

RVL-RWSP-UKV



OFFICIAL VIDEO GAME



Beijing 2008



MARIO & SONIC AT THE OLYMPIC GAMES™

COMING SOON ON
NINTENDO DS™

Published by
SEGA®
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Wii™



OFFICIAL VIDEO GAME

nintendo
Wi-Fi
connection



Beijing 2008



MARIO & SONIC AT THE OLYMPIC GAMES™

Published by
SEGA®

INSTRUCTION BOOKLET

THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO SYSTEM.



WARNING: Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo® Hardware system, Disc or Accessory. The booklet contains important safety information.

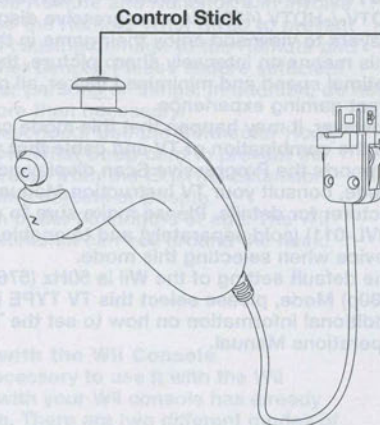


THIS GAME SUPPORTS 50HZ (576i)
AND 60HZ-MODE (480i).



Nunchuk Neutral Position Reset

NOTE: If the Control Stick is moved out of neutral position when the power is turned on, or when connecting to the Wii Remote, that position will be set as neutral position, causing incorrect game control during gameplay. To reset the Control Stick, allow it to return to the normal neutral position, then simultaneously hold down the A, B, Plus-(+) and Minus-(-) Buttons on the Wii Remote for three seconds.



The in-game language depends on the one that is set on your Wii console. This game includes five different language versions: English, German, French, Spanish and Italian. If your Wii console is already set to one of them, the same language will be displayed in the game. If your Wii console is set to another language, the in-game default language will be English. You can change the in-game language by changing the language setting of your Wii console. For further instructions about how to change language settings please refer to the Wii Operations Manual.

60Hz (480i) Mode

60Hz (480i) is a display mode that allows players to view and enjoy their game in enhanced quality. This means an intensely sharp picture and the game running at optimal speed, all of which produces a great gaming experience.

This game allows a better display with higher quality on TVs that support 60Hz (480i) Mode (PAL60 compatibility). To activate 60Hz (480i) Mode, please select this TV TYPE in the Wii System Settings. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual.

When you connect the Wii RGB cable (RVL-013) (sold separately) to a TV which has an RGB terminal and PAL60 compatibility, you can enjoy an even smoother game screen with less flicker.

However, certain, mainly older, TV sets are unable to display games in 60Hz (480i) Mode and therefore a small number of players could experience difficulty in playing this game on their TV. To find out if your TV set features 60Hz (480i) Mode, consult your TV Instruction Manual or contact the respective manufacturer for details.



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Nintendo

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EDTV-/HDTV (480p) Mode – Progressive Scan

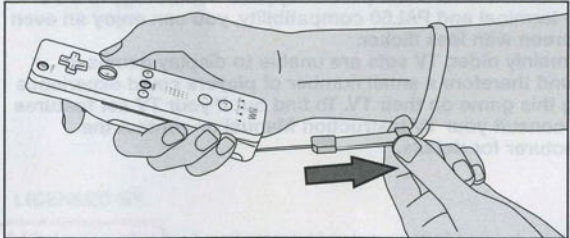
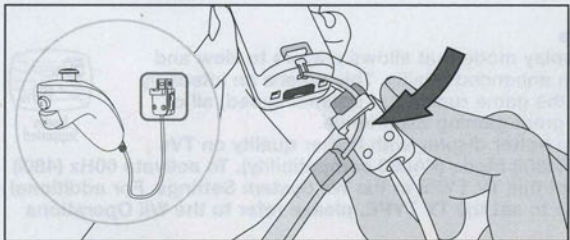
EDTV-/HDTV (480p) is a progressive display mode that allows players to view and enjoy their game in the best possible quality. This means an intensely sharp picture, the game running at optimal speed and minimised flicker, all of which produces a great gaming experience.

However, it may happen that this mode cannot be displayed, depending on the combination of TV and cable that you use. To find out if your TV supports the Progressive Scan display needed for the EDTV-/HDTV (480p) Mode, consult your TV Instruction Manual or contact the respective manufacturer for details. Please make sure to use the Wii Component AV cable (RVL-011) (sold separately) and to enable Progressive Scan on your display device when selecting this mode.

The default setting of the Wii is 50Hz (576i) Mode. To activate EDTV-/HDTV (480p) Mode, please select this TV TYPE in the Wii System Settings. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual.



Feed the cord on the Remote Wrist Strap through the Connector Hook. Insert the Nunchuk plug into the External Extension Connector on the bottom of the Remote. Place your hand through the Remote Wrist Strap and hold the Remote firmly in your hand. Slide the strap lock up so that the strap will not fall off your wrist. Do not over-tighten the strap lock so that it's uncomfortable. It should just be tight enough to hold the Remote Wrist Strap in place.



CAUTION: Wii gameplay with the Wii Remote and Nunchuk can involve rapid or vigorous motion. Please use the Remote Wrist Strap to prevent losing your grip on the Remote and causing damage to the Remote and surrounding objects, or injury to other people. Please ensure sufficient distance to avoid colliding with other persons or things. In addition, do not swing the Remote and Nunchuk more than necessary.

Be sure to install the Nunchuk as described. Use the Connector Hook on the Nunchuk plug with the Remote Wrist Strap cord to prevent the Nunchuk plug from becoming separated from the External Extension Connector on the Remote and striking objects or people.

WARNING: Not suitable for children under 36 months of age. The Wii Remote Strap and the cord of the Nunchuk can coil around the neck.

Synchronising your Wii Remote with the Wii Console

Synchronising the Wii Remote is necessary to use it with the Wii console. The Wii Remote included with your Wii console has already been synchronised with the console. There are two different modes of synchronising (synching):

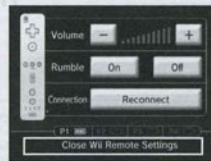
Standard Mode – Once synchronised, the Remote will stay synched to the console unless you overwrite this setting by synching the Remote to a different console.

One Time Mode – This mode allows you to temporarily use your Remote on a console other than your own, to use a friend's Remote on your console or to change the player order for multiplayer games. It does not delete the **Standard Mode** setting stored in the Remote. In this mode, the Remote will only communicate with the console while the power is on. When the power is turned off the Remote will lose its synch with the console. Please see **One Time Mode** instructions below. For more information please refer to the Wii Operations Manual.

One Time Mode Synchronisation

NOTE: This mode temporarily removes the **Standard Mode** synchronisation set-up for all Wii Remotes until the Wii console's power is turned off. When the power is turned back on again, **Standard Mode** settings will return.

1. Press the HOME Button on a Wii Remote that is synchronised with the Wii console.
2. Select the Wii REMOTE SETTINGS option from the **Home Menu**, then select the RECONNECT option.
3. Press the 1 and 2 Buttons simultaneously on the Wii-Remote that you want to synchronise with the Wii-console. The order in which you synchronise Wii Remotes will set the player order for multiplayer games.
4. The Player LED will blink during the synching process. When the blinking stops, the connection is complete.

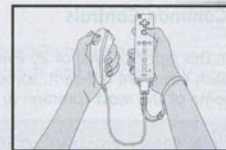


Thank you for purchasing *MARIO & SONIC AT THE OLYMPIC GAMES™*. Please note that this software is designed only for use with the Wii™. Be sure to read this instruction booklet thoroughly before you start playing.

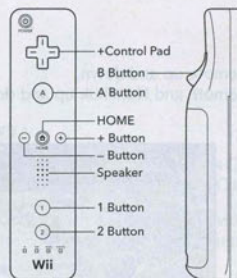
All the Olympic Records and World Records used in the game are accurate as of August 10, 2007. The World Record for Rowing shown in the game is the World Best Time.

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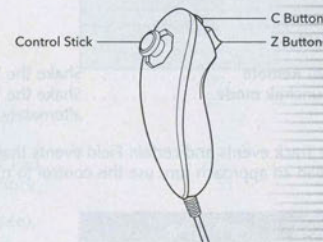
While playing in Nunchuk mode (Wii Remote + Nunchuk) is recommended, you can also play the game with the Wii Remote alone (except for Archery, Vault (Gymnastics) and some Field events, which require the use of the Nunchuk). The game will automatically detect the controller you have.



Wii Remote



Nunchuk



Menu Control

Select Menu Item	Point at the Menu Item/+Control Pad/Control Stick
Enter Selection	A Button
Cancel/Back One Step	B Button

Note: The buttons on Nunchuk are not used during the Menu Screen.

Other Essential Controls During the Game

+ Button	Pause the Game
HOME Button	Display the HOME Menu

Pause Menu

During the game, you may pause the game at any time.

- **RESUME GAME**
Close the Pause Menu and resume playing.
- **START OVER**
Restart the event from the beginning.
- **MAIN MENU**
Exit the event.



Common Controls

In this game, a total of 20 events in eight sports are available. While the controls for each event are different, some are common or essential. Here are descriptions for some of the most common or important controls.

Note: There are detailed control instructions for both the Wii Remote and the Nunchuk mode. The game will automatically adjust accordingly to the controllers connected.

Run

Wii Remote Shake the Wii Remote up and down.
Nunchuk mode Shake the Wii Remote and Nunchuk up and down alternately.

In Track events and certain Field events that need an approach run, use this control to run.



In Field events, as soon as you see the message "Speed Locked," stop shaking the controller(s). The character will maintain the speed for the rest of the runway.



Jump

Wii Remote/Nunchuk mode . . Swing the Wii Remote vertically

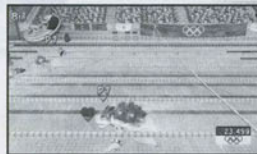
In some Field events and Trampoline, swing the Wii Remote vertically at the right time to jump.



Swim

Wii Remote Swing the Wii Remote left/right/up/down.
Nunchuk mode Swing both the Wii Remote and Nunchuk left/right/up/down.

To swim, swing the Wii Remote (and Nunchuk) in the direction indicated.



Move

Wii Remote +Control Pad
Nunchuk mode Control Stick

In an event such as Fencing (Individual épée), use this control to move your character.



Events Played in Nunchuk mode Only

Long Jump, Triple Jump, High Jump, Pole Vault, Vault (Gymnastics) and Archery can only be played in Nunchuk mode. Please attach the Nunchuk to the Wii Remote.



On-Screen Control Guide

Before each event, you can view a more detailed control guide on the screen. Select **Controls** to view.



Mario
All-Around Type



Luigi
All-Around Type



Peach
Skill Type



Daisy
Speed Type



Yoshi
Speed Type



Wario
Power Type



Waluigi
Skill Type



Bowser
Power Type



Note that each character has different abilities. There are events the character is especially good at, and events the character is not so good at. The Character Select Screen will display detailed parameters of the character.

Sonic
Speed Type



Tails
Skill Type



Knuckles
Power Type



Amy
All-Around Type



Shadow
Speed Type



Blaze
All-Around Type



Vector
Power Type



Dr. Eggman
Skill Type



At the Title Screen, press both A and B Buttons simultaneously to bring up the Main Menu.



Game File

If this is the first time you are playing the game, you will need to create a game file with your User Profile (name and flag). The next time you start up the game, select the game file you wish to use.

This game saves data depending on the TV Type set in Wii Settings. Data created in 50Hz cannot be used when the Wii Console is set to 60Hz/480p. Data created in 60Hz/480p cannot be used when the Wii Console is set to 50Hz.

Changing the TV Type in Wii Settings will not lose any previously saved data, although the game will require you to create New Data.

Single Match

Compete in a single event and aim for the top record. One to four players can enjoy the game.

Circuit

Play in a series of events, and compete for overall 1st place. One to four players can enjoy the game.

Mission

Complete missions given to earn prizes.

Gallery

Play mini-games to unlock various Olympic-related trivia.

Records

View your records and collections. You can also register your records for World Rankings.

Options

Edit the User Profile for your record.

Play a single event, alone or with up to four players, and aim for the World Record.

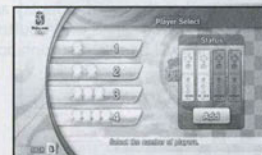
Select Game

There are eight sports with twenty events. Select a sport and a corresponding event from the list displayed. Note that only the sports and the events that are unlocked can be selected. By fulfilling certain conditions, other sports and events will become available.

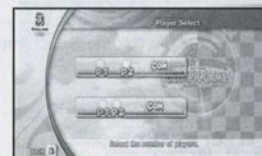


Player Select

Select the number of players participating in the event, and press the A Button. If you wish to register additional Wii Remotes, select **Add** to move to the Additional Controller Screen.



With relay events, if you have multiple players, you can select whether to play cooperatively or against each other.



Character Select

Finally each participant will select a character. With relay events, you must select four characters for your team.



During the Events

You are now ready to play the events. Select from one of the following options:

Controls

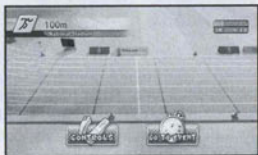
View detailed controls for the event.

Go to event

Play the event.

Note: With Fencing (Individual épée) and Table Tennis (Singles), you will also have options to change settings for the events.

At the end of the event, a replay and the results will be displayed. Press the A Button to advance. The record will be saved automatically.



After the podium scene, select from the following:

PLAY AGAIN

Play the same event again.

SELECT EVENT

Play a different event.

SELECT CHARACTER

Play the same event with a different character.

MAIN MENU

Return to the Title Screen.

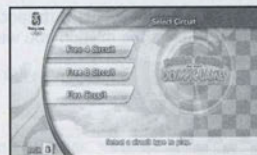
Unlike Single Match, you participate in a series of events, and compete for the total points earned from each event.

If you select **Beginner's**, **Advanced** or **Master's Class**, you will play on a circuit which consists of several events preselected according to the difficulty level and certain theme. Select the one of your choice.



Free Circuit

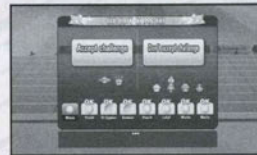
Instead of circuits with preselected events, you can also select **Free Circuit** to choose the events yourself. Select either **Free 4 Circuit**, **Free 8 Circuit**, or **Flex Circuit**.



At the end of each event, Athlete Points are awarded according to your placement in the rank. These are added up, and at the end of the game, the player with the most Athlete Points is the winner. Note that with multiplayer play, you can also set up a handicap before you start.



Each player has the privilege to use "Circuit Chance" on an event once during the Circuit. If you use it and finish in the top three in that event, the Athlete Points earned will be doubled. However, you earn zero if you are placed 4th or lower. Use it wisely.



If you play the Circuit as a single player and finish first in all of the pre-prepared courses, you will earn a trophy for that course. Try to collect them all!



Complete the missions assigned to the events.

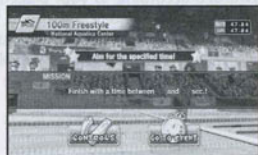
First, select a character to use.



There are several events with specific missions to achieve. Select the mission you wish to attempt.



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



Gain knowledge about the Olympic Games by clearing a series of mini-games. Select one of the available categories to access the list of questions regarding the subject matter. Note that only one category is available at the beginning. To change the background music of the Gallery, select the BGM Player screen and select another track from the list of music 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

Gain fascinating trivia about the Beijing 2008 Olympic Games.

Ancient Olympic Games

Gain knowledge about the original Olympic Games that were celebrated by the ancient Greeks.

About Athletes

Acquire knowledge about the athletes of the modern Olympic Games.

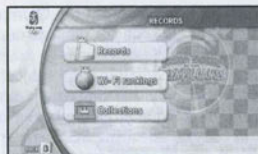
BGM Player

Extra music is awarded when you complete all the mini-games in the category. The selected music will be saved when you return to the main menu of Gallery. Note that the music you find here can only be played in the Gallery.

View records and prizes earned in the game. You can also register your record to the World Ranking via Nintendo Wi-Fi Connection (see below).

Records

View your records for each event, established in single player play of Single Match and Circuit mode.



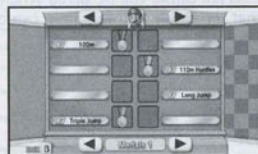
Wi-Fi rankings

Connect to Nintendo Wi-Fi Connection to register your record to the World Ranking, and view the World Records for each event.

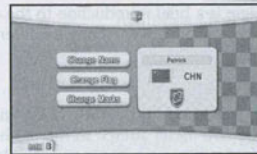


Collections

View prizes earned.



Here you can edit your User Profile.



Change Name

Enter your name for your User Profile.

Caution: The name you use will be seen by others when registering for the World Rankings using the Nintendo Wi-Fi Connection.



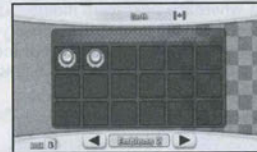
Change Flag

Select a national flag to be displayed in your User Profile. Select left or right arrows to change the continent.



Change Marks

Select a mark to be displayed in your User Profile. The mark can be selected from the Trophies and Emblems you have obtained. Select the left or right arrows to change the group of marks on the screen.



Here is a brief introduction to the events in this game. Please note that the rules used in some events may be different from the official rules.

100m

Kick off from the starting block and sprint along the 100 meter stretch to the finish line in as short a time as possible to win. Make sure you wait for the starting signal, as kicking off too early will result in a false start.



Athletics (Track)

400m

From a staggered start, kick off from the starting blocks, then endure a 400 meter run to the finishing line. The final 100 meter stretch should be sprinted to get you ahead of the competition, but take it slower at the start to avoid wearing yourself out.



Athletics (Track)

4 X 100m Relay

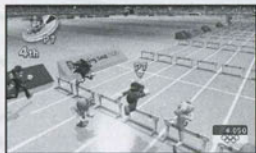
Four team members take turns sprinting with the baton in their own 100 meter stretch. Sprint to where the next team member is waiting, but take care with your timing when you pass the baton to avoid a delay. The last member to carry the baton should sprint to the finish line.



Athletics (Track)

110m Hurdles

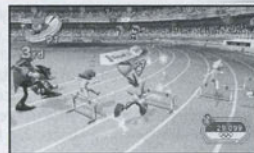
Kick off from the starting blocks and sprint towards the finishing line as quickly as you can, leaping across the hurdles positioned along your path. You won't be penalised for knocking hurdles down, but it will cost you valuable seconds each time.



Athletics (Track)

400m Hurdles

Kick off from the starting blocks and endure a 400 meter course to the finishing line, leaping across the hurdles positioned along your path. Be sure to save up your energy for the final sprint, or you may wear yourself out and lose your competitive edge.



Athletics (Track)

Long Jump

Sprint down the runway and jump off the wooden board as far as you can into the sandpit. If your leap begins with any part of your foot in front of the board, it will be a foul and the distance will not be recorded. The best of three attempts will be recorded.



Athletics (Field)

Triple Jump

Sprint down the runway towards the designated takeoff mark. Take a hop, step, and jump into the sandpit. Start your first leap before the takeoff mark to avoid a foul. The best of three attempts will be recorded.



Athletics (Field)

High Jump

Run down the runway and leap across the crossbar taking care not to knock it off its supports. You can set your own starting height, but this is increased with each successful jump. When you fail to clear the crossbar three times in succession, the last height you successfully cleared will be recorded as your score.



Athletics (Field)

Best Out of Three

With certain Field events, you are able to make a total of three attempts, out of which your best score will be the one that is recorded.

Pole Vault

Run down the runway and plant your pole in the box set in the ground to help you vault across the crossbar without knocking it off its supports. You can set your own starting height, but this is increased with each successful jump. As with the High Jump, your score will be determined after three successive failures.

**Athletics (Field)****Hammer Throw**

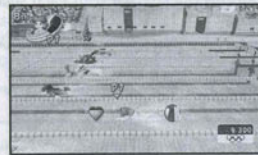
Take the hammer in hand, spin on the spot to build up momentum, and release the hammer in the direction of the landing area before the countdown runs out. The further away it lands, the better your score. The best of three attempts is recorded.

**Athletics (Field)****Javelin Throw**

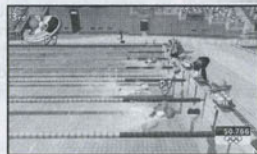
Sprint down the runway to build momentum and throw the javelin as far as you can into the landing area. Time your throw carefully to avoid crossing the foul line, or the attempt will not be recorded. The best of three attempts is recorded.

**Athletics (Field)****100m Freestyle**

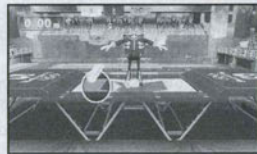
Dive in on the start signal and swim two lengths of the pool in the fastest time to win. Don't forget to breathe, or it will cost you valuable seconds in recovery time.

**Aquatics****4 x 100m Freestyle**

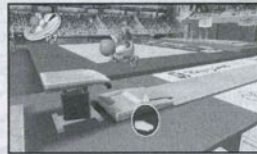
Four team members take turns to swim two lengths each. Each player should touch the wall before the next player dives in. The first team to have all four members complete two lengths wins.

**Aquatics****Trampoline**

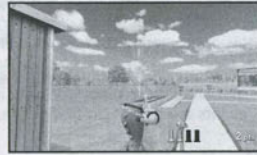
Use the trampoline to propel yourself high into the air and perform complex spins and somersaults. Your performance is judged on how precisely you execute the moves you perform. As you land, be sure to prepare yourself with a good high jump for the next set of moves.

**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 mid-air performance and the skill of your landing. The best of three attempts is recorded.

**Gymnastics****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 total hits wins.

**Shooting**

Archery

Shoot four sets of three arrows into a target at 70 meters, aiming for the centre circle for maximum score. The player with the highest total score wins. Watch wind conditions carefully as they can make your aim less predictable.

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 defence skills to prevent your opponent from doing the same. The first player to gain 15 points wins the round.

Normally, the sport of fencing is performed using protective equipment. Never imitate the actions taken by the characters in this game.

Singles

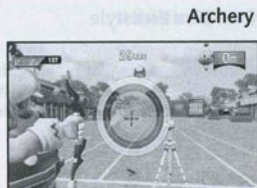
Use your paddle to bounce the ball across the net into your opponent's side and win a point if they fail to return it or allow it to bounce twice. The first player to reach 11 points wins the round. Each player has two attempts at serving per turn.

Single Sculls

Constant skill, as well as raw power, is required to make the continual adjustments necessary to keep your skiff moving in a straight line. Work your way along the course and cross the finishing line before your opponents to win.

Dream Events

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



Archery



Fencing



Table Tennis



Rowing



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Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

Content
Descriptors:
Description
du contenu:



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LANGAGE
CHOQUANT



DISCRIMINATION
DISCRIMINATION



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DROGUE



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D'ARGENT



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