

Mario & Sonic at the Rio 2016 Olympic Games

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Please read this manual carefully before using the software. If the software will be used by children, the manual should be read and explained to them by an adult.

Also, before using this software, please select  in the HOME Menu and carefully review content in "Health and Safety Information." It contains important information that will help you enjoy this software.

You should also thoroughly read your Operations Manual, including the "Health and Safety Information" section, before using this software.

Please note that except where otherwise stated, "Nintendo 3DS™" refers to all devices in the Nintendo 3DS family, including the New Nintendo 3DS, New Nintendo 3DS XL, Nintendo 3DS, Nintendo 3DS XL, and Nintendo 2DS™.



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.

Important Information

Your Nintendo 3DS system and this software are not designed for use with any unauthorized device or unlicensed accessory. Such use may be illegal, voids any warranty, and is a breach of your obligations under the User Agreement. Further, such use may lead to injury to yourself or others and may cause performance issues and/or damage to your Nintendo 3DS system and related services. Nintendo (as well as any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of such device or unlicensed accessory. Except as authorized, copying of any Nintendo software is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized.

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User-generated content, or UGC, is content created by users, such as messages, Mii™ characters, images, photos, video, audio, etc.

Information-Sharing Precautions

The extent of UGC exchange depends on the software.

- Nintendo bears no responsibility whatsoever for any problems that result from the use of the Internet (for example, the sending of content over the Internet, or the sending or receiving of content with others).

This software allows you to connect to the Internet in order to receive Mii characters to compete with (p. 11), receive ranking data, and share your own rankings (p. 12).

- ◆ Refer to your Operations Manual for information about connecting your system to the Internet.
- ◆ You must go through the initial setup for Miiverse on your system before you can use Miiverse with this game.

This software supports Nintendo Network.



Nintendo Network is the name of Nintendo's network service that enables users to enjoy games and other content via the Internet.

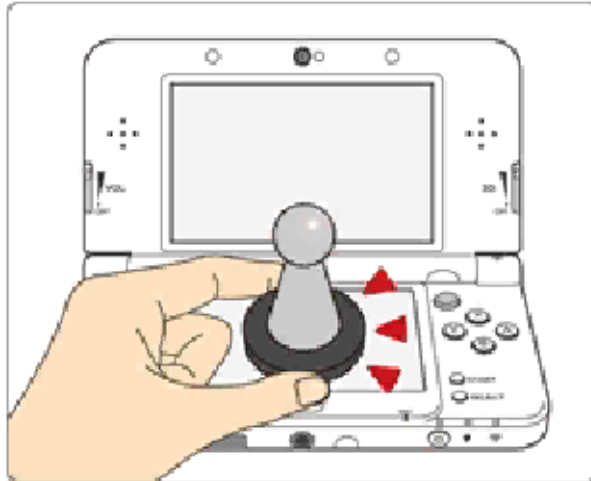
Protecting Your Privacy


- To protect your privacy, do not give out personal information, such as last name, phone number, birth date, age, school, e-mail, or home address when communicating with others.
- Friend codes are a part of a system that allows you to play with people you know. If you

exchange friend codes with strangers, there is a risk you could share information with people you do not know or exchange messages that contain offensive language. We therefore recommend that you do not give your friend codes to people you don't know.


You can restrict use of the following features by adjusting the options in Parental Controls.


- ◆ Access to this game (as well as other games) can also be restricted through the **Software Rating** item in Parental Controls.
- ◆ Refer to your Operations Manual for information on how to set up Parental Controls.
- **Online Interaction**
Restricts the exchange of data via the Internet.
- **StreetPass™**
Restricts the exchange of characters between users via StreetPass.



This software supports . You can use compatible amiibo™ accessories by touching them to the lower screen of your New Nintendo 3DS or New Nintendo 3DS XL system.

Using near-field communication (NFC), amiibo can connect to compatible software to open brand-new ways to interact with your favorite Nintendo games. For more information, please visit Nintendo's official website at <http://www.nintendo.com/amiibo>.

- ◆ Only one software's game data can be saved on an amiibo at a time. In order to create new game data on an amiibo that has existing data from another game, you must first delete the existing game data. To delete your game data, open  on the HOME Menu and then reset the data under amiibo Settings.

- ◆ An amiibo can be read by multiple compatible software titles.
- ◆ If you cannot restore corrupted data for the amiibo, open  on the HOME Menu and then reset the data under amiibo Settings.

Using amiibo with a Nintendo 3DS, Nintendo 3DS XL, or Nintendo 2DS system requires the Nintendo 3DS NFC Reader/Writer accessory (sold separately).

Precaution about amiibo

- Just a light touch on the lower screen is enough for the system to detect your amiibo. Do not press the amiibo into the screen or forcefully drag it across the screen.



Mario & Sonic at the Rio 2016 Olympic Games is a sports game in which Mario™ and Sonic characters compete in various events at the Rio 2016 Olympic Games.

Some events in this game use different rules from those used in real life.

All Olympic Records and World Records featured in this game are based on official records as of September 8, 2015.

The names of countries and their flags are based on those in use as of August 25, 2015.

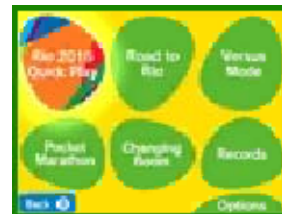


Playing for the First Time

User data will be created when you play for the first time. Select Mii character, national flag, and COM level, and then proceed to the Main Menu.

Main Menu

You can make the following selections from the Main Menu.



Rio 2016 Quick Play

Play Olympic Events or Plus Events in this basic single-player mode.

Road to Rio

Play through a story in which you'll become a member of a gym. Costumes and gear you collect in this mode can also be used elsewhere.

Versus Mode (p. 10)

A maximum of four people can compete against one another in Olympic Events or Plus Events online.

Pocket Marathon (p. 11)

Walk 42.195 km (with each step

counting as 1 meter) while carrying your Nintendo 3DS system around. By connecting to other players through StreetPass and online rankings, you can compete against their Mii characters or meet Mii characters who will cheer you on.

Changing Room

Change outfits, gear, and special skills of your Mii. You can also temporarily power up the Mario and Sonic outfits by scanning amiibo!

Records (p. 12)

View your achievement list, and access online rankings.

Options

Set the COM level, SpotPass™ and StreetPass™ settings, user settings, and volume settings.



Menu Controls

Selecting
Items



Select



Back

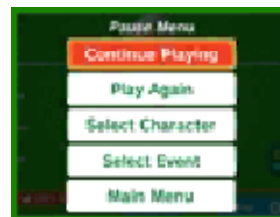


Controls for Each Event

Controls are different for each event. You can view the controls on the Touch Screen before and during each event.

Pause Menu

Press **START** right before or during an event to display the Pause Menu, where you can choose a different character or event or return to the Main Menu.



Tilt Controls

In certain events, you'll need to move your 3DS up, down, or side to side to aim.



When playing this game, you may have to move the Nintendo 3DS system around. Make sure you have enough room before playing, and hold the system firmly with both hands while playing. Do not move the system with excessive force, as this could cause injuries, damage to the product, or damage to nearby objects.



Saving Data

Game progress is automatically saved when an event is completed or when settings are changed in Options.

In the Road to Rio mode, you can save your progress while on the map screen by touching Save on the Touch Screen or pressing **R**.

Deleting Data

To delete data, select User Settings in Options and press **START**.

Once data is deleted, it cannot be retrieved, so please proceed with caution!

Data can be lost due to user action, such as repeatedly powering off and on the system or removing a Game Card or SD Card while saving. Data loss may also be caused by poor connectivity due to dirt or dust in the system's ports. Please be aware that in these cases data cannot be restored.



10 Multiplayer

There are two ways to play in Versus Mode.

Local Play



By selecting Nintendo 3DS Local Play, up to four people can enjoy competitive play as long as each player has their own game and a Nintendo 3DS system.

Requirements

Each player must have a Nintendo 3DS system (up to four players, each with his or her own system).

Each player must have a Game Card for this mode.

Setup Procedure

To make a group, press . When all players' names appear, press  again.

To join a group, select the group you would like to join from the group list.

Compete in Download Play

If one person has the game, then up to four people can play as long as each one of them has a Nintendo 3DS.

Requirements

Each player must have a

Nintendo 3DS system (up to four players, each with his or her own system).

Only one player must have a Game Card for this game.

Setup Procedure

Form a Group

1. Select Nintendo 3DS Download Play, and press to look for participants.
2. When all participants' names have appeared, press to finalize.

Join a Group

1. Choose the Download Play icon from the HOME Menu, and select Open.
2. Select the Nintendo 3DS logo.
3. Select this game.

◆ A system update may be necessary at times. Follow the directions on-screen and update the system.

If a message that indicates that the connection was interrupted appears and the system update fails,

please go to the HOME Menu and perform the system update from System Settings.



11 Pocket Marathon

In Pocket Marathon, you can meet rival and supporting Mii characters through two different types of wireless communication.

Meeting Runners (Internet)

If you connect to the online rankings in Records, ranked players' Mii characters will appear as your rivals in the Pocket Marathon.

Gather Supporters (StreetPass)

If you pass by another player who has StreetPass registered for this software, you will automatically exchange user data. The player's Mii character will then appear in Pocket Marathon mode to cheer your runner on.

Enabling StreetPass

Go to Options, select Game Settings, and switch the StreetPass setting to ON.

Turn it to OFF to disable StreetPass.



12 Records

In Records, you can view your achievements and you can access the online rankings to download other players' data and upload your own.

Achievement List

View achievements you've earned in-game.

Online Rankings (Internet)

Connect to the online rankings to receive other users' records and upload your own.



Rhythmic Gymnastics

L'Arlésienne Suite No. 2, Fourth
Movement: Farandole
Georges Bizet

Main Theme: Super Mario Bros.
(Remix)

Wonder World: Sonic Lost World
(Arrangement)

Training

Swim With Good Rhythm!

Pomp and Circumstance March No. 1
Edward Elgar

Master the Timing!

Requiem: Dies irae
Giuseppe Verdi



Sharing Play Data (SpotPass)

Even when you're not playing, the system can automatically search for and connect to a wireless access point while in Sleep Mode and send your play-data information. This information will be utilized for future product development and will not identify individual users.

Using SpotPass

When you start playing the game, you will be asked if you want to enable SpotPass in order to share your gameplay information. Choose Yes to enable this feature.

Changing SpotPass Settings

You can enable or disable SpotPass at any time by going to Game Settings in the Options menu.



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