



NINTENDO DS™



NTR:AYGE:USA



INSTRUCTION BOOKLET

Published by
SEGA®

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



Wireless DS
Single-Card
Download Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



Wireless DS
Multi-Card
Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

Thank you for purchasing *MARIO & SONIC AT THE OLYMPIC GAMES™*. Please note that this software is designed only for use with Nintendo DS™. Be sure to read this instruction booklet thoroughly before you start playing.

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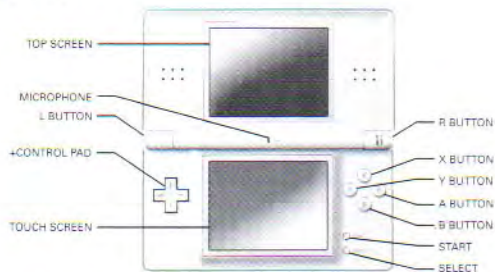


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All the Olympic Records and World Records used in the game are accurate as of October 10, 2007.

Nintendo DS



Menu Controls

	Button Controls	Stylus Controls
Select Menu Item	+Control Pad	Touch Menu Item to highlight
Enter Selection	A Button	Touch highlighted Menu Item
Cancel/Back to Previous	B Button	Touch

Note: Some Menu Items require a specific button to be pressed in order to select and enter (when stylus is not used). The Button Icon will be indicated alongside the Menu Item.

CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

Game Controls

There are many events with distinctive controls. Here is a brief summary of the controls. For detailed descriptions of the controls for each event, please see the on-screen instructions. This can be accessed by selecting **Controls** before each event.

◆ Touch Screen

Slide the stylus in the indicated direction(s) or touch certain areas for a variety of controls, including running, jumping and swimming.

◆ +Control Pad

Used to move the player in Table Tennis, Fencing and Cycling, or to line up your shot with the crosshairs in Skeet shooting.

◆ A/B/X/Y Buttons

Used for performing tricks in Diving. In Table Tennis, A/B/Y Buttons are used to return a ball (hit with a racket). In Fencing, A/Y Buttons are used to move the character (for left-handed players).

◆ L/R Buttons

Used to shoot in Skeet or to kick pedals in Cycling.

◆ Microphone

Used to execute a clap to rally the crowd in some field events. In Hammer Throw, yell at it just after the throw for extra distance. In Skeet, call for the clay target.

◆ START

Press START during an event to open the Pause Menu.

- **Return to Event**
Close the Pause Menu and resume playing.
- **Retry Event**
Restart the event from the beginning.
- **Quit Game**
Exit the event.





Mario
All-Around

Luigi
All-Around



Peach
Skill Type



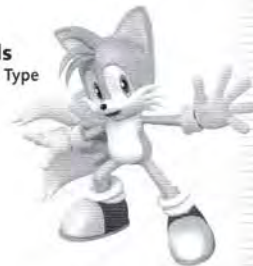
Daisy
Speed Type



Sonic
Speed Type



Tails
Skill Type



Knuckles
Power Type



Amy
All-Around



Note that each character has different abilities. There are some events each character will be especially good at, and some events they are not so good at. The Character Select Screen in Single Match and Circuit Modes will display detailed parameters of each character.

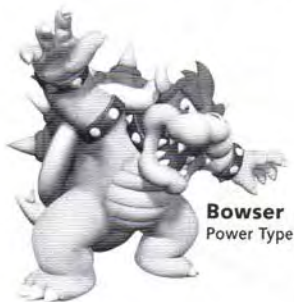
Yoshi
Speed Type



Wario
Power Type



Waluigi
Skill Type

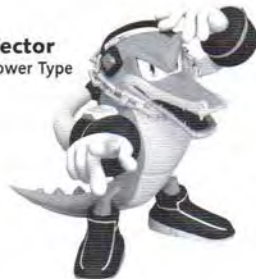


Bowser
Power Type

Shadow
Speed Type



Vector
Power Type



Dr. Eggman
Skill Type



Blaze
All-Around



In the Title Screen, press START or tap the Touch Screen to start.

Data Menu

First, you must select which player file to use. If you select **Create a file**, you will be asked to enter a name and select a flag. You may also delete an existing file by selecting **Delete a file** (or press the Y Button), but once deleted the contents will be lost permanently.



Caution: The name you use will be seen by others when your record is being posted to the World Rankings via Nintendo Wi-Fi Connection (p.18). Avoid names containing words that some people may consider offensive.

Main Menu

◆ Single Player

Play single-player games in various modes.

◆ Versus Play

Play multiplayer games via DS Wireless Communication.

◆ Records

View your records and emblems obtained, and register your records on the Wi-Fi Rankings via Nintendo Wi-Fi Connection.

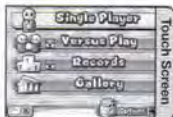
◆ Gallery

Enjoy Olympic-related trivia and mini-games.

◆ Options

Adjust Audio or User Settings and test the microphone strength.

Records, user settings and sound settings are saved automatically.



To play a single-player game, select from one of these three modes: **Single Match Mode**, **Circuit Mode** and **Mission Mode**.

Single Match Mode

Select and play a single event, and aim for the record.

There are eight sports and a total of twenty-four events. Select a sport and one of the events from the list displayed. Note that some events are not immediately available to play. These will be "unlocked" and become available after you have fulfilled certain conditions.



Select a character to use. When you touch a character once, details of his/her abilities will be displayed on the top screen, so use this as a guide when selecting. Touch again to select. You may also select **Random** to let the game choose a character for you.



You are now ready to play the event. If the event is being selected for the first time, a description of the controls will be displayed. Otherwise, select from one of the following options:

- **Proceed to Event**
Play the event.
- **Controls**
View detailed descriptions of the controls for the event.
- **Set Rules**
Change rules for the event, or adjust the performance of the COM opponents.

After the event (or after each try/round for events with multiple tries/rounds), a replay will be displayed. Tap the Touch Screen to advance to the Results Screen.

For events with multiple tries/rounds, you will continue on with the remainder of the event after the Results Screen.

During the Award Ceremony screen, select from the following:

- **Retry Event**
Play the same event again.
- **Select Character**
Play the same event with a different character.
- **Select Event**
Play a different event.
- **Quit Game**
Return to the Main Menu.



Circuit Mode

Unlike Single Match Mode, you will participate in a series of events, and compete for the total points earned from each event.

First, select a class to play. At the beginning you can only select **Beginner's Class** or **Free**. You will play several preselected events. If you select Free Circuit, you can create your own line-up of events (three to five). Select events in the order you would like to play, and touch **Continue** to advance.

Select a character to use, as you do in Single Match Mode (p.11).

At the end of each event, points are awarded according to your placement in the rank. These are added up, and at the end of the game, the character with the most points is the winner. You will earn a trophy for winning a course. Try to win them all.

As a bonus, you can also use "Circuit Chance" for one event during the Circuit. If you use it, the points earned in that event will be doubled. You will be asked whether you wish to use it before each event.



Mission Mode

Complete the missions assigned to the characters.

First, select a character to use.

The stars next to the highlighted character, displayed on the top screen, indicate the number of missions already cleared for that character.



For each character, there are several events, each with a specific mission to achieve. Select the mission you wish to attempt. At first you only have a limited selection of missions. Missions not immediately available can be "unlocked" by fulfilling certain conditions.



The missions may be anything from finishing an event in a specific place, winning against a certain character, and so on. Clear all the missions to win a prize.



Up to four players can compete against each other in Versus Play.

Lobby

After you select Versus Play, the game will look for an available group. Select any of the groups that are already available, or create one yourself. Note that you will become the host player if you create a group and will be in charge of making selections. You will be a guest player if you join the group.



If you choose to create a group, select the type of play:

- **DS Wireless Play (Multi-Card Play)**
Enjoy Single Match or Circuit Mode, with selections from all events. For the set-up, please see p.17.
- **DS Download Play (Single-Card Play)**
Play one of six selected events on Single Match Mode. For the set-up, please see p.18.

If there are two or more participants in the list, including yourself, then the host player should touch **Confirm** (or press START) to begin the game when everyone is ready to play.



In DS Wireless Play, you will have the choice of selecting Single Match or Circuit Mode. From here on, make selections as you do in Single Player Mode (p.11).

In DS Download Play, you can play one of six selected events: 100m, Long Jump, Archery, Trampoline, and two secret events.



Game in Progress

For some events, all players will play head-to-head simultaneously. In other events each player will play separately during the same time span. With events played in a tournament, two groups of two players will compete against each other. The winners of the group will then play against each other, and the losers will play against each other.

At the end of each event (or the end of Circuit Mode), the results will be given, followed by the announcement of the winner. You may then choose to continue with Versus Play or quit the game.



DS Wireless Communications (Multi-Card Play)

The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at www.nintendowifi.com/terms.

Here is an explanation of how to play using Multi-Card Play.

The Things You'll Need

Nintendo DS system One for each player
 "MARIO & SONIC AT THE OLYMPIC GAMES" Game Card . . One for each player

Connection Procedures

1. Make sure that the power is turned off on all systems, and insert the Game Card into each system.
2. Turn the power on. If the **Start-up Mode** of your system is set to MANUAL MODE, the **Nintendo DS Menu Screen** will be displayed. In case it is set to AUTO MODE, skip the next step and go to step 4.
3. Touch the "MARIO & SONIC AT THE OLYMPIC GAMES" NINTENDO Panel.
4. Now, follow the instructions on page 15.

Here is an explanation of how to play using Single-Card Play.

The Things You'll Need

Nintendo DS system One for each player
"MARIO & SONIC AT THE OLYMPIC GAMES" Game Card..... One

Connection Procedures

System with Game Card:

1. Make sure that the power is turned off on your system, and insert the Game Card into the system.
2. Turn the power on. If the **Start-up Mode** of your system is set to **MANUAL MODE**, the **Nintendo DS Menu Screen** will be displayed. In case it is set to **AUTO MODE**, skip the next step and go to step 4.
3. Touch the **"MARIO & SONIC AT THE OLYMPIC GAMES"** NINTENDO Panel.
4. Now, follow the instructions on page 15.

Systems without Game Card:


1. Turn the power on. The **Nintendo DS Menu Screen** will be displayed.

NOTE: Make sure the **Start-up Mode** of your system is set to **MANUAL MODE**.

For further details on how to set up the **Start-up Mode**, please refer to the Nintendo DS Instruction Booklet.


2. Touch DS DOWNLOAD PLAY. The **Game List Screen** will appear.
3. Touch the "MARIO & SONIC AT THE OLYMPIC GAMES" NINTENDO Panel.
4. You will be asked to confirm your choice. Touch YES to download game information from the Host System.
5. Now, follow the instructions on page 15.

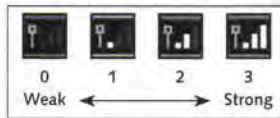
For best results when using the wireless communications feature, follow these guidelines:

The  icon is an indicator of wireless communications. It appears on the **Nintendo DS Menu Screen** or **Game Screen**.

The DS wireless icon indicates that the associated choice will activate the wireless communications function. DO NOT use DS Wireless Communications in prohibited areas (such as in hospitals, on airplanes etc.). For further information regarding the usage of the wireless communications functions, please refer to the separate Health and Safety Precautions Booklet included with your Nintendo DS system.



The  icon, which is displayed during wireless communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother wireless communications play. When wireless communications are in progress, the Power Indicator LED will blink rapidly.



For best results, follow these guidelines:

- Begin with the distance between systems at about 30 feet (10 meters) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Keep the maximum distance between systems at 65 feet (20 meters) or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the Nintendo DS systems.
- During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

View records and emblems obtained, and register network rankings via the Nintendo Wi-Fi Connection.

◆ Records

View records you established in Single Match or Circuit Mode of Single Player Mode.



◆ Nintendo WFC Rankings

Connect to Nintendo Wi-Fi Connection, and register your records on the World Rankings board.

Note: Records for some events cannot be registered.



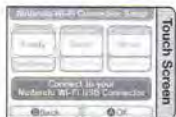
◆ Collections

View items you obtained, such as medals and trophies.



◆ Nintendo WFC Settings

Set up for Nintendo Wi-Fi Connection here. For detailed information, refer to the Nintendo Wi-Fi Connection instruction booklet.



Learn all about the Olympic Games by playing mini-games.

Select one of the available categories to access the list of questions regarding the subject matter. To change the background music of the Gallery, touch the jukebox at the bottom right to access the Jukebox Screen and select another track from the list of songs that you have.



◆ Olympic Trivia

Learn the official facts of the Olympic Games.

◆ Modern Olympic Games

Learn interesting historical facts about the modern Olympic Games.

◆ Beijing 2008

Learn trivia about the upcoming Olympic Games in Beijing.



◆ Ancient Olympic Games

Find out about the original Olympic Games that were celebrated by the ancient Greeks.

◆ About Athletes

Acquire knowledge about the athletes of the modern Olympic Games.

◆ Jukebox

Touch the jukebox displayed at the bottom right of the Gallery Menu screen to change the music played during Gallery. Extra music is awarded on completion of each of the mini-games at its highest Level. The selected music will be saved when you return to the main menu of Gallery.



Make changes to various game settings.

◆ Audio Settings

Change the sound output settings.



Music Change volume level of the background music in the game.

Sound Effects Change volume level of the sound effects in the game.

Voice Change volume level of the voices in the game.

Sound Select the type of sound output from Stereo, Surround, Headphones and Mono.

◆ User Settings

Set up your name, flag and emblem to appear in your records.



Change Name Enter your name.

Change Flag Select a national flag to be displayed.

Set Emblem Choose an emblem to be displayed next to your name.

◆ Microphone Test

Test the microphone to make sure it is functioning correctly.

There are many challenging and entertaining sporting events to choose from. Here are descriptions of some of the events.

100m / 400m

Take an early lead with a start dash at the beginning of the race, then slide the stylus left and right to sprint all the way across the finish line.

In 400m, it is vital to pace your stylus control so your character does not over exert themselves and lose speed.

Athletics (Track)



400m Hurdles

Hurdles are evenly positioned on the track and the characters should leap across the hurdles without getting caught to reach the finish line. You won't be penalized for knocking down the hurdles, but it will cost you valuable seconds each time you are caught. Also, be sure to save up your energy for the final sprint.

Athletics (Track)



FALSE START: In the track events of this game, the first false start of the race is dismissed, but the second false starter will be temporarily restrained at the starting line.

Long Jump

Sprint down the runway and jump off the wooden board as far as you can into the sand-filled pit. Getting a good angle is the key to increasing the distance of your jump. If your leap begins with any part of your foot in front of the board, then the attempt will be disqualified. The best of three attempts will count as your official jump.

Athletics (Field)



Triple Jump

Sprint down the runway towards the designated takeoff mark, then take a hop (landing on the same foot you launched from), step (landing on the other), and jump into the sand-filled pit. Start your first leap before the takeoff mark to avoid disqualification. The best of three attempts will count as your official jump.

Javelin Throw

Sprint down the runway to build momentum and throw the javelin as far as you can into the landing area. Time your throw carefully to avoid crossing the restraining board, or the attempt will be disqualified. The best of three attempts will count as your official throw.

Hammer Throw

Take the hammer in hand, spin within the designated area (circle) to build momentum, and release the hammer in the direction of the landing area. If your hammer misses the landing area, the throw will be disqualified. The best of three attempts will count as your official throw.

Athletics (Field)



Athletics (Field)



Athletics (Field)



100m Freestyle

Dive in when you hear the start signal and swim two lengths of the pool in the fastest time to win. When you reach the end of the pool you must make a turn to swim the final length of the pool. Note that the style of the stroke will vary depending on your character.

10m Platform

Propel yourself in the air and perform somersaults and twists during flight. A maximum of 10 points will be awarded depending on your performance, including the angle of your entry. Your final score will be the total of three attempts.

Trampoline

Use the trampoline to propel yourself high in the air and perform spins and somersaults to gain points. As you land, be sure to prepare yourself for a good high jump for the next set of moves. Try to make each jump count.

Aquatics



Aquatics



Gymnastics



Vault

Run up to the springboard and vault across the horse performing spins and somersaults in the air. A maximum of 10 points will be awarded depending on your performance, including the final landing. Your final score will be the average of two attempts.

Archery

Shoot four sets of three arrows into a target in the distance, aiming for the bull's eye for the maximum score. The player with the highest total score wins. Watch the wind conditions carefully as they can make your aim less predictable.

Gymnastics



Archery



Singles

Use your paddle to bounce the ball across the net into your opponent's court, and win a point if they fail to return it or allow it to bounce twice. Each player takes a turn serving twice. The event will be in a four-player tournament. The winners move onto the finals, while the losers will play each other for Third Place.

You can set up the number of points needed to win a game, and the number of games needed to win a match.

Individual épée

Brandishing your épée, aim to touch your opponent anywhere on their body with the tip of the blade to score a point. Use your defense skills to prevent your opponent from doing the same. The event will be in a four-player tournament. The winners move onto the finals, while the losers will play each other for Third Place.

You can set up the time limit for the match, and the number of points needed to win a match.

The sport of fencing is normally performed using protective equipment. Please do not imitate the actions taken by the characters in the game.

Table Tennis



Fencing



Skeet

Make your way through eight stations firing at high and low airborne targets as they're released. You only have enough ammunition for one shot per target, so aim carefully. The player with the most hits overall is the winner.

Pursuit

The first player to cross the finish line is the winner of the race. The event will be in a four-player tournament. The winners move onto the finals, while the losers will play each other for Third Place.

Dream Events

There are also a number of Dream Events that are easy to unlock. What kind of events are there? Go find out!

Shooting



Cycling



LIMITED WARRANTY:

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Obtaining technical support/service

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

- Website: www.sega.com/support
- Telephone: 1-800-USA-SEGA

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