Mario & Sonic at the Rio 2016 Olympic Games™

Other

About This Product

Troubleshooting

1 | Important Information

Please read this manual carefully before using this 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 read the content of the ⚠ Health and Safety Information application on the Wii U™ Menu. It contains important information that will help you enjoy this software.

Supported Controllers

This software can be used with any of the following controllers once they have been paired with the console.

	Wii U GamePad		Wii Remote

◆ Each player must have a controller to play in multiplayer mode.

◆ Only one Wii U GamePad controller can be used.

◆ A Wii Remote™ Plus controller can be used instead of a Wii Remote controller.

Pairing Controllers

From the HOME Menu, select **Controller Settings** to display the screen shown to the right. Select **Pair**, and then follow the on-screen instructions to pair the controller.

Information about Audio Output

This software supports linear PCM surround sound. In order to experience surround sound, select 🔧 (System Settings) from the Wii U Menu, choose the **TV** item, and then change the audio-output type to **Surround**.
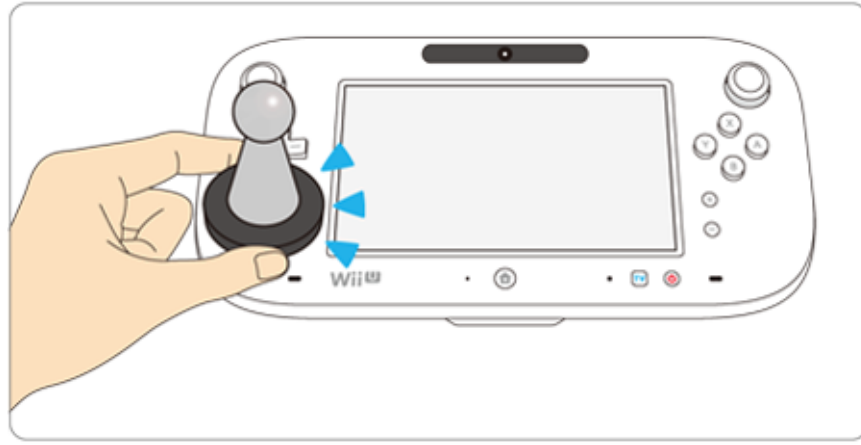
This software supports amiibo . You can use compatible amiibo™ accessories by touching them to the NFC touchpoint (⬒) on the Wii U GamePad controller.

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, visit Nintendo's official amiibo website at www.nintendo.com/amiibo.

◆ Only the game data from one software title 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 Wii U Menu → System Settings (🔧) and then select amiibo Settings.

◆ Data stored on amiibo can be read by multiple compatible games.

◆ If the data on an amiibo is corrupted and can't be restored, open Wii U Menu → System Settings (🔧) → amiibo Settings and reset the data.

4　Internet Enhancements

Connecting your system to the Internet lets you enjoy the following features:

・Miiverse　➡ 10

・Sending and receiving ranking data　➡ 9

・Sending and receiving profile information　➡ 10

◆ See the Internet Connection Requirements section of the printed Wii U Operations Manual for more information about the equipment required to connect to the Internet.

5 | Parental Controls

You can restrict use of the following features by selecting 🧸 (Parental Controls) from the Wii U Menu.

Item	Content
Online Interaction in Games	Restricts data transmission (sending and receiving ranking data and ghost data, posting to Miiverse, and viewing Miiverse posts) ➡ 9 .
Miiverse	Restricts users from viewing or posting content on Miiverse. When set to **Restrict Posting**, handwritten messages cannot be posted. When set to **Restrict Viewing and Posting**, handwritten messages cannot be posted or viewed ➡ 10 .

◆ Access to this game (as well as other games) can also be restricted through the **Game Rating** item in Parental Controls.

Mario & Sonic at the Rio 2016 Olympic Games is a sports game in which Mario™ and Sonic characters, along with Mii™ characters from all over the world, gather at Rio de Janeiro to compete in various Olympic Games events.

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

◆ All Olympic Games 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.

Saving Data

Game progress is automatically saved. The icon
will be displayed while saving.

Deleting Data

To delete data, access System Settings 🔧 via the
Wii U Menu, select Data Management, and then
select Copy/Move/Delete Data.

◆ Data cannot be recovered once deleted, so be
  careful when deleting save data.

The following are the controls for the Wii U GamePad. Other players must use a Wii Remote controller (held sideways) when playing Multiplayer mode.

Copacabana Beach Controls

Move character	Ⓛ
Talk to another character	Ⓐ
Display shortcut menu	⊕
View tournament chart	⊖

Menu Controls

	Wii U GamePad	Wii Remote
Navigate menus	Ⓛ/✛	✛
Select menu item	Ⓐ	②
Cancel	Ⓑ	①

Event Controls

Controls differ for each event. You can view each event's controls before it starts or by pressing ⊖ on the Pause Menu.

Pause Menu

Press ⊕ during an event to pause the game and display the Pause Menu.

The first time you play, you'll choose a national flag and then go to Copacabana Beach. On the beach you can move your Mii character freely, talk to the various characters hanging out, and choose a mode to play.

◆ More modes and things to do will appear as you progress through the game.

◆ You can also choose a mode from the shortcut menu, accessed by pressing ⊕.

Single Match

Select an event and a character to play one match. Solo mode is for one player, while Multiplayer mode allows for 2-4 players in co-op or competitive play.

Rio 2016 Tournament Gate

At the Tournament Gate, you'll use your Mii character to participate in a tournament. Simply choose the event you'd like to play to get started. If you win three matches, you'll earn a medal and clear the tournament!

Use Co-op Counter to switch between single-player mode and two-player co-op mode. However, there are certain events that cannot be played in co-op mode.

Heroes Showdown

In this mode, choose between Team Mario or Team Sonic and then compete against the other. Win by defeating the opposing team's captain (Mario or Sonic) within a certain amount of time. If neither captain is defeated, a decision will be made to determine the winning team.

This mode can be played by a single player (Solo) or two players (Multiplayer).

The Pousada

Go here to check various information, such as your collectibles, or to customize your Mii character ➡ 10 .

Miiverse™ Monitor

You can view Miiverse posts here or make new posts to send to Miiverse yourself.

Ghost Match

Download other players' ghost data from Network Rankings ➡ 10 and compete against it in events. Your own ghost data will be uploaded after an event and will be shared with players around the world.

Scanning amiibo

Special tournaments will unlock when you scan Mario or Sonic amiibo. You will receive coins and rings for scanning other amiibo.

◆ The amount of times you can scan amiibo is

limited per day.

Item Stand

Here you can use coins and rings to get Miiverse stamps, outfits for your Mii, or additional background music.

Carnival Challenge

Carnival will occasionally take place next to Copacabana Beach. You can get special items by challenging Carnival participants and beating them in an event.

You can do the following at the Pousada.

◆ Some options won't become available until you progress through the game.

Network Rankings

Connect to Nintendo Network to check rankings for events. An Internet connection is required to access Nintendo Network.

Collectibles

Check various things you've unlocked, such as awards and stamps.

Customize Your Mii

Change your Mii character's outfit. Outfits consist of headgear and clothes, which, depending on the combination, may enhance your Mii character's abilities.

Miiverse Settings

Turn Display Miiverse Posts on to display Miiverse posts on Copacabana Beach's Miiverse Monitor.

Change Music

Change the background music that plays during events.

Staff Credits

View the credits.

Changing Your Flag

Press ⊕ in the Pousada to change your Mii character's national flag.

View Profile and Miiverse Posts

View your profile by pressing ⊖ in the Pousada. You can press ⊕ on the profile screen or ⓏⓇ in the Pousada to choose from a list of topics for a Miiverse post.

◆ Profiles will be uploaded to the Internet after events, and other players will be able to see the information in them.

Rhythmic Gymnastics (Clubs)

Music: From the New World
Composer: Antonín Dvořák

Music: Vento brasileiro

Music: Super Bell Hill
          Super Mario 3D World (Remix)

Music: Reach For The Stars
          Sonic Colors (Remix)

IMPORTANT

This game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying and/or distribution of any Nintendo game is illegal and is strictly prohibited by intellectual property laws.

Unauthorized copying or distribution is prohibited. This product contains technical protection measures. Your Wii U system and this software are not designed for use with any unauthorized device or any non-licensed accessory. Such use may be illegal, voids any warranty, and is a breach of your obligations under the End User License Agreement. Further, use of an unauthorized device or software, will render this game or your Wii U system permanently unplayable and result in removal of unauthorized content. 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 non-licensed accessory. A system update may be required to play this game.

Havok software is ©Copyright 1999-2012 Havok.com, Inc. (or its Licensors). All Rights Reserved.

■Lua

Copyright (C) 1994-2006 Lua.org, PUC-Rio.

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

13   Support Information

Nintendo Customer Service
SUPPORT.NINTENDO.COM

USA/Canada:
1-800-255-3700

Latin America/Caribbean:
(001) 425-558-7078