

XBOX



# DARK SUMMIT



TEEN  
**T**  
CONTENT RATED BY  
ESRB

**THQ**

## **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.

### **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 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 on your set.

### **Other Important Health and Safety Information**

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

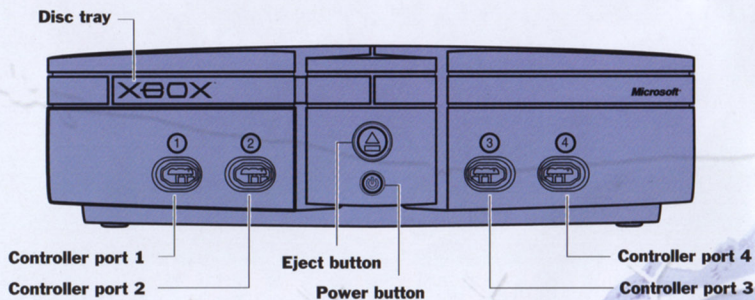
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# DARK SUMMIT™

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1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Dark Summit* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Dark Summit*.

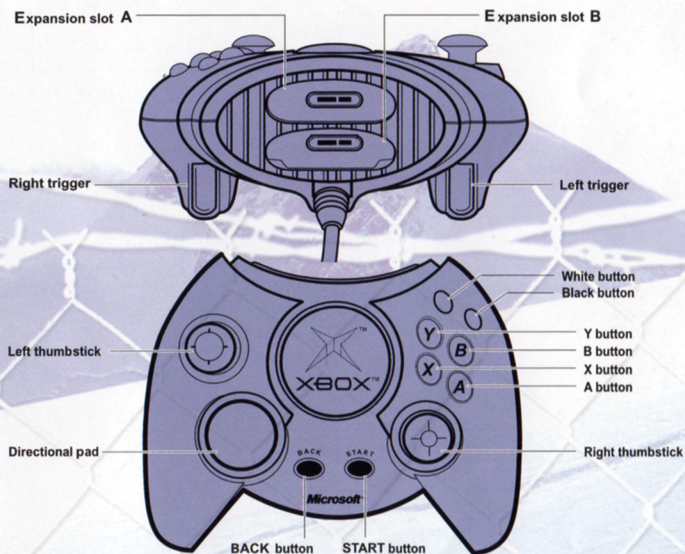
## Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.








## USING THE XBOX CONTROLLER








1. Insert the Xbox Controller into any controller port of the Xbox console. For multiple players, insert additional controllers.
2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Dark Summit*.

# CONTROLS






















## Menu Selections

-  \_\_\_\_\_ Change selections
-  \_\_\_\_\_ View More Options (where applicable)
-  \_\_\_\_\_ Confirm selection
-  or BACK \_\_\_\_\_ Previous menu
-  \_\_\_\_\_ Equipment Hut (Character Select screen only)

## Game Controls







-  (tap) \_\_\_\_\_ Ollie
-  (hold down & release) \_\_\_\_\_ Jump
-  (hold down) \_\_\_\_\_ Duck
-  \_\_\_\_\_ Tuck
-  \_\_\_\_\_ Snowplow
- START button \_\_\_\_\_ Pause the game
- BACK button \_\_\_\_\_ Reset to main path
- TRIGGERS \_\_\_\_\_ Chase "Cam"

## Air Tricks



-  or  \_\_\_\_\_ Rotation
-  or  \_\_\_\_\_ Flip
-  \_\_\_\_\_ Indy Grab
-  +  \_\_\_\_\_ Nose Grab
-  +  \_\_\_\_\_ Tail Grab
-  +  \_\_\_\_\_ Mute Grab
-  +  \_\_\_\_\_ Method Grab
-  +  \_\_\_\_\_ Iguana Grab
-  +  \_\_\_\_\_ Melon Grab
-  +  \_\_\_\_\_ Lien Grab
-  +  \_\_\_\_\_ Crail Grab
- TRIGGERS \_\_\_\_\_ Tweak (while doing a grab)



## Jibbing

-  (hold & land on rail) — Grind
  -  (release) — Jump Off Rail
  -  — Tail Manual Grind
  -  — Nose Manual Grind
  -  or  — Rotate Left/Right
- (while on rail)











## Half Pipe

-  (facing downhill) — Frontside Handplant
-  (facing uphill) — Backside Handplant

## Special Tricks

-  ,  ,  — Misty Flip
-  ,  ,  — Back Flip to 180 with Tail Grab
-  ,  ,  — Front Flip 720 Method
-  ,  ,  — High Kick
-  ,  ,  — Honey Flip
-  ,  ,  — Inverted to 540
-  ,  ,  — Corkscrew 1080
-  ,  ,  ,  — Flip Catch
-  ,  ,  ,  — B-Boy
-  ,  ,  ,  — Heart Attack
-  ,  ,  — Iron Monkey
-  ,  ,  ,  — Front Flip 720

## Half Pipe Special Tricks

-  ,  ,  — Corkscrew 720
-  ,  ,  — Rocket Air 360
-  ,  ,  ,  — Hi-Fi

Surveillance Report 22-65812

CONFIDENTIAL

Subject = Mt. Garrick

Due to the sensitive nature of our operations in this area we must ensure maximum security as well as secrecy. Keeping a low profile with regards to this matter is top priority.

At approximately 2200h on Wednesday, December 29th our facilities observed an object entering the atmosphere traveling due west from a point over the Atlantic Ocean. The object was tracked until completion somewhere in the vicinity of an operational ski resort, Mt. Garrick. Apache helicopters equipped with the latest silencing and night vision equipment were dispatched to the area to observe and secure the disturbance. Further investigation warranted the need to act quickly to secure the area without causing any question or alarm. Field reports stated that Mt. Garrick was struggling financially. Offering the resort a large settlement to set up operations and co-exist with the current facilities proved a simple matter.

Recent security reports from the resort may be cause for alarm. In the past, Mt. Garrick catered only to skiers - easily manipulated, conservative, slow and dim-witted folk. Recently however, a small number of the snowboarding community have arrived. Young, adventurous and strong-willed, these subjects must be controlled in order to protect our asset.

As detailed in dossier AV-90125, our contract with Mt. Garrick management provided, 'free of charge', a complete Ski Patrol team. This unit is led by one of our field agents, Brian O'Leary. Chief O'Leary must make certain that the snowboarding community does not grow, and if possible, rid the resort completely of these troublesome individuals. Chief O'Leary has every surveillance device at his disposal to keep our asset protected. We cannot risk our secret being discovered.

End Report.



It's up to you to defeat the Chief, win back the mountain for all snowboarders and uncover the covert agenda!

## **MORE ON TRICKS**

Gain as much speed as you can, then launch yourself off a jump for some huge air. Use the easier Air and Jibbing tricks first to get used to the controls. Attempt the Special Tricks after you're able to land the easier tricks.

Timing of your jumps is the key to landing tricks. Work on releasing the jump button at the lip of each hit to maximize your air.

Note: Look for different coloring on the snow to distinguish gap jumps from run-of-the-mill hits.

### **Rotation**

While in the air, press and hold the D-pad LEFT/RIGHT to rotate left or right. The longer you hold down the D-pad, the more you will rotate.

Hint: Learn to stop your rotation with your board facing downhill before you land, or you'll tumble down the slope!

### **Flip**

You can also flip forwards or backwards in mid-air by holding the D-pad UP or DOWN. Make sure to complete a flip before releasing the D-pad, or you'll land on your head!

### **Grab Tricks**

Now that you've mastered the rotation and flip tricks, try grabbing your board mid-air! Use the D-pad and the B button to pull off different grab tricks. Tweak your grabs in mid-air using the triggers. Add a rotation or flip for more difficulty (and points)!

### **Jibbing**

Hold down the X button before you land on a rail to stick to it. Try to combo an Air trick onto a rail for huge points!

## Special Tricks

Bust insane tricks by using the A, B, X and Y buttons together. Make sure you have a ton of air before attempting a Special Trick, or you'll wipe out hard!

Note: Find the Special Trick power-ups in Challenge Mode to add more tricks to your list. To view the list of tricks available to you, pause the game and select Special Tricks List from the Pause Menu.

## THE GAME SCREEN

Use information on the Game Screen to help complete your objectives for each run.

### Lift Points

Your lift points are shown in the top-right corner of the game screen. Lift points are earned by completing challenges. Every time you complete a challenge, you will gain the number of lift points that that challenge is worth.

### Equipment Points

Your equipment points are shown in the top-right corner of the game screen, just below your lift points. Equipment points are earned by completing tricks. Some tricks are worth more than others. Combine several tricks in one jump for even more points! As you earn equipment points, you will become faster and be able to jump higher than before!

### Current Challenge Name

After accepting a challenge, its name and your progress through it will be displayed in the top-left corner of the game screen. If you complete





the challenge before the progress meter gets to the end, you'll be awarded with the lift points for that challenge!

### Current Challenge Counter

After accepting a challenge, a counter will appear on the left side of the screen. Each time you accomplish one of the goals of the challenge, a light on the counter will appear. When all of the goals are complete, the counter will disappear until your next mission.

### Trick Call-Out

Every time a trick or combo is performed, the name of the trick will be listed on the bottom of the screen. If you successfully land the trick, equipment points will appear and will be awarded to you.

### Current Talking Character

If an in-game character is talking to you, their face will be displayed in the bottom-right corner of the game screen.

## **PLAY DARK SUMMIT**

The Challenge Mode is the heart and soul of *Dark Summit*. As you accomplish each mission objective, you will earn Lift Points to get access to more advanced slopes. As the story unfolds, you will meet other snowboarders trying to achieve the same objectives you are.

### Rider Select

You will only be able to control Naya throughout the Challenge Mode. Press the X button to enter the Equipment Hut and upgrade your equipment. Press the A button to accept your changes and hit the slopes!





# DARK SUMMIT

## ENEMIES



Chief O'Leary



Ranger Dick



Hanz



Rachel



ALLIES



Naya



Felix



Hank



Len



Ty



Samantha

## Progress

You can view your Challenge Mode progress from the Rider Select screen — try to complete the game with a full 100%.

## Bomb Pieces

As you will learn, there are five bomb pieces scattered across Mt. Garrick. Alone, each piece of the bomb is worthless. Assembled, they comprise one of the most destructive weapons ever conceived.

As you ride down a run, an operative will help you find a bomb piece. These are indicated beneath your game Progress. Each time you find a piece of the bomb, it will be highlighted here.

## Equipment Hut

Use your hard-earned Equipment Points to upgrade Naya's equipment. Press LEFT/RIGHT on the D-pad to toggle between your Equipment and Outfit. Now press UP/DOWN to view the new items (and the points needed to purchase each item).



## Starting Location

Choose a ski lift to begin the next run. You start the game with a forged pass for the first ski lift. As you complete the mission objectives, you will earn lift points. Earn enough lift points and you can buy a forged pass for the next chair.

You will not be able to select a new location until the previous lift's objectives have been completed and you have enough lift points to buy the next pass.



## Special Tricks



When you begin, Naya only knows how to land a few over-the-top Special Tricks. She can learn more on her way down the slope by finding the Special Trick power-ups. When you see the power-ups, be sure to run over them so Naya can pick them up and add them to her repertoire.

After finding a Special Trick, press the START button to pause the game, then select SPECIAL TRICK LIST from the Pause Menu. Naya can complete any of the highlighted Special Tricks — she must find the Special Trick power-ups to add more tricks to her list.

## The Missions

After getting off the first lift, Naya receives a call on her Nokia mobile phone. If you earn enough lift points (220,000 points on the first run) you can buy another forged ski lift pass, for the next chair. There are a couple of ways to earn lift points. Either complete the mission objectives or help the covert operatives.

## Challenge Com Link (CCL) Stations

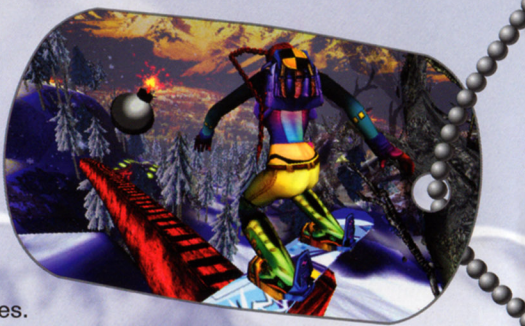
The first way to earn lift points is to find the Challenge Com Link stations as you board down the slopes. If you miss one, don't worry — another CCL station will be a little further down the mountain. After riding into the CCL station (shown on-screen as a colored gate), you will receive your next mission objective. Complete the objective for the lift points. If you're unable to complete the mission, you will be notified on-screen. Return to the ski lift to attempt to complete the mission again.

Note: After entering a CCL station, you will be unable to start another challenge until the current challenge is over. You can choose ABANDON CHALLENGE from the Pause Menu to quit the challenge and look for another CCL station.



## Operatives

You can also earn lift points by helping the covert operatives. You will meet five operatives at different times during your journey on the Mt. Garrick slopes. Trust these operatives fully as they trust you with their lives.



Each operative will have information regarding a piece of the bomb. Follow them to find the bomb piece, helping to stop the mountain's shadow organization (and to gain additional lift points).

Hint: After you complete the game for the first time, you'll be able to go back and play through the game as any of the covert operatives.

## Tricks

Another way to gain points atop Mt. Garrick is to land as many insane tricks as you can. During the run, the points you earn for each trick are added to your equipment point total.

Hint: To gain more points, combo your tricks. The key to gaining high combo points is to use the rails. A trick + grind + trick = 3X combo. Link up tricks and rails for more equipment points.

## PRACTICE

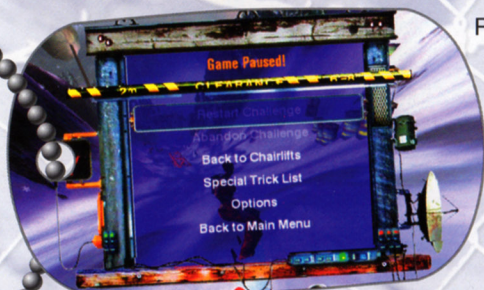
Use the Practice mode for a quick ride down the slopes or to learn the next run before taking on Chief O'Leary's ski patrol in the Challenge Mode.





Practice mode allows you to use the same tracks and equipment from your last saved point in Challenge Mode. Every unlocked rider, piece of equipment, and starting location you've been able to achieve in the Challenge Mode can be used here.

## PAUSING THE GAME



Press the **START** button at any time to pause the game. From the Pause Menu, you can make the following selections:

### **Restart Challenge (Challenge Mode only)**

In Challenge Mode, you can restart the current challenge. This will quit the current run and return you to the most recently visited Challenge Com Link station.

### **Abandon Challenge (Challenge Mode only)**

In Challenge Mode, you can quit the current challenge by selecting **ABANDON CHALLENGE** from the Pause Menu. This is helpful if you are unable to complete the challenge, and you want to find another Challenge Com Link station to try something new. You will not receive any points for an abandoned challenge.

### **Back to Chairlift**

Quit the current run and return to the top of the ski lift to try again. From here, you can select any of the runs you've gained access to in Play Mode.

## Special Trick List

This list shows all the tricks Naya can pull off, and the button commands needed to land them! Press the D-pad UP/DOWN to scroll through the list of Air tricks, or press LEFT/RIGHT to check out Naya's Half-Pipe tricks!

Hint: Find the Special Trick power-ups during the Challenge Mode to unlock more tricks.

## Options

Controller Help — Need to see a quick reference of button commands? Choose CONTROLLER HELP then use the D-pad to scroll through all the controls in the game.

Sound Options — Press the D-pad LEFT/RIGHT to highlight MUSIC, VOICES or SOUND EFFECTS, then press LEFT/RIGHT to increase or decrease the volume.

## Back to Main Menu

Quit the game and return to the Main Menu.

## HEAD TO HEAD GAMES

If you're ready for some head-to-head action, select HEAD TO HEAD GAMES from the Main Menu.

## Rider Select

Each player can use the D-pad LEFT/RIGHT to select a playable character. When both players have confirmed (press the A button), you will be able to choose a Head to Head game type.



## Choose Game

Use the D-pad to select a game type, then press the A button to play.

### Wrecking Ball

Both players must destroy as many objects as possible on their way down the slope. The player with the highest amount of wreckage at the end of the run is the winner.

The Current Place ranking shows which player has caused the most damage at all times. It does not display which player is ahead of the other. At the end of the run, the results will display how many objects were destroyed for each player.



### Race to the Bottom

Tricks are nice, but in this mode the first player to reach the bottom of the hill is the winner. The Current Place ranking displays which snowboarder is ahead at all times.



## Half Pipe Battle

Hit the half pipe and pull off more tricks than your opponent to own first place!



## OPTIONS

### Sound Options

Press LEFT/RIGHT on the D-pad to increase or decrease the volume levels for the in-game MUSIC, VOICES and SOUND EFFECTS. Press the A button to return to the Options Menu.



### Memory Card Options

#### Load Game

Load a previously saved game. Choose a game file by pressing UP/DOWN on the D-pad, then press the A button to confirm.

#### Save Game

After tearing up the slopes, save your game here. Select a saved game by pressing UP/DOWN on the D-pad, then press the A button to confirm.

### Credits

View the team responsible for making *Dark Summit*.



# LIMITED WARRANTY

## Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **52002**. Please use this code to identify your Product when contacting us.

## Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

## To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.

Customer Service Department  
27001 Agoura Road, Suite 270  
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by SCEA or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

## Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

## Warranty Limitations

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**Radical Entertainment****Producer:** Kirsten Forbes**Technical Director:** Tom Legal**Art Director:** Liezel Sinclair**Project Managers:**

Xichi Zheng

Randy Babi

**Lead Game Designer:** Pete Low**Game Designers:**

Justin Sheffield

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**Front End Artist:**

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**Special Effects Artist:** Kent Wilson**NIS Artists:**

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Marc Baril

**Music:** Allan Levy**Additional Music:**

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THE EVOLUTION OF MOTOCROSS



# MX2002

FEATURING  
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