
PlayStation
NTSC U/C
PlayStation
EVERYONE
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CONTENT RATED BY
ESRB
SLUS-01177
OFFICIAL
VIDEO GAME
Sydney 2000
TM ©
ATD
EIDOS
INTERACTIVE

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We reserve the right to make any alterations to the game or specification at any time without prior notice. Some screenshots in this manual may show pre-completion screens that differ slightly from actual game screens.

THE OLYMPIC GAMES

"The most important thing in the Olympic Games is not to win but to take part, just as the most important thing in life is not the triumph, but the struggle. The essential thing is not to have conquered, but to have fought well."

Baron Pierre de Coubertin, founder of Modern Olympism

The Olympic Movement is symbolized by five interlaced rings, representing the five continents of the world. The aim of the Olympic Movement is to contribute to building a better world by educating youth through sport practiced without discrimination of any kind and in the Olympic Spirit.

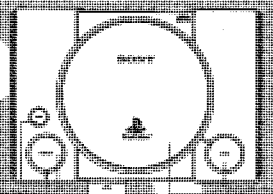
The Olympic Games is unique in the sporting world. It is the only competition where the best athletes from 200 countries have the opportunity to strive against one another in the spirit of peaceful competition, friendship and fair play.

Very few people have the opportunity to compete at the Olympic Games. But now computer games players and budding Olympians from all over the world have a chance to train a team of 12 virtual athletes to compete against the best of the best and hopefully have what it takes to win the most coveted sporting prize of all. Good luck in **SYDNEY 2000**, the official video game of the Games.

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

SETTING UP

Set up your PlayStation game console according to the instructions in its instruction manual. Make sure the power is off before inserting or removing a compact disc. Insert the **SYDNEY 2000** disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.



IMPORTANT: Do not insert or remove peripherals or MEMORY CARDS once the power is turned on.

MEMORY CARDS

To save game settings and results or continue play on previously saved games, insert a MEMORY CARD into MEMORY CARD slot 1. If you do not have a MEMORY CARD, the game will allow you to play without saving game settings and results.

Make sure there are enough free blocks on your MEMORY CARD before commencing play. **SYDNEY 2000** requires at least 5 free blocks.

SAVING AND LOADING - HEAD TO HEAD MODE

Sydney 2000 contains a feature allowing you to use saved game athletes from Olympic mode in an arcade environment against other friends' athletes also playing **SYDNEY 2000** on the PlayStation game console.

1-8 PLAYER SIMULTANEOUS PLAY

SYDNEY 2000 automatically detects the number of controllers inserted into your PlayStation game console. Up to four players can participate if a Multi Tap (sold separately) is used, or up to eight players with two Multi Taps.

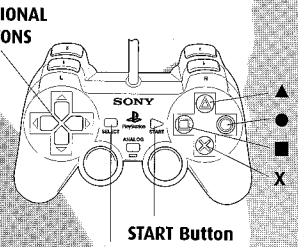
A Multi Tap should be inserted into Controller port 1, and a controller into Controller port 1-A of the Multi Tap. Further controllers should be inserted sequentially into Controller port 1-B, Controller port 1-C, etc.

CONTROLS

MENU CONTROLS

Use the Directional buttons to highlight your choice, then press the **X** button or START to confirm the selection. Press the ▲ button or SELECT to cancel the selection and return to the previous menu.

NOTE: **SYDNEY 2000** does not support analog mode.



IN-GAME CONTROLS

Your success at any particular event will depend on your reflexes and timing. You build up power by alternately tapping the two Power buttons as rapidly as possible. At certain key points (depending on the event) you must press or press and hold the Action button. (See page 5 for a chart showing Power and Action buttons.)

NOTE: The default controls for each event are given in the Events section starting on page 11. You can change the default configuration in the Options menu (see page 10).

IN-GAME CONTROLS

POWER BUTTONS	● and **X** buttons Tap these two buttons alternately as rapidly as possible to build up power for the event.
ACTION BUTTONS	■ or ▲ button Press or press and hold at key points during the event.
DIRECTIONAL BUTTONS	Use these to highlight the option of your choice.

MAIN MENU

Use the Directional buttons to highlight one of the game modes, then press the **X** button to select it.

ARCADE MODE	A quick start game mode that lets you try out any event.
OLYMPIC MODE	Take on the challenge of each event as a different athlete. Through rigorous training, aspire to become one of the few chosen for the **SYDNEY 2000** Olympic Games.
HEAD TO HEAD MODE	Players register their entries in a simultaneous multi-player game. Individual controllers are required for each player.
COACHING MODE	Get advice on technique for each event.
OPTIONS	Customize the game's set-up.

ARCADE MODE

This is a quick start game mode that lets you try out any of the events. You don't have to qualify or train your athletes; you jump straight in at Olympic Games level. Two Arcade modes, Classic and Repeat Play, are available from the Game Setup menu. In Classic mode, players complete 12 events, gaining points dependent on performance. Each event can be played only once. Repeat Play mode is similar to Classic mode, with the option of replaying events to gain higher scores. After selecting a mode from the Game Setup menu (see page 10), select "Arcade" from the Main Menu.

PLAYER SETUP

Up to eight people can take turns competing against each other and the computer controlled opposition. Use the ↑/↓ Directional buttons to highlight a player slot, then press the **X** button. Use the following options to create a player profile:

NAME/INITIALS — Press the **X** button to select the first initial. Use the ↑/↓ Directional buttons to scroll through the letters and ←/→ to move on to the next initial. Press the **X** button to proceed.

NATIONALITY — Use the ↑/↓ Directional buttons to highlight a nationality and ←/→ to scroll through the nationalities available.

HANDICAP — Use the ↑/↓ Directional buttons to highlight a handicap and ←/→ to choose a number of stars. This feature affects how many more Power button pushes you must make depending on your skill. Select one star if you are a not a very skilled player, or up to five stars if you are highly skilled. You can also set a player as a Computer Competitor by pressing → on the fifth star.

REGISTER — Use the ↑/↓ Directional buttons to highlight "Finished," then press the **X** button to accept your player setup.

When all players are ready to proceed, highlight OK and press the **X** button to move on to the Event Select screen.

EVENT SELECT

Use the ↑/↓ Directional buttons to highlight your chosen event, then press the **X** button to proceed.

EVENTS

100 Meters Sprint
Javelin
Triple Jump
Skeet Shooting
10 Meter Platform Diving
Olympic Sprint Cycling
110 Meters Hurdles
Hammer
High Jump
100 Meters Freestyle Swimming
Super Heavyweight Weight Lifting
Kayak K1 Slalom

COMPETING

Players take turns participating in a heat for the chosen event. In race events the player's number is shown in a colored circle above the athlete currently under control.

After each heat a Results table is displayed. From left to right it shows: ranking, player name, nationality and result (e.g. time, distance thrown, height jumped, etc.) Press the **X** button to proceed: a replay of the action is then shown on a loop. Press the **X** button again and the next player, if there is one, gets a chance to compete.

Once all players have competed, a Results table is displayed combining the outcomes of all heats and showing the relative rankings of all players involved. From left to right it shows: ranking, player name, nationality, result and points scored. Press the **X** button to move on to the Player Standings screen where all players are ranked overall for every event they've competed in so far. From left to right it shows: ranking, player name, nationality and total overall scoring.

Press the **X** button to return to the Event Select screen.

OLYMPIC MODE

Play as athletes aspiring to reach the finals of the greatest sports event in the world. In each event you play as a different athlete. Take each athlete through a tough series of training events and qualifying competitions. Do your best to become one of the elite few fit and skilled enough to reach these cyber Olympic Games. On the Player Setup screen, use the ↑/↓ Directional buttons to highlight these items:

INITIALS	Press the **X** button to select the first initial. Use the ↑/↓ Directional buttons to scroll through the letters and ←/→ to move on to the next initial. Press the **X** button to proceed.
NATIONALITY	Use the ←/→ Directional buttons to choose a nationality.
OK	Press the **X** button to proceed to the Event Select screen.
LOAD	Press the **X** button to load a previously saved tournament and resume play where you left off. Use the ↑/↓ Directional buttons to highlight one of the saved game slots, then press the **X** button twice to make it the current game.

EVENT SELECT

Use the Directional buttons to highlight one of the choices, then press the **X** button to select. All 12 events are listed. You may choose to qualify for events in any order. When you begin a game, notice that an icon beside each event lights up when you complete a stage of competition. Select an event from the list and proceed to the Training screen. Once you achieve Olympic qualification in any event, you can select "Go to Olympic Games" and pit your athlete against the world's best.

To save progress, select "Save," highlight a game save block, and press the **X** button. Use the Directional buttons to enter a name for the saved data, then press the **X** button twice.

TRAINING

This is where you train your athletes, hone skills, build up physique and morale, and ultimately put them through the qualification process to make the Olympic team. Each event is associated with three forms of training. By working through these training programs, you can see strength, skill and morale improving. This gives you a better chance to win and thereby progress to higher levels of competition. On the Training Menu, use the ↑/↓ Directional buttons to highlight an option, then press the **X** button:

OPEN TRIALS	Stage 1 of your journey to the Games. Once you train up and win this stage, you will progress to Stage 2 – Invitation, then Stage 3 – Championship, and then on to the Olympic Games.
	Gym routine 1 or 2: Select either to perform the training.
	Gym routine 3: Selectable when you reach the Championship stage.
EVENT ARENA	Take track and field training. Improving your athlete's Personal Best performances here improves his or her skill and morale ratings.
QUALIFY	Compete against other hopefuls for a chance of making it to the next stage of competition on your way to the Olympic team.

HEAD TO HEAD MODE

Two players can play this mode using two controllers; up to eight players can play using up to two Multi Taps and up to eight controllers. Each player must have a MEMORY CARD containing a **SYDNEY 2000** Olympic Mode save. In turn, players insert their MEMORY CARD into slot 1 of the PlayStation game console or slot 1-A of the Multi Tap, then, using the controller they intend to compete with, select "New Player." Once data has been loaded from the MEMORY CARD, players can change their initials or country and press the **X** button to confirm the player registration. **The foregoing must be done for each player competing in Head to Head mode.** The MEMORY CARD may only be removed after each player has finished loading the data. When all players have registered and confirm, select "Start" and continue to the Event Selection screen.

COACHING MODE

Receive coaching on your chosen event and practice what you learned in a training environment. In Practice mode you practice the event without breaks or interruptions. Cheat mode allows you to see and compete against your previous best result.

OPTIONS

Select this from the Main Menu. Use the Directional buttons to highlight any option, then press the **X** button to select it. In the submenus, use the ↑/↓ Directional buttons to highlight options, and ←/→ to change settings. When you're finished, select "Accept these to save the changes." Selecting "Save" changes the default settings, and "Yes" uses these settings only until you next load the game. Selecting "No" discards changes.

GAME SETUP	Enter the Game Setup submenu.
ARCADE	Choose "Classic" or "Repeat Play."
DIFFICULTY	Set the ability of computer-controlled athletes.
WATCH	Choose "Humans only" to see the final results of your performance. To watch the performance of the computer-controlled athletes, select "Players only."
DEFAULT SETTINGS	Return all game settings to their default values.
AUDIO	Enter the Audio Setup submenu.
SFX VOLUME	Adjust the volume of in-game sound effects.
MUSIC VOLUME	Adjust the volume of in-game music.
COMMENTARY VOLUME	Adjust the volume of in-game commentary.
VIDEO	Adjust your screen horizontally and vertically.
CONTROLLERS	Customize the configuration for any or all controllers.
EVENT SELECT	Decide how many events you'll play in Arcade mode.

EVENTS

SYDNEY 2000 covers 12 events in all. The controls and brief rules are listed on the following pages.

100 METERS SPRINT

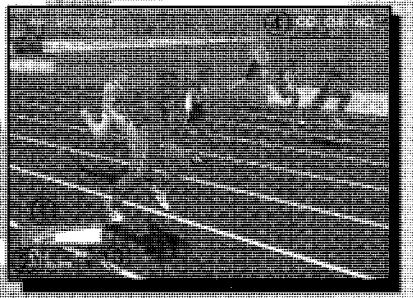
This is a sprint race timed over 100 meters. The first person to cross the finish line is the winner.

- The race official announces "Set" and then "Go." On the word "Go," alternately tap the Power buttons as rapidly as possible.

  NOTE: If you start tapping before the "Go" order, a false start is called. Do this twice in Olympic mode competition and you will be disqualified.

- The faster you tap the Power buttons the greater your speed will be along the course.

- As you are about to cross the finish line, press the Action button to dip forward across the line and optimize your time.



1 Power Gauge – the further the line moves to the right, the greater your athlete's speed
2 Player name & meters per second clock
3 Nationality
4 Time in seconds

100M SPRINT DEFAULT CONTROLS

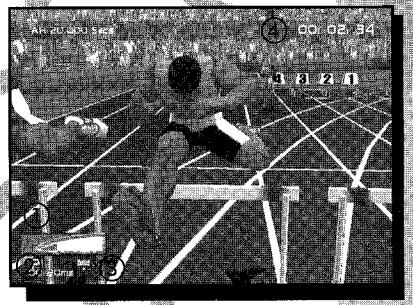
Run	Alternate **X**/●
Dip	■ or ▲

110 METERS HURDLES

This is a timed race over 110 meters and 10 hurdles. The first person to cross the finish line is the winner.

- The race official announces "Set" and then "Go." On the word "Go," alternately tap the Power buttons as rapidly as possible.

  NOTE: If you start tapping before the "Go" order, a false start is called. Do this twice in Olympic mode competition and you will be disqualified.
- The faster you tap the Power buttons the greater your speed will be along the course.
- When you are near each hurdle, press the Action button to make your player jump.
- As you are about to cross the finish line, press the Action button to dip forward across the line and optimize your time.



1 Power Gauge – the further the line moves to the right of the gauge, the greater your athlete's speed
2 Player name & meters per second clock
3 Nationality
4 Time (in seconds)

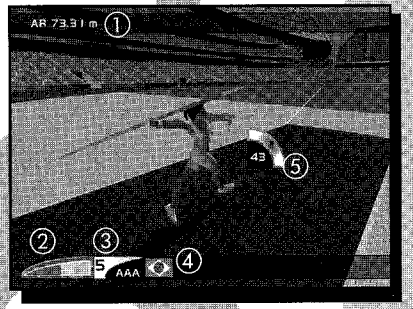
110M HURDLES DEFAULT CONTROLS

Run	Alternate **X**/●
Jump/Dip	■ or ▲

JAVELIN

Each competing athlete is allowed three attempts at throwing the javelin. The athlete with the longest throw is the winner. If the athlete steps over the marker line then the attempt is invalid and declared a "No Throw."

- Alternately tap the Power buttons as rapidly as possible to build up speed in the run-up.
- When the Elevation Gauge appears, press and hold the Action button; release it when the gauge is at 45 degrees.



1 Record throws (in meters): WR is World Record, OR is Olympic Record, and PB is Personal Best
2 Power Gauge – the further the line moves to the right, the greater the strength of the throw
3 Player name
4 Nationality
5 Elevation Gauge – the further the line moves up the gauge, the greater the angle of your throw

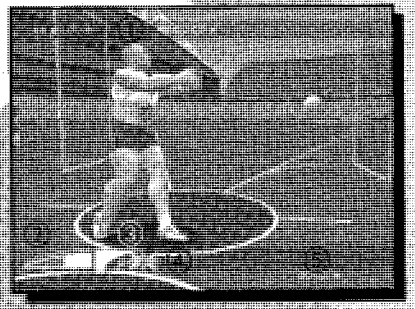
JAVELIN DEFAULT CONTROLS

Run	Alternate **X**/●
Throw	■ or ▲ (hold and release)

HAMMER

Each competing athlete is allowed three attempts to throw the hammer. The athlete with the longest throw is the winner. If the athlete steps over the marker line or the hammer lands outside the prescribed limits marked out on the field then the attempt is invalid and declared a "No Throw."

- Alternately tap the Power buttons as rapidly as possible to build up speed in the build-up.
- When you're ready to release the hammer, press and hold the Action button; release it when the gauge is at 45 degrees and the player is facing out of the cage. Judging the optimum time of release (facing out of the cage) can be difficult. Watch the timing bar located above the status bar. Aim to release at a 45 degree elevation when the marker is in the middle bar.



1. *Record throws (in meters): WR – World Record, OR – Olympic Record, PB – Personal Best.*
2. *Power Gauge – the further the line moves to the right, the greater the strength of the throw.*
3. *Player name*
4. *Nationality*
5. *Timing Bar – Aim to release the hammer in the green section.*

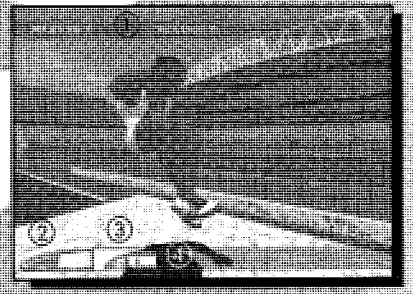
HAMMER DEFAULT CONTROLS

Run	Alternate X / ●
Throw	■ or ▲ (hold and release)

TRIPLE JUMP

Each competing athlete is allowed three attempts at a combined hop, step and jump. The athlete who covers the greatest distance is the winner. If the athlete steps over the foul line then the attempt is invalid and declared a "No Jump."

- Alternately tap the Power buttons as rapidly as possible to build up speed in the run-up.
- Press and hold the Action button until the gauge is at 45 degrees to begin the sequence; at each stage in the jump tap the Action button when the gauge is at 45 degrees.



1. *Record jumps (in meters): WR – World Record, OR – Olympic Record, PB – Personal Best.*
2. *Power Gauge – the further the line moves to the right, the greater your athlete's speed on take-off.*
3. *Player name*
4. *Nationality*

TRIPLE JUMP DEFAULT CONTROLS

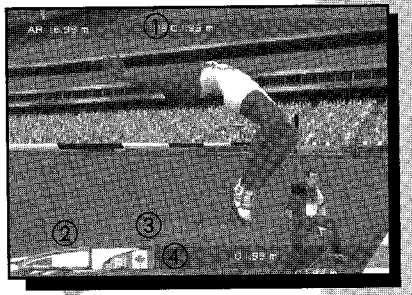
Run	Alternate X / ●
Hop	■ or ▲ (hold and release)
Step/Jump	▲ or ▲ (press)

HIGH JUMP

Each competing athlete is allowed three attempts at jumping over a horizontal bar. Before each attempt the current height of the bar is displayed. If the athlete clears the bar successfully, it will be raised on the next attempt. If the athlete knocks the bar over, then the attempt is invalid and declared a "No Jump." The athlete who clears the greatest height is the winner. You must jump in excess of the qualifying height in order to reach the Olympic final.

- Alternately tap the Power buttons as rapidly as possible to build up speed in the run-up.
- When your take-off foot hits the floor, press and hold the Action button to jump.
- Release the Action button to flip your athlete's legs over the bar.

1 Record jumps (in meters): WR – World Record, OR – Olympic Record, PB – Personal Best
2 Power Gauge – the further the line moves to the right, the greater your athlete's speed on take-off
3 Player name
4 Nationality



HIGH JUMP DEFAULT CONTROLS

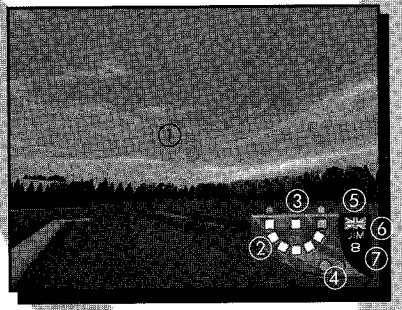
Run	Alternate **X**/●
Jump	■ or ▲ (hold and release)

SKEET SHOOTING

Each athlete has 25 skeets to shoot with a double-barreled shotgun. Athletes move from shooting base to base (eight total) marked out on a semi-circular arc. The athlete who shoots the most skeets is the winner. In the Skeet Final at the Olympic Games, athletes compete over three days. All competitors take part for the first two days, with no cut off. On day 1, you progress through three rounds of 25 skeets; on day 2, two rounds of 25 skeets. If you place in the top six, you progress to the final and face another 25 skeets to decide Olympic gold. Your starting score in the final is your combined score for the first two days.

- Press the Action button. This will signal "pull" and the start of your attempt.
- Use the Directional buttons to control the sight and aim your gun. The skeet will fly in from the left or right. Position the sight ahead of the skeet and press the Action button to pull the trigger.
- Position the sight ahead of the next skeet and press the Action button to pull the trigger a second time.

1 Gun sight
2 Location and status of skeet launchers
3 Current shooting position
4 Gun status: green signifies an unspent cartridge, red a spent cartridge
5-6 Player name; Nationality
7 Total number of skeet hit



SKEET SHOOTING DEFAULT CONTROLS

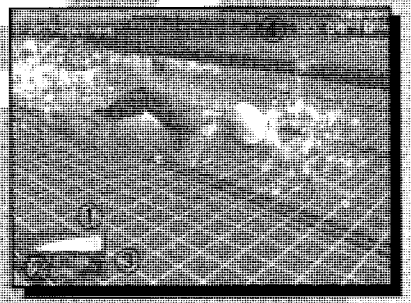
Sight/Aim	Directional buttons ↑/↓/←/→
Shoot	■ or ▲

100 METERS FREESTYLE SWIMMING

This is a sprint race timed over 100 meters in a 50-meter pool. The first person to touch the side at the end of the race is the winner.

- The race official announces "Place Your Marks" and then "Get On Your Mark." On "Go," tap the Power buttons to automatically dive in.

  NOTE: If you dive in before the "Go" order then a false start is called. Do this once in Olympic mode competition and you will be disqualified.
- Once in the water, alternately tap the Power buttons as rapidly as possible. The faster you tap the Power buttons, the greater your speed will be along the course.
- For a rapid turn at the halfway point, tap the Action button to perform a tumble turn as you approach the poolside.
- Continue to tap the Power buttons along the second straight. As you are about to touch the side marking the end of the race, press the Action button to reach forward and optimize your time.



1 Power Gauge - the further the line moves to the right, the greater your athlete's speed
2 Player name & meters per second clock
3 Nationality
4 Time in seconds

100M FREESTYLE SWIMMING DEFAULT CONTROLS

Swim		Alternate	X/●
Tumble/Reach	■ or ▲		

10 METER PLATFORM DIVING

Each competing athlete is allowed five dives from a high board. Judges award points for style, technique and clean entry into the water. In the Olympic final, you face three stages of competition, selecting your dives before each stage. In stage 1, you perform five dives, in stage 2, four dives. These four dives must have a combined difficulty rating of 7.6 or less. You progress to the final if your combined score for the first two stages is high enough. In stage 3 (the final), you perform five dives of increased difficulty. The athlete with the most points overall is the winner.

- Before the dive, specify the sequence of moves you will attempt to complete.
- Tap the Action button at the highest point on the Power bar to begin the dive. The greater the power of the dive, the more height from the board and time to perform the dive you will have.
- You will pass through colored rings indicating the sequences of moves you selected. When you pass through a ring, press the button for that color. (Rings are color-coded to the associated controller buttons.)
- After the dive, you see the judges' point awards and receive a total score.



1 Type of dive you will attempt
2 Power Gauge - the further the line moves to the right, the greater the height achieved on take off
3 Nationality
4 Points awarded

10M PLATFORM DIVING DEFAULT CONTROLS

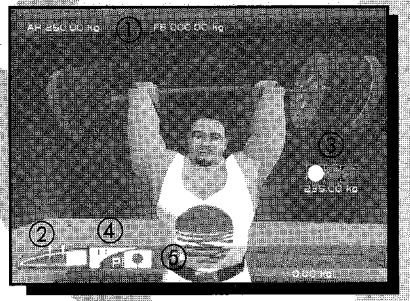
Jump	■	Blue Ring	X
Red Ring	●	Green Ring	▲

SUPER HEAVYWEIGHT WEIGHT LIFTING

Each athlete is allowed three attempts at lifting a weighted bar and holding it the head with arms locked until the three judges are satisfied. Before each attempt the current weight of the bar is displayed. If the athlete lifts the weight successfully, the weight will be increased on the next attempt. If the athlete fails to lift the bar or drops the bar before all three judges approve the lift, then the lift is invalid and declared a "No Lift." The athlete who lifts the greatest weight using the least attempts is the winner.

- Alternately tap the Power buttons as rapidly as possible to build up power. When the Power Gauge goes beyond the first marker, make the "Clean" by tapping the Action button and lifting the bar to your chin.
- Continue tapping the Power buttons rapidly to build up power for the "Jerk." When the second marker blinks, tap the Action button to extend your arms and lift the bar over your head. Hold the lift until all three judges rule on the attempt.

1 Record lifts (in kgs): WR – World Record, OR – Olympic Record, PB – Personal Best
2 Power Gauge – the further the line moves to the right, the greater the power of the lift
3 Three lights – all three lights must turn white if the lift is to qualify
4 Player name
5 Nationality



SUPER HEAVYWEIGHT WEIGHT LIFTING DEFAULT CONTROLS

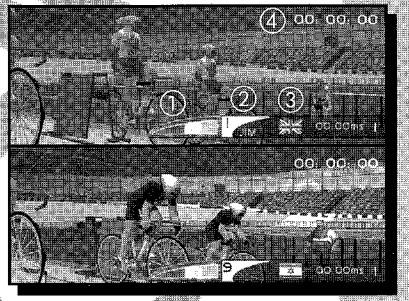
Power up	Alternate X/●
Lift	■ or ▲ (hold)

OLYMPIC SPRINT CYCLING

This is a sprint race involving three-man teams against the clock. After each lap the lead cyclist peels off and retires, leaving the teammate(s) to continue the sprint. The team with the fastest time to complete three laps is the winner.

- Begin by alternately tapping the Power buttons in a steady rhythm. The faster you tap the buttons, the greater your speed will be along the course. Remember to leave yourself with enough stamina for the final sprint on the third lap.
- At the end of the first and second laps, press the Action button as you cross the starting line to time the peel off of the lead cyclist cleanly and optimize your time.

1 Power Gauge – the further the line moves to the right, the more stamina your athlete has
2 Player name
3 Nationality
4 Time in seconds



OLYMPIC SPRINT CYCLING DEFAULT CONTROLS

Cycle	Alternate X/●
Peel off	■ or ▲

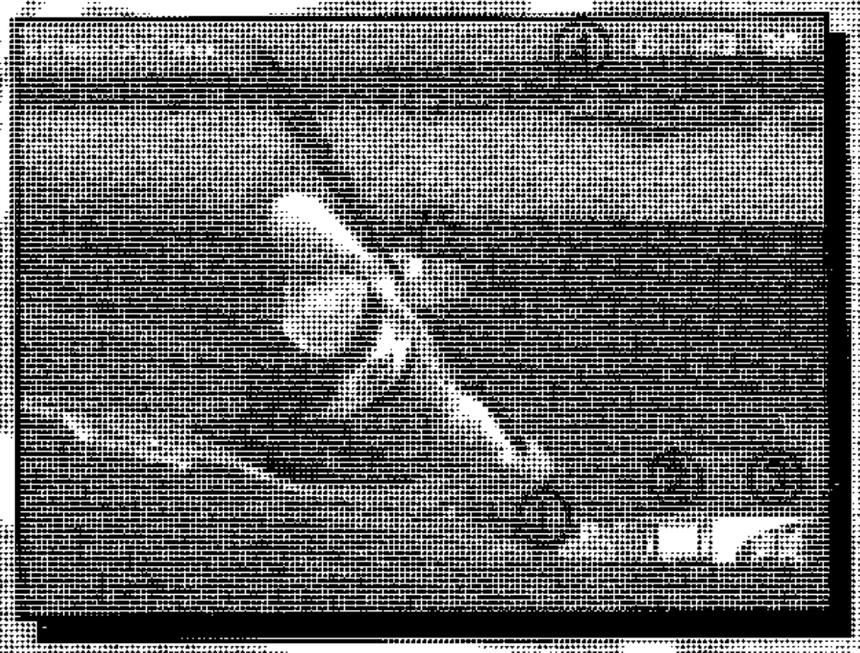
http://www.psxnuked.com

KAYAK K1 SLALOM

This is a test course made up of a number of gates, raced against the clock on a whitewater course. In the Olympic final, each competitor has two separate runs. The fastest time for these two runs wins Olympic gold.

- Gate colors indicate direction of travel: red means go upstream, green means go downstream.
- Missing a gate results in a time penalty of 50 seconds and hitting a gate results in a time penalty of two seconds. The athlete who completes the course in the best time is the winner.
- Use the Directional buttons to control the kayak.
- Press the X button to move forward.
- Press the ■ button to reverse.
- Press the ▲ button to dodge gate poles.

1 Number of gates passed
2 Player name
3 Nationality
4 Time in seconds



KAYAK K1 SLALOM DEFAULT CONTROLS

Turn left/right	←/→
Move forward	X
Move backward	■
Dodge gate poles	▲