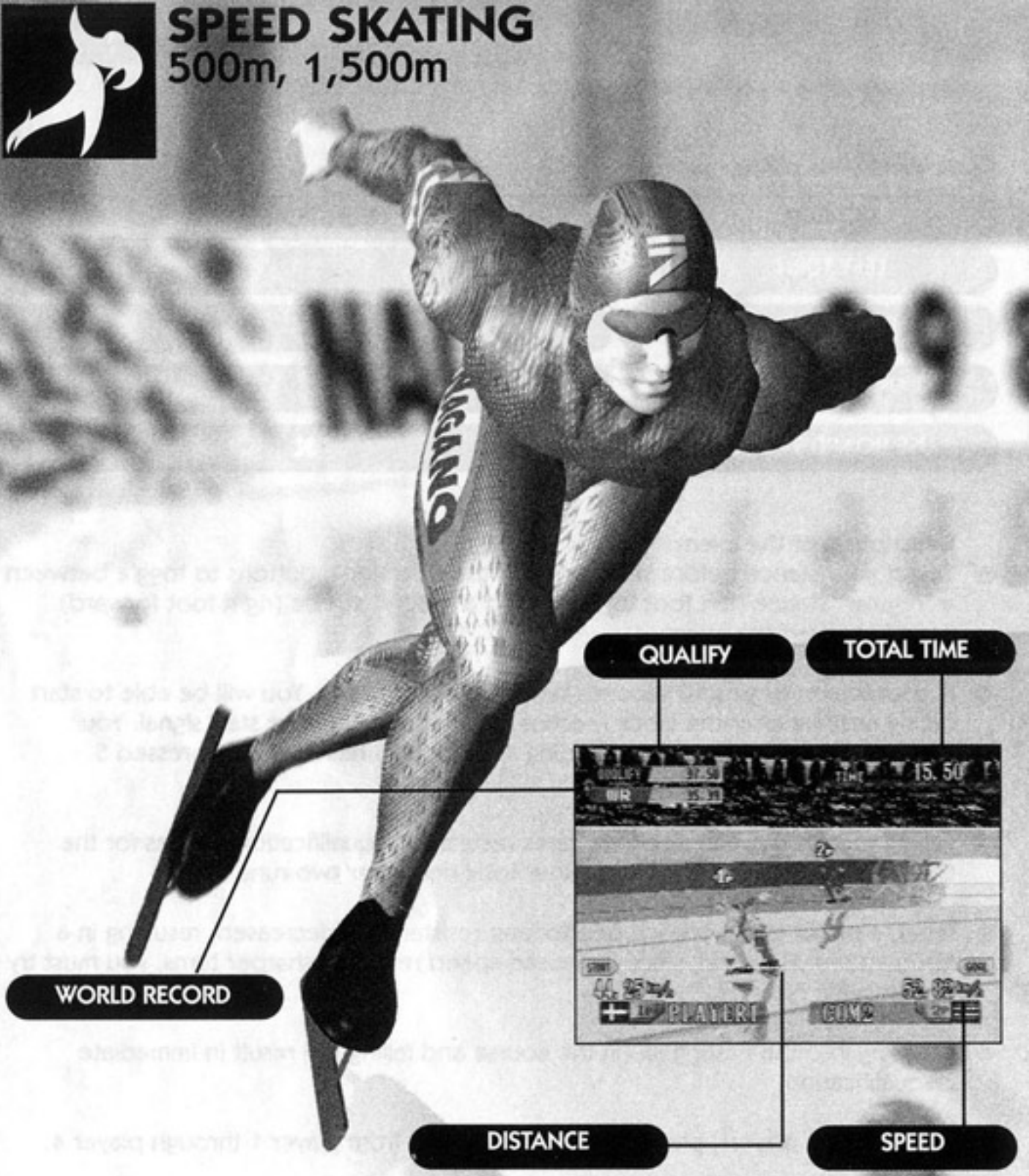
Controlling your player

ACTION	CONTROLLER
LEFT TURN	⇦
RIGHT TURN	⇨
START AND CROUCH POSITION	⇧
USE BOARD'S EDGES	✖

Description of the event

- Select your stance before you start. Use the Directional buttons to toggle between a "regular" stance (left foot forward) and a "goofy" stance (right foot forward). Press ☒ to start the event.
- A countdown begins 10 seconds before the start signal. You will be able to start racing anytime after the clock reaches 5 seconds before the start signal. Your athlete automatically begins boarding if the button has not been pressed 5 seconds after the start signal.
- Failing to pass through all of the gates results in disqualification. Scores for the Giant Slalom are calculated from your total time after two runs.
- When a player is in a crouch position, air resistance is decreased, resulting in a faster speed. However, since increased speed results in sharper turns, you must try to achieve a balance.
- Colliding into the netting along the course and falling will result in immediate disqualification.
- With multiple players, players compete in order, from player 1 through player 4.

SPEED SKATING
500m, 1,500m



Speedskating 500 Meters

The race length is one lap around the track plus 100 meters. Players in command of their cornering will be in command of the world!

Speedskating 1,500 Meters

The race length is three laps around the track plus 300 meters. Pacing yourself is the key to winning this event.

Controlling your player

ACTION	CONTROLLER
SKATE / DASH	FORWARD MOVEMENT IS ACCOMPLISHED BY REPEATEDLY AND ALTERNATELY HITTING THE ● AND ■ BUTTONS.
CORNERING	TO MAKE TIGHT TURNS ON THE CORNERS, PRESS EITHER THE ✖ OR ▲ BUTTON JUST BEFORE THE TURN. REQUIRES SUBTLE TIMING.

Description of the event

- Two false starts results in disqualification.
- Skaters change lanes every lap. Should both skaters arrive at the crossover area at the same time, the skater on the outside has the right of way. If two players collide, the player on the inside loses balance and slows down.
- When three or more players are competing, the race is divided into two heats.
- Just before you cross the white line is the best time to press either of the cornering buttons.

SHORT TRACK
500m, 1000m



PLAYER'S TIME

COUNTRY

STAMINA

Short Track 500 Meters

The race length is 4.5 laps around the track. Sprint start to take the inside track!

Short Track 1,000 Meters

The race length is 9 laps around the track. Stamina and strategy against your opponents are the keys to winning this event.

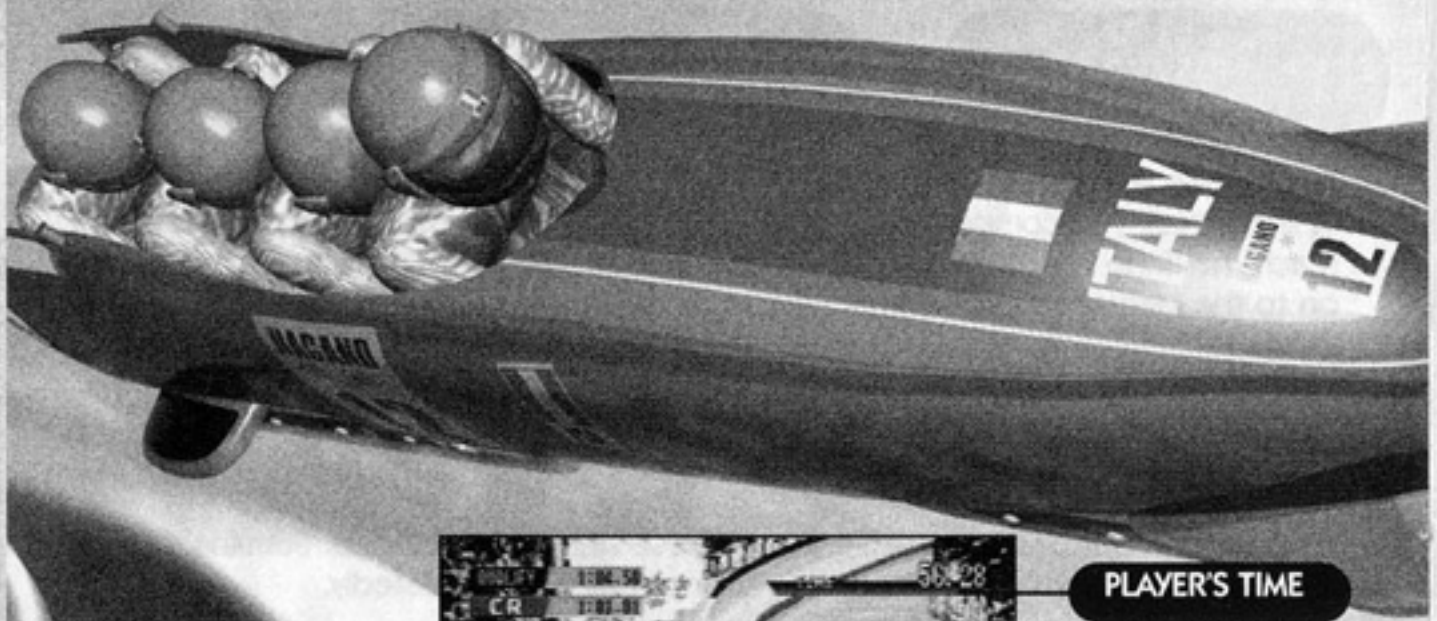
Controlling your player

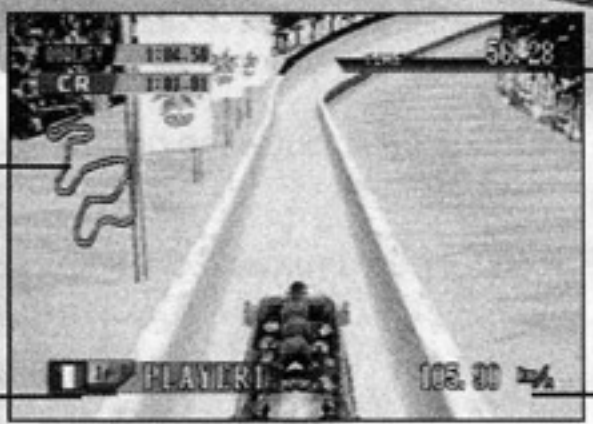
ACTION	CONTROLLER
SKATE / DASH	FORWARD MOVEMENT IS ACCOMPLISHED BY REPEATEDLY AND ALTERNATELY HITTING THE ● AND ■ BUTTONS.
PASSING	USE THE UP AND DOWN DIRECTIONAL BUTTONS TO CHANGE BETWEEN THE INSIDE AND OUTSIDE LANES.

Description of the event

- In short track you compete directly against other skaters, with the first person to reach the finish line the winner. Your time will be displayed, but you cannot save it on to the Memory Card.
- Four opponents start simultaneously.
- Two false starts results in disqualification.
- If you hit the buttons repeatedly, you will lose stamina and speed. Stamina is gradually regained when the buttons are not being hit repeatedly.
- It is best to skate on the inside track, but when passing another athlete you must move left or right to avoid a collision.
- You must come first, second, or third to qualify.

BOBSLEIGH
(four-man)





COURSE MAP

PLAYER'S TIME

COUNTRY

SPEED

Bobsleigh four-man

Shave off as much time as possible with a fast starting sprint, smooth boarding, and skillful steering!

Controlling your player

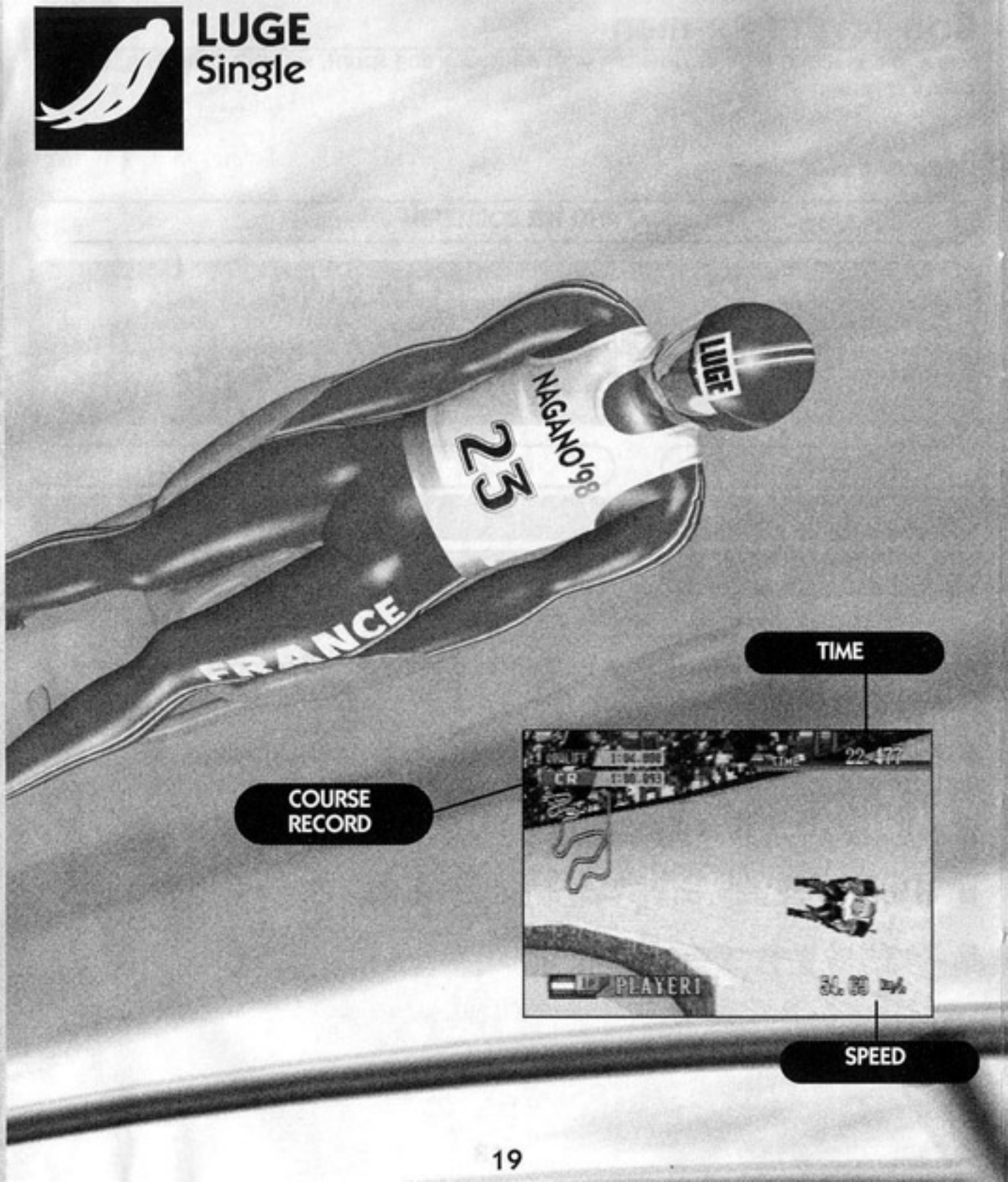
STARTING THE BOBSLEIGH
CONTINUOUSLY AND ALTERNATELY HIT THE O AND ■ BUTTONS TO PUSH THE SLEIGH. BOARDING: WHEN THE WORDS "RIDE ON" APPEAR ON THE SCREEN, YOU CAN BOARD YOUR ATHLETES BY PRESSING THE ▲ OR THE ✖ BUTTON. MAKE SURE THEY ARE ALL ON BOARD BEFORE THE SLEIGH CROSSES THE 50-METER LINE.

ACTION	CONTROLLER
LEFT TURN	⇦
RIGHT TURN	⇨

Description of the event

- You have 15 seconds to start after the start signal. After 15 seconds, you will be started automatically.
- Your team is disqualified if all four members have not boarded when the bobsleigh crosses the 50-meter line.
- Timing begins after the sleigh crosses the 15-meter point.
- Try to keep the sleigh off the walls to maintain your speed.
- There is no brake control.

LUGE
Single


LUGE
NAGANO'98
23
FRANCE
TIME
COURSE RECORD
SPEED
1P PLAYER1

Luge Single

Experience the thrill of speeds up to 130 kph! Finishing times may differ by only 1/1000 seconds and winning depends on your steering dexterity

Start: A power gauge increases and decreases in a cycle. Set your starting speed by pushing the ○ button in time with the gauge.

Accelerate: Continuously and alternately press the ○ and □ buttons.

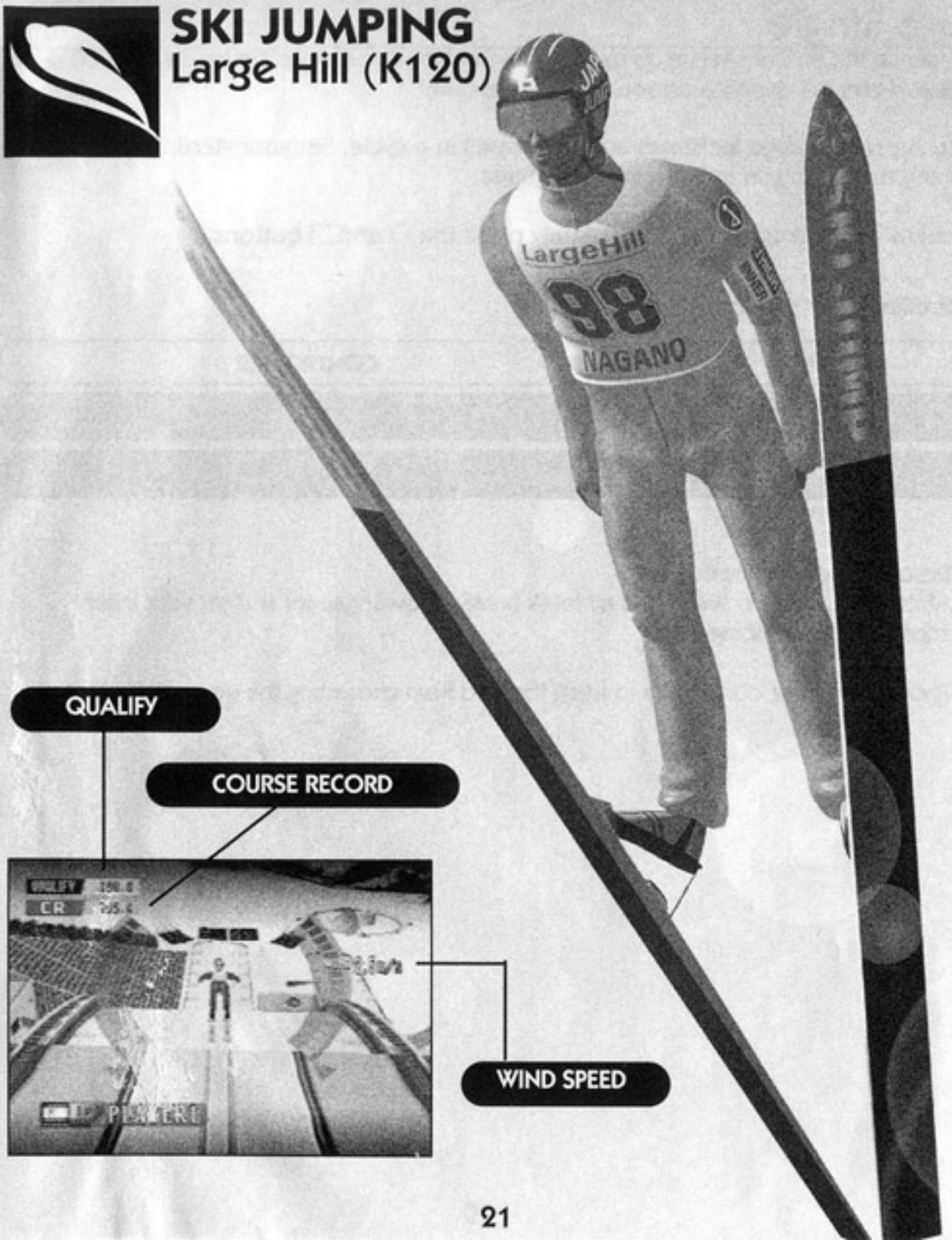
Controlling your player

ACTION	CONTROLLER
MOVE LEFT	⇦
MOVE RIGHT	⇨

Description of the event

- At the start, carefully watch the athlete's breath (power gauge) and set your initial acceleration accordingly.
- There is no brake control. Try to keep the sled from contacting the sides of the course.

SKI JUMPING
Large Hill (K120)



Ski Jumping (Large Hill K120)

A good take-off angle is the key to a good jump.

Controlling your player

ACTION	CONTROLLER
START	●, L1 OR R1 BUTTONS
JUMP	R1 OR L1 BUTTONS
IN-AIR POSTURE	⇦ OR ⇨
LANDING	R1 OR L1 BUTTONS

Description of the event

- You can start after the signal changes from red to blue. If you do not start within 15 seconds, you will be automatically started.
- You can determine the direction of the wind from the wind vane.
- When nearing the base of the ramp, a gauge will appear on the screen. Press and hold the L1 or R1 button to make the jump angle increase. When you release the button you will jump at the selected angle.
- In the air, the Directional buttons are used to maintain your left and right balance. By quickly balancing these levels, you can achieve high marks in flying posture.
- You can also achieve a high score by timing the landing well.

CURLING



Curling

Manipulate the stone into the center of the "house" with advanced throwing control and sweeping. Note that sweeping makes the stone travel further along the course.

Coin toss: A coin toss is performed to determine which team throws first. First, players choose heads or tails.

✖ BUTTON	SETS YOUR SELECTION.
● BUTTON	TOGGLES BETWEEN HEADS AND TAILS.

After the selection, the coin is automatically tossed. The team that wins can choose whether to throw first or after (second).

✖ BUTTON	SETS YOUR SELECTION.
● BUTTON	TOGGLES BETWEEN FIRST AND AFTER.

Controlling your player

ACTION	CONTROLLER
SET THROWING DIRECTION	⇦ OR ⇨ THEN PRESS ✖
SET TURN OF STONE	⇦ OR ⇨ THEN PRESS ✖
CONTROL THROWING POWER	SET WITH ✖
SWEEPING	PRESS ● AND ■ REPEATEDLY

Description of the event

- Curling is a competition between teams, high score wins. Here, a tournament is held between four teams, one for each player. When less than four players are competing, the remaining teams will be played by the computer.

- Two teams compete at a time, alternating with one throw apiece. One "end" is completed after each team throws 4 stones (8 total), at which time the team that has placed a stone nearest to the center of the "house" (rings drawn on the ice surface) wins.

- If neither team has a stone left in the house after all stones in an end are thrown, the result is a tie score. If the score is tied after all the ends are played, a sudden death playoff is held.

- Sudden death playoff
  Each team throws one stone, the team whose stone is nearest the center wins. This step is repeated until one team is the victor.

- Press the △ button after a throw to change the view point to the opposite direction.

- The following settings for curling can be changed in the Options menu.

  - **Number of ends**
    A maximum of 10 ends
  - **Playoff method in a tie**
    Sudden death or extra ends (extended play)
  - **Free guard zone rule ON/OFF**
    When ON, the free guard zone rule applies. This means that stones placed in this zone can not be bumped out by the other team until the first four stones in an end have been thrown. If this rule is violated, the stone thrown is removed and the expelled stone put back in its original position. When OFF, the free guard zone rule does not apply.
  - **Number of deliveries (stones)**
    Can be changed to 4 or 8. Default is 4.

Determing points scored

Example 1

The white team scores 1 point. The black team scores 0 points, because they were unable to place a stone closer than the white team's.



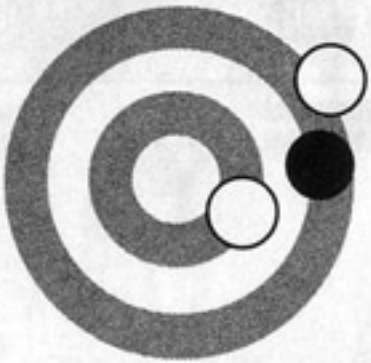
Example 2

Neither team was able to place a stone inside the house. Therefore, no points are scored.



Example 3

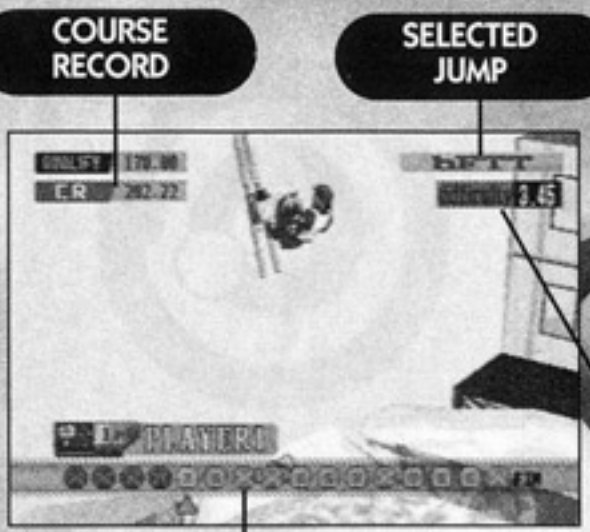
Although, the white team was able to place two stones in the house, one is further from the center than the black team's stone and does not qualify as a point. Therefore, white earns 1 point and black 0.



FREE STYLE
Aerials

Jump name

Code	Difficulty
bLTT (back layout tuck tuck)	3.20
bFTT (back full tuck tuck)	3.45
bLFT (back lay full tuck)	3.50
bdFF (back double full in full out)	3.55
bFTF (back full tuck full)	3.75
bLFF (back lay full full)	3.80
bdFdF (back double full in double full out)	3.95
bFFF (back full full full)	4.05
bHRaL (back half landy lay)	4.225
bFdFF (back full double full full)	4.45
bHRaF (back half landy full)	4.475
bFdFdF (back full double full double full)	4.85



Free Style Aerials

Can you come from behind to win with your last jump? Or solidify your victory? It's all in the timing!

Description of the event

- The level of difficulty is different according to the jump. Of course, more points can be received for a jump with a high level of difficulty, but you do not receive a good score if you make a mistake in entering the commands. Further, the same maneuver cannot be performed for both jumps.
- You will have 60 seconds to practice the command inputs before you jump. Press any Directional button to end practice and start your descent.
- For maximum height, which gives you more time to enter the commands, time your jump to match the player's movement.

Controlling your player

ACTION	CONTROLLER
JUMP SELECTION	USE THE DIRECTIONAL BUTTONS TO SELECT YOUR TRICK FROM THE MENU. ENTER YOUR SELECTION WITH THE ✖ BUTTON.
START	AFTER THE START SIGNAL PRESS ANY DIRECTIONAL BUTTON TO BEGIN YOUR DESCENT.
JUMP	PRESS EITHER THE L1 OR R1 BUTTON AT THE END OF THE RAMP.
IN-AIR TECHNIQUE	QUICKLY ENTER THE BUTTON COMMANDS
LANDING	IF THE COMMANDS WERE COMPLETELY ENTERED BEFORE TOUCHING DOWN, THE LANDING WILL BE SUCCESSFUL

MULTI PLAY

A maximum of 4 players can compete in this game. However, for 3 or more players, you must use a Multi-Tap, sold separately. Four controllers can be connected to one Multi-Tap.

■ Equipment required

FOR 2 PLAYERS 2 controllers

FOR 3 OR 4 PLAYERS A controller for each player and one Multi-Tap

■ Connection Specifications

* Notes on using the Multi Tap
When connecting controllers to a Multi-Tap, always connect a Controller to Port A of the Multi Tap first, followed by Ports B, C, and D. It is strongly advisable to use only Controllers packaged with your PlayStation™ game console or Controllers specified as suitable by Sony Computer Entertainment America.

For 2 players, the Controller for player 1 is connected to Controller Port 1, and the Controller for player 2 to Controller Port 2. For 3 or 4 players, a Multi-Tap is connected either to Controller Port 1 or Controller Port 2 of the PlayStation™ game console, and Controllers are connected directly to the Multi-Tap's Controller Ports A, B, C, and D. When the Controller is not connected at the start, it will not be detected during the game.

Consumer support
If you feel stuck in the game, or just need a boost, don't worry!
You can call the Konami Game Hint & Tip Line for help on this software and all the fine Konami products.
Konami Game Hint & Tip Line
1-900-896-HINT (4468)
- 85¢ per minute charge
- $1.15 per minute support from a game counselor
- Touch tone phone required
- Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 8:30 A.M. to 5:00 P.M. CST only.
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World Wide Web - http://www.konami.com
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If you experience technical problems with your NAGANO WINTER OLYMPICS '98 game, try our Warranty Services number:

(847) 215-5111

Konami of America, Inc.

900 Deerfield Pkwy.

Buffalo Grove, IL 60089-4510

KONAMI IS OFFERING A REWARD FOR YOUR INFORMATION

To help us to continue making the hottest PlayStation™ games ever, please answer these questions about NAGANO WINTER OLYMPICS '98. Mail the card to us, and you could win a free Konami video game in our monthly drawing!

Each card qualifies for one monthly drawing. Please fill in all information about the primary game player, or include all information on a 3 x 5 card and mail to : Konami of America, Inc. P. O. Box 318, Addison, IL 60101-0318. One entry per person. Winner will be notified by mail within 30 days of drawing. This contest void in Washington, Missouri, Florida, Ohio and other places where prohibited. In Kansas a cash alternative in lieu of a prize may be requested. This contest may be terminated without notice. No purchase necessary.

1. Date NAGANO WINTER OLYMPICS '98 was purchased

_____

2. Who purchased the game? 1. ❑ Mom 2. ❑ Dad 3. ❑ Game Player 4. ❑ Grandparent 5. ❑ Friend 6. ❑ Other Relative

The following questions should be answered by the primary game player.

3. How did you hear about this game?

1. ❑ Friend 2. ❑ TV 3. ❑ Magazine review
4. ❑ Game package in store 5. ❑ Magazine ad
6. ❑ Rented it 7. ❑ Played or saw demo in store

4. What type of video games do you like?

1. ❑ Action/arcade 2. ❑ Adventure/role play
3. ❑ Sports 4. ❑ Puzzle 5. ❑ Fighting

5. What are your favorite magazines?

1. ❑ Next Generation 2. ❑ Game Pro
4. ❑ Comics 5. ❑ Ultra Game Players
6. ❑ Electronic Gaming Monthly
8. ❑ Game Fan 9. ❑ Game Informer
10. ❑ PS Extreme

6. Do you own any other game systems?

1. ❑ Super Nintendo 2. ❑ Sega Genesis
4. ❑ GameBoy 6. ❑ Game Gear
7. ❑ Sega Saturn 9. ❑ Nintendo 64

7. How many games for the PlayStation™ game console do you plan to purchase in the next 12 months?

1. ❑ 1-5 2. ❑ 6-10 3. ❑ 11-20
4. ❑ 21-30 5. ❑ 31 or more

8. Who else in the family plays the game?

1. ❑ Brother(s) 2. ❑ Sister(s) 3. ❑ Dad 4. ❑ Mom

9. What are your favorite hobbies?

1. ❑ Team sports 2. ❑ Skateboarding
3. ❑ Rollerblading 4. ❑ Arcade game play
5. ❑ Collecting

NAME: _____

ADDRESS: _____

_____

CITY: _____

STATE: _____ ZIP: _____

PHONE: (_____) _____ - _____

BIRTH DATE: _____/_____/_____

❑ MALE ❑ FEMALE

17027

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P. O. BOX 318
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KIDS TO ADULTS K-A CONTENT RATED BY ESRB

PlayStation

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