

**PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL 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, and this may occur while they are 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 their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions      Eye or muscle twitching      Altered vision  
 Loss of awareness      Involuntary movements      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 - Repetitive Motion Injuries and Eyestrain**

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

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

**⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

**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.



Trademarks are property of their respective owners. Wii is a trademark of Nintendo. © 2006 Nintendo.

Licensed by Nintendo



**⚠ Caution: Wrist Strap Use**

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.

**System Menu Update**

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.



When the system menu is updated, unauthorized hardware and/or software modifications may be detected and unauthorized content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorized software or accessories will continue to function with the Wii console after this or future updates of the Wii system menu.

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.

The End User License Agreement which governs Wii online game play and sets forth the Wii Privacy Policy is available in the Wii console's System Settings and online at [www.nintendo.com/games/wifi/wii](http://www.nintendo.com/games/wifi/wii).

Thank you for purchasing **MARIO & SONIC AT THE LONDON 2012 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.

**Contents**

<b>Welcome to London . . . . .</b>	<b>2</b>	<b>Bonus Mode . . . . .</b>	<b>16</b>
<b>Starting Up . . . . .</b>	<b>3</b>	<b>Records . . . . .</b>	<b>17</b>
<b>Basic Controls . . . . .</b>	<b>4</b>	<b>Olympic Events . . . . .</b>	<b>18</b>
<b>Characters . . . . .</b>	<b>10</b>	<b>Dream Events . . . . .</b>	<b>23</b>
<b>Single Match . . . . .</b>	<b>11</b>	<b>Product Support . . . . .</b>	<b>26</b>
<b>London Party . . . . .</b>	<b>13</b>	<b>Warranty . . . . .</b>	<b>26</b>

# Welcome to London

London is one of the world's most important financial and commercial centers. Its heritage is visible everywhere – from the remaining parts of the Romans' defensive wall to the spectacular dome of St. Paul's Cathedral – but it is also a truly modern city.

The heart of the 2012 Games will be in the Olympic Park in east London, one of the most culturally diverse but underdeveloped areas of the UK. The Games have been the catalyst for change as the site has been cleared and transformed into new parklands with world-class sporting stadiums, together with improved transport links and homes for a new community. Elsewhere, the legendary homes of tennis (Wimbledon), cricket (Lord's Cricket Ground) and football (Wembley Stadium) are part of London's sporting heritage, and all will be competition venues during the 2012 Games.

Other events will take place across the UK. Sailing will be held in Weymouth and Portland on the south coast of England, which forms part of the World Heritage Coast and offers some of the best natural sailing waters in the UK. The Football competition will be held in world-famous stadia in major cities around the UK, including the Millennium Stadium in Wales and Hampden Park in Scotland.

London is the first summer Host City to embed sustainability in its planning from the start. The aim is to use the Games as a catalyst for change, to regenerate east London and improve the quality of life for its communities, and to set new standards for sustainability in major events.

This includes using venues that already exist wherever possible; only building permanent structures that will have a long-term use after the Games; and building temporary structures for everything else. Visitors to the Games will travel by public transport, walking or cycling, while official vehicles will be among the best in class low carbon vehicles. Sustainability considerations have been at the heart of sourcing all the food to be served at the Games, and have informed the choice of materials for everything from temporary seating to merchandise.

- All the Olympic Records (Men's Athletics and 100m Freestyle) and World Record (Canoe Sprint 1000m Doubles) used in the game are accurate as of 06/28/2011. The Event Records are originally set up for the game.
- The Olympic Events in this game may not reflect the technical rules and regulations recognized by the International Olympic Committee (IOC).
- This Instruction Booklet was created while the game was in production. Some screenshots may differ slightly from the final product.

## Starting Up

At the Title Screen, press both the A and B Buttons simultaneously to bring up the Select Data screen. Select one of the four available data slots to use. To delete any existing data, press the – Button, then select a data to delete.



Select one of the New Data slots at the Select Data screen to create a new player profile. First you'll be asked to enter a name, then select a flag.



**NOTE:** Your profile can be changed later from the Options menu (p.4).

## Main Menu

Point at one of the menu items, and press the A Button to proceed. Press the B Button if you wish to restart the game using a different profile.



### ① Single Match

Play individual Olympic Events and Dream Events by yourself or with others.

### ② London Party

Participate in an event-filled party game with London as the stage.

### ③ Bonus Mode

Unlock additional in-game music and special Mii™ outfits.

### ④ Records

Check your records, in-game achievements, and stickers obtained in London Party.

### ⑤ Mail

As the game progresses, you will receive mail from various characters. If you have new mail, the mail icon will be displayed in red with an exclamation mark.

### ⑥ Options

Access the Options menu where you can adjust various game settings to suit your gameplay.

## Options Menu

At the Options menu you can make changes to the following game settings:

### ◆ Change Profile

Change the name or flag of your profile.

**CAUTION:** The name of your profile will be seen by others when you connect online for the Nintendo WFC Rankings.

### ◆ Language

Change the language of the menu and on-screen messages. Choose from English, Spanish, French, and Japanese.

### ◆ Game Settings

Set the skill level of computer operated opponents to one of three levels, and toggle ON or OFF the display of in-game tips presented after each event.

### ◆ Friend Roster

Add or remove friends from your friend roster. First, connect to Nintendo Wi-Fi Connection to obtain your very own friend code, which is only to be shared with your friends. Once registration is completed by both players, event records can be shared via **Friend Rankings**, which is accessed from Records (p.17).

### ◆ Credits

View the staff responsible for bringing you this game.



## Viewing Mail

As the game progresses, you'll receive mail from various characters. All received mail can be accessed from your in-box via the Main Menu (p.3).

Mail can be one of the following types:

### ◆ Greetings and general information

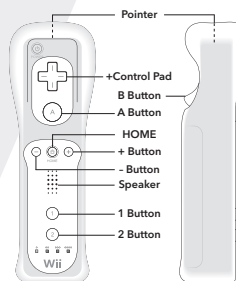
### ◆ Rewards and surprises

### ◆ Gameplay tips

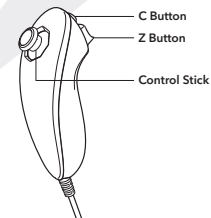


## Basic Controls

### Wii Remote™



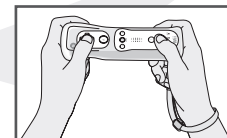
### Nunchuk™



While all events can be played with the Wii Remote alone, some events also support Nunchuk Style which is set up by connecting the Nunchuk to the Wii Remote. The game will automatically detect the controller you have and will inform you if the Nunchuk must be disconnected.

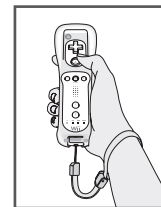
## Wii Remote - Horizontal Position

Hold the Wii Remote horizontally with two hands and use the +Control Pad or tilt the controller to move the characters. Individual button inputs are also used for many of the events with this control scheme.



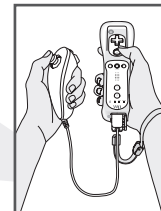
## Wii Remote - Vertical Position

Hold the Wii Remote vertically with one hand and rely predominantly on pointing or motion controls to perform your actions. A and B Buttons are also used for many of the events with this control scheme.



## Nunchuk Style

Hold the Wii Remote with one hand, and the Nunchuk with the other. Directional input of your characters is often performed with the Control Stick, while motion-controlled events will allow you to perform actions with one or both hands.



## Basic Controls – Olympic Events

### ◆ 100m Sprint (Athletics)

Hold the Wii Remote vertically and swing it down to start the race. Swing it up and down to sprint. Press the A button for a one-time boost.



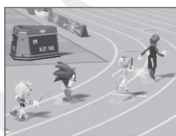
### ◆ 110m Hurdles (Athletics)

Hold the Wii Remote vertically and swing it down to start the race. Swing it up and down to sprint, and press the B Button to jump over the hurdles. Press the A button for a one-time boost.



### ◆ 4 x 100m Relay (Athletics)

Sprint using the same controls as the 100m Sprint. Swing the Wii Remote down to pass the baton for a quicker exchange. Press the A button for a one-time boost.



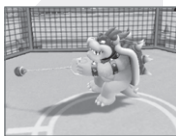
### ◆ Long Jump (Athletics)

Hold the Wii Remote vertically and shake it towards the left in a rhythm to build up power by appealing to the crowd. Sprint down the runway and press the B Button for take-off.



### ◆ Hammer Throw (Athletics)

Hold the Wii Remote vertically and swing it up and hold the B button to start spinning. Twirl the Wii Remote around while spinning, then release the B Button to launch the hammer.



### ◆ Discus Throw (Athletics)

Hold the Wii Remote vertically and swing it to the right to start your motion and swing left when the athlete's arm is fully pulled back; repeat this twice more. To execute the throw, set the trajectory by tilting the Wii Remote, then swing it left to release the discus.



### ◆ Javelin Throw (Athletics)

Hold the Wii Remote vertically and sprint down the runway. As you approach the arc, set the trajectory by pressing the B Button, then swing down to complete the throw.



### ◆ Uneven Bars (Gymnastics)

Hold the Wii Remote vertically or use Nunchuk Style. Press and hold the B Button (and Z Button for Nunchuk Style) to grip the bar, then swing down the Wii Remote (and Nunchuk) to increase momentum in your swings. Release the B Button (and Z Button) to perform a release move and swing down at the right time to successfully dismount, then strike the finishing pose.



### ◆ Trampoline (Gymnastics)

Hold the Wii Remote vertically and swing it up to bounce off the bed. Mid-air moves are performed by swinging the Wii Remote down, left/right and twisting the Wii Remote. Press the B Button to use the tucked or piked position for your moves.



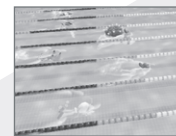
### ◆ Rhythmic Ribbon (Gymnastics)

Hold the Wii Remote vertically and swing it down to start your routine. Swing the Wii Remote down to perform steps, and twirl it around to spin the ribbon. For ribbon tosses, swing the Wii Remote up to throw the ribbon and swing it down to catch it. For balance routines, maintain balance by tilting the Wii Remote.



### ◆ 100m Freestyle (Aquatics)

Hold the Wii Remote vertically or use Nunchuk Style. Swing the Wii Remote (and Nunchuk) down to perform a diving start. Controls for swimming will vary by character, so check the on-screen guide. At the end of the pool, swing down the Wii Remote to make a turn for the final stretch. Press the A button for a one-time boost.



### ◆ Synchronised Swimming – Team (Aquatics)

Hold the Wii Remote vertically and perform each move with timely execution, using various arm poses and motions. Some parts of the routine will require you to shake and twirl the Wii Remote. The routine ends with a final pose, so hold the Wii Remote in the position shown.



### ◆ Canoe Sprint 1000m – Doubles (Canoeing)

Hold the Wii Remote vertically and swing it down to start the race and paddle the canoe. Follow the on-screen marker and time the strokes to sprint at full speed. At the end of the race, shake the Wii Remote to boost speed in the final stretch.



### ◆ Show Jumping (Equestrian)

Hold the Wii Remote horizontally or use Nunchuk Style. Swing the Wii Remote (and Nunchuk) down to start running and increase speed. Press the 2 Button (A Button for Nunchuk Style) to jump over the obstacles and tilt the Wii Remote (and Nunchuk) to navigate the corners. Shake the Wii Remote (and Nunchuk) to boost speed for the final stretch.



### ◆ Badminton – Doubles

Hold the Wii Remote vertically and swing it as if you're using a racket. Swing the Wii Remote up to toss the shuttlecock up for the serve. Swing towards your left or right to return the shuttlecock to the respective side. Returning the shot with the B Button using the stronger swing (Swing the Wii Remote down) will allow you to perform a Drop Shot. When the shuttlecock is returned high, swing down at the apex of your jump to do a special smash!



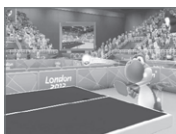
### ◆ Beach Volleyball

Hold the Wii Remote horizontally or use Nunchuk Style. Press the 2 Button (Swing the Nunchuk up) to toss up the ball for the serve. Move your characters using the +Control Pad (Control Stick of the Nunchuk) and press the 2 Button (A Button for Nunchuk Style) to receive/toss the ball, then press the 2 Button (Swing Wii Remote down) for a powerful spike. Defensively, you may press the 2 Button (Swing Wii Remote up) in an attempt to block your opponent's attack. If your character is glowing, hold down the B button during the smash for a special smash.



### ◆ Table Tennis – Singles

Hold the Wii Remote vertically and swing it as if you're using a paddle. Swing the Wii Remote up to toss up the ball for the serve. To return the ball with a slice, swing the Wii Remote down; to return the ball faster, swing the Wii Remote up.



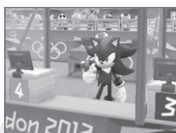
### ◆ Football

Hold the Wii Remote horizontally or use Nunchuk Style. Move your characters using the +Control Pad (Control Stick of the Nunchuk) and press the 2 Button (A Button for Nunchuk Style) to pass/intercept and 1 Button (B Button for Nunchuk Style) to shoot/slide tackle. If you are assigned to control multiple athletes, press the B Button (Z Button of the Nunchuk) to switch your characters.



### ◆ Pistol (Shooting)

Hold the Wii Remote so the pointer is aiming forward. First aim at the center of the circle and press the B Button to zoom in to the targets. Once you see the targets, aim and press the B Button to shoot at all five targets.



### ◆ Epée (Fencing)

Hold the Wii Remote vertically or use Nunchuk Style. Use the +Control Pad (Control Stick of the Nunchuk) left/right to position yourself. Push the Wii Remote forward to perform a thrust attack and press the A Button to parry an opponent's attack. Thrusting while pressing the B Button will allow you to perform a Power Thrust.



### ◆ Team Pursuit (Track Cycling)

Hold the Wii Remote horizontally or use Nunchuk Style. Shake the Wii Remote (and Nunchuk) up and down to start pedalling and increase speed. Steering is controlled by tilting the Wii Remote (and Nunchuk) left/right. To change the lead runner, the leader will first press the A Button, then the other three cyclists will take turns to enter their assigned button.



## Basic Controls – London Party

### ◆ Wii Remote - Horizontal

<b>+Control Pad</b>	Navigate character / Make selection
<b>2 Button</b>	Jump / Confirm
<b>2 Button (twice)</b>	Perform Ground Pound
<b>1 Button</b>	Item and special action / Cancel
<b>1 Button (twice)</b>	Perform Tag Dash
<b>+ Button</b>	Access Pause Menu

### ◆ Nunchuk Style

<b>Control Stick</b>	Navigate character / Make selection
<b>A Button</b>	Jump / Confirm
<b>A Button (twice)</b>	Perform Ground Pound
<b>B Button</b>	Item and special action / Cancel
<b>B Button (twice)</b>	Perform Tag Dash
<b>+ Button</b>	Access Pause Menu





# Characters

Each character has different abilities. Some characters are better suited to certain events than others. Check the parameters displayed during character selection before you proceed with the match.



## Power Type



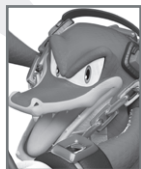
WARIO



KNUCKLES



BOWSER

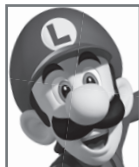


VECTOR



DONKEY KONG

## All-Around Type



LUIGI



AMY



MARIO



BLAZE



BOWSER JR.

## Speed Type



SHADOW



DAISY



SONIC



YOSHI



METAL SONIC

## Skill Type



TAILS



PEACH



DR. EGGMAN



WALUIGI



SILVER

# Single Match

This is the mode to play individual events. There are a total of 31 events – 21 of which are listed under Olympic Events, and 10 of which are Mario & Sonic-style events called Dream Events.



## Number of Players

After the event is chosen, you will select the number of players participating in the game. Note that you can have multiplayer games with up to three other players.



Players can join the game by using their own Wii Remote or by sharing a Wii Remote for a **Turn-Based** competition. To synchronise additional Wii Remotes for multiplayer games, Player 1 (1P) must first press the + Button at the Players screen (pictured right), so the others can join with their own Wii Remote by simultaneously pressing the 1 and 2 Buttons.



Depending on the event, the following options will be available when you have selected more than one player with multiple Wii Remotes:

**Versus** ..... **Everyone plays against each other.**

**Team Versus** ..... **Play a multiplayer match (2-on-1 or 2-on-2).**

**Co-op Play** ..... **Everyone plays on the same team.**

## Character Selection

During character selection, abilities of highlighted characters will appear on the screen so use this information to decide which character(s) to enter the event with. Select **Random** if you wish to have the character(s) selected randomly.

By selecting **Mii™**, you can use any of the Mii characters stored on your Wii console.



## Pre-Event Screen

After character selection, you can view the rules, controls and tips at the pre-event screen. Note that a **COM Level** option is located at the top right of the screen, which can be selected to change the level of computer operated opponents. Depending on the event, there will be additional settings displayed on the top right section.

To proceed to the main event, select **Go to Event** and let the game begin.



## Split-Screen Competition

When you play an event such as the 100m Sprint in Versus play, two to four players will compete simultaneously in a split-screen format. Verify your game screen, which can be identified by the player markers displayed above your character's head.



## Replay & Final Results

To view a replay of the event you just completed, press either the L or B Button depending on the event to see your performance from a different angle. For some events, instant replays will take place during the match.



Rank	Character	Time
1	Metal Sonic	1:14.044
2	Wahdji	1:15.847
3	Tails	1:17.439
4	Bowser	1:17.526
5	Dr. Eggman	1:18.418
6	Yoshi	1:19.990
7	Donkey Kong	1:21.802
8	Silver	1:22.033

The final results will be presented automatically. Depending on the event, there will be additional information you can view by pressing the +Control Pad/Control Stick left and right.

## End Game Menu

After the medals are awarded, the end game menu with the following options will be displayed:

- Play Again** ..... Play the same event again.
- Select Character** ..... Play the same event with different characters.
- Select Event** ..... Return to Event Selection screen.
- Quit Game** ..... Return to Main Menu.

## London Party

Staged in the streets of London, up to four players can participate in a party game to win stickers and fill sticker sheets.

The first contestant to fill all of the spaces on her/his sticker sheet(s) will be crowned as the winner.

## Getting Started

When you are starting the game for the first time, or switching to a new game, you will first select the number of contestants, select a character, set the COM Level, then the required number of stickers (16/32/48) to win the game.



If you wish to learn about the rules of this game, you may choose to do so during the introduction. After Toad and Cream have explained the rules, it's time to party in London – Mario & Sonic style!



## Quick-Save Data

London Party is a game mode that can be played for an extended time. If you need to take a break and quit the game, press the + Button while your characters are in the streets to access the Pause Menu and select **Quick-Save** to store your progress. Quick-Save data will be identified when you select the number of players the next time you play London Party. Note that the game can only create and store one Quick-Save progress per player profile.

## Roaming in London

### ① Player Info

Contestant's character and pick-up item in hand.

### ② Winning Terms

Sticker total required to win the game.

### ③ Clock

Use the clock to verify the passing of time. Note that some events are held at specific times of the day.

### ◆ ? Balloons

Touch the balloons marked with a question mark to receive pick-up items.



## ◆ SCHEDULED EVENTS

Big Ben tolls at set times whenever a single match event is going to take place. Choose one of the four events and start the competition. To receive your sticker(s), you must either finish the event in one of the top three positions in the ranking or win the match.



**NOTE:** Play results of Events played in London Party are not saved as part of your Records (p. 17).



## ◆ FREE TIME

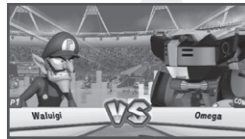
During Free Time, special games will take place by first finding and talking to characters on the streets, then accepting their invitation. Note that you will receive a bonus sticker if you are the first to talk and trigger the bonus game.

## Versus and Co-op

Events and bonus games of the London Party can be a standard competition (Versus), team competition (1-on-3 or 2-on-2) or team co-op (all-for-one). If the event/mini-game is team based, make sure you know who you are co-operating with, and who you are against, in order to outperform the other team with superior teamwork and tactics.

## ◆ BONUS EVENT

You may encounter rivals on the streets. These characters will challenge you to a head-on match, which can win you bigger stickers to quickly fill-up your sticker sheet. The battle could be tough, but taking advantage of these opportunities can improve your chances of winning the event.



## ◆ ROTARY CHANCE

As the party progresses, all contestants will have a chance to earn a few stickers by playing a game called Rotary Chance. A spinning target will appear, and each contestant will throw a dart at the target for a chance to add more stickers to their sheet.



## ◆ INTERIM REPORT

Toad and Cream will hold an interim event to report the progress of the party. The current standings as well as number of stickers collected by each contestant will be announced during this time.



## Sticker Sheet

Sticker sheets of all four contestants are displayed when any contestant(s) earns a sticker. Use your hand icon to select a space on your sheet and press the 2 Button or A Button to paste the sticker. If you have more than one type of sticker, press the B Button to scroll through what you have.



## ◆ Multiple Sticker Sheets

If you are playing the game with more than one sticker sheet (a game decided by more than 16 mini stickers), select one of the small sheets next to your active sticker sheet to change the sheet.

## ◆ ? Icons

Placing a sticker on the ? icon can create various effects that could help or disrupt you and your opponent's progress. Note that the color of the icons will be changing from **blue** to, **green**, **yellow** and finally **red**. The effects will be greater if you wait until the icon turns red.

## ◆ ? Effects

The following characters will appear when a sticker is placed on one of the ? icons.



### Chao

Receive one or two bonus stickers!



### Orbot & Cubot

Duplicate one of your stickers to add on to your sheet.



### Chain Chomp

Take away stickers from the leader.



### Omochoa

Give away a few stickers to a random player.



### Magikoopa

Magically erases one or two rows of stickers from your sheet.



### Boo

Swap your current sheet with what the leader currently has.



### Dark Chao

Add or remove ? icon spaces on your sheet.



## Bonus Mode

An increasing number of bonus content, can be accessed from this mode. Find something new each time, especially after playing hours of London Party and improving your records in Single Match.

### Scratch Cards

All of the Scratch Cards you've earned by playing Single Match and London Party can be scratched off to win prizes!

There are six scratch-off spaces per card. Use the pointer to select a space and press the A Button to reveal what's there.

If you are able to reveal two identical items, you will be able to claim a prize; alternatively, you can gain a blank card which can be used later to trade in for prizes.



### Mii Costume Change

Dress your Mii up with the array of items you've won. There are five types of items to dress your Mii in, and changing your outfit may improve your skills. If you wish to save an outfit as one of your favorites, the full set can be easily stored and accessed from the star icon.



### Jukebox

Listen to all the music in this game conveniently sorted by categories. Simply select a title from the list and press the A Button to play the music.



You can also change any of the background music played during the events by first selecting an event with the +Control Pad left/right, and then up/down to select a different track from the list.



## Records

### Player Data

The following records can be viewed on the Player Data screen:

- Player** ..... **Flag and nickname.**
- Gold Medal Events** ..... **Percentage of Events finished in first place.**
- Items Collected** ..... **Percentage of bonus items you've collected.**
- Event Play Time**..... **Total play time – Single Match.**
- London Party Play Time** .. **Total play time – London Party.**
- Character Most Used**..... **The character most used during your play time.**
- Event Most Played**..... **The Event most played during Single Match.**

In addition to the above, you can also access the ranking for characters (times used) and events (times played) by selecting the on-screen options.

### Event Records

Press the +Control Pad or Control Stick left/right to scroll through the list of events. To access the best records of the selected event, press the + Button and connect to Nintendo Wi-Fi Connection, or press the - Button to display records from other player profiles stored on the Wii console.



- World Rankings** ..... **View records of the online rankings.**
  - Local Rankings** ..... **View 30 records closest to your performance.**
  - Friend Rankings** ..... **View records of players registered at Friend Roster.**
- Note that some events do not have an option for Nintendo WFC Rankings.

### Challenges

View the completion status of the various challenges within the game. New challenges will be revealed as you play the game, and anytime you make progress in the challenges, a notification will be displayed on the top right of the screen.



### Stickers

Scroll through all of the stickers you received while playing London Party to gain more information.

# Olympic Events

## Special Actions

In sprinting, fencing and other events, a special action indicator (Button icon) will be displayed on the top left or near the center of the game screen. Using this will allow your characters to perform special moves to boost your performance.



## 100m Sprint (Athletics)

A straight-line 100 meter race with a total of eight sprinters starting simultaneously in their lane for the fastest time. Aim for the perfect start out of the starting block, and quickly accelerate and maintain top speed to cross the finish line first.



## 110m Hurdles (Athletics)

Compete in a 110 meter race with ten hurdles set on a straight course. Aim for the perfect start and time your jumps to clear the hurdles and boost your speed.



## 4 x 100m Relay (Athletics)

A team of four sprinters will take the baton and run 100 meters one-by-one. Flawless baton exchange at all three changeover boxes will be a deciding factor for this race.



## Long Jump (Athletics)

Sprint down the runway and jump from the take-off line to leap into the sand-filled pit. A foul is given if the athlete's foot crosses over the take-off line in their attempt. The best attempt per athlete will be recorded to decide the winner.



## Hammer Throw (Athletics)

Athletes will take the hammer in hand and spin it inside the throwing circle to build up momentum for the throw. The throw is disqualified if it lands outside of the sector. The best attempt per athlete will be recorded to decide the winner.



## Discus Throw (Athletics)

Athletes will take the discus in hand and swing it horizontally inside the throwing circle to build up momentum for the throw. The throw is disqualified if it lands outside of the sector. The best attempt per athlete will be recorded to decide the winner.



## Javelin Throw (Athletics)

Sprint down the runway with the javelin in hand to gain momentum for the throw. The throw is disqualified if you cross over the throwing area. The best attempt per athlete will be recorded to decide the winner.



## Uneven Bars (Gymnastics)

Athletes will use two bars which are set at different heights to perform their routine for the highest score. The routine will include flight elements on both bars and a dismount.



## Trampoline (Gymnastics)

Athletes will use the trampoline to bounce high into the air to perform their mid-air routine for the highest score. The full routine consists of a chain of 10 contacts with the trampoline bed combining various rotations and twists.





## Rhythmic Ribbon (Gymnastics)



Athletes will take a ribbon stick in hand to perform a floor routine for the highest score. The routine will include various moves (circles, snakes, spirals and throws) with the ribbon. Performing the routine both freely and accurately is the key.



### MUSIC FEATURED IN RHYTHMIC RIBBON

*The Blue Danube* (Composed by Johann Strauss II)

*Radetzky March* (Composed by Johann Strauss I)

*Csikós Post* (Composed by Hermann Necke)



## 100m Freestyle (Aquatics)



A 100 meter race with a total of eight swimmers starting simultaneously for the fastest time. Make a perfect dive and swim two lengths of the pool. Take care as swimming the entire race at full speed will cause you to lose stamina.



## Synchronised Swimming (Aquatics)



A team of four swimmers will simultaneously perform a routine in the pool for the highest score. Timely poses and swimming actions will be performed one after another with other athletes, so stay sharp during the routine.



### MUSIC FEATURED IN SYNCHRONISED SWIMMING

*Spring Song* (Composed by Felix Mendelssohn)

*Tritsch-Tratsch-Polka* (Composed by Johann Strauss II)

*Hungarian Dance No.5* (Composed by Johannes Brahms)



## Canoe Sprint 1000m (Canoeing)



A team of two athletes will paddle the canoe in a straight-line course for the fastest time. Aim for the perfect start and maintain speed by timing the strokes. Both athletes can take it up a notch when they approach the end, paddling even faster to gain the extra speed.



## Show Jumping (Equestrian)



Riders on their horses will navigate around an obstacle course for the fastest time. A time penalty is issued for each knockdown of an obstacle and fall off the horse.



## Badminton



Athletes use a racket to hit the shuttlecock over the net and onto the opponent's side of the court to win points whenever they miss a return. The next serve will go to the team that scored the point. First team to win a given number of sets is the winner of the match.



## Beach Volleyball



Athletes will compete in a 2-on-2 volleyball match on a beach court. Hit the ball over the net and onto the opponent's side within three touches and win points whenever they miss a return. First team to win a given number of sets is the winner of the match.



## Table Tennis



Athletes will take a paddle to hit the ball across the net onto the opponent's side of the table to win points whenever they miss a return. Each player takes turns serving the ball twice. First player to score the final match point is the winner of the match.



## Team Changes

Prior to a team event, you will have an opportunity to make changes related to player assignment and your athlete's position. Note that a single player can be assigned to multiple characters. Character positions can be switched by simply selecting two characters.



## Football

Athletes will compete in a five-on-five football match on a football field. A team scores a point by shooting the ball into their opponent's goal. The game is played in halves, and the team with more points at the end of the 2nd Half is the winner. The match is extended if the game is tied at the end of the 2nd Half. If the game is still tied after playing two overtime periods, the game will be decided by a penalty shoot-out.



## Pistol (Shooting)

Shooters will take the pistol in hand and fire up to five shots per turn to hit all five targets for the highest score. Hitting the center of the targets will yield in a higher total, and a combo bonus is added if you hit the center in succession.



## Epée (Fencing)

Two fencers will compete to earn points by hitting the opponent with the tip of their sword (Epée). The match is decided when one of the fencers reaches match point, or the match time expires.



## Team Pursuit (Track Cycling)

Two teams of four cyclists will simultaneously race on the same track for the best time. Maintaining a tight single-line formation will minimize total drag to recover the followers. In the final lap, the leader will pull off to the side to allow the other three riders to make a break for the finish line.



# Dream Events



## Dream Long Jump

Four athletes will compete simultaneously by hopping on top of one cloud after another in the sky to travel the furthest distance. To increase your distance, observe the position of the clouds and your rivals to constantly seek the best possible route to travel.



## Dream Rafting

A team of four athletes will work together to steer the boat down a river to pick up coins, defeat underwater enemies and avoid obstacles to earn the highest score. A tough boss will be waiting at the end of the course and defeating a giant squid efficiently as a team can greatly affect the final outcome of this event.



## Dream Discus

Four athletes will simultaneously ride on an oversized discus to pick up rings that are placed throughout the mid-air course. Staying ahead and in the middle of the pack will allow the rider to efficiently collect rings. Defeating enemies with boost attack will also add points to your total. For the finale, steer and bump off your rivals to land in the center of the goal area for extra points.



## Dream Uneven Bars

Four athletes will compete simultaneously by swinging their way through an area filled with green and purple lit bars. Athletes will receive points by performing a full swing, but once the bar turns black, the athlete must move on to a different bar to receive more points. Grabbing onto another athlete's legs and swinging together will allow the athletes to earn more points per swing. Bonus points are added by landing in the goal area before the time expires. The athlete who accumulates the most points is the winner of this event.







## Dream Hurdles

Four athletes will sprint simultaneously on a revolving stage to jump over hurdles and other runners for the highest score. Stepping on the ? panel can change the floor speeds as well as reversing the direction it revolves. A pair of turtle shells may appear too, which can be used to knock down rivals to reduce their point total.



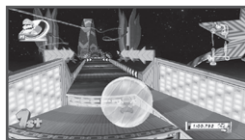
## Dream Equestrian

A team of four athletes will ride their own horse to pull a single wagon loaded with eggs. The team that reaches the goal the quickest will win the race, but watch out as penalty time is added for every dropped egg.



## Dream Sprint

All four sprinters will be encapsulated inside balls known as Air Balls to run and roll through the course for the fastest time. Note the size of the Air Balls will increase by applying forward momentum, and decrease in size by applying the brakes, which is a technique that should be used strategically to get through various sections on the course.



## Dream Trampoline

Four athletes will take turns jumping off the platform in pairs to outperform each other in this unique trampoline event. Athletes will have one air routine per turn to perform as many correct moves as possible to earn the most points. The platform will elevate higher as the event progresses to provide more air time. Note that you can gain extra points during your waiting time by clapping your hands and making an appeal to the crowd. The athlete who accumulates the most points after all of the jumps is the winner.



## Dream Spacewalk

A team of four athletes will simultaneously fly in the air as the four comets guide them to perform various flight formations. The objective is to defeat the giant flower creature, which is possible by building attack power by successfully performing each flight routine. The fastest team to defeat the creature is the winner of this event.



## Dream Fencing

Four fencers will take to the stage and battle it out for a survival match. The last one standing or the athlete with the most health remaining when the match time expires is the winner. Athletes who fall off the stage will receive damage, but will return to the stage if there is still health remaining. Note that item capsules will suddenly appear on the stage, the contents of which can be recovery or power-up items.



## Limited Warranty

SEGA of America, Inc. warrants to the original consumer purchaser that the game disc or cartridge shall be free from defects in material and workmanship for a period of 90-days from the original date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective game disc or cartridge will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or manufacturing workmanship. This limited warranty does not apply to used software or to software acquired through private transactions between individuals or purchased from online auction sites. Please retain the original, or a photocopy, of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the product, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact SEGA to obtain support.

## Limitations On Warranty

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SEGA OF AMERICA, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. THE PROVISIONS OF THIS LIMITED WARRANTY ARE VALID IN THE UNITED STATES AND CANADA ONLY. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS THAT VARY FROM STATE TO STATE.

## Obtaining Technical Support/Service

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

- Website: [www.sega.com/support](http://www.sega.com/support)
- Telephone: 1-800-USA-SEGA

**To register this product, please go to [www.sega.com](http://www.sega.com)**



[www.olympicvideogames.com](http://www.olympicvideogames.com)

TM IOC/USOC 36USC220506. Copyright © 2011 International Olympic Committee ("IOC"). All rights reserved. This video game is the property of the IOC and may not be copied, republished, stored in a retrieval system or otherwise reproduced or transmitted, in whole or in part, in any form or by any means whatsoever without the prior written consent of the IOC. SUPER MARIO characters © NINTENDO. Nintendo 3DS and Wii are trademarks of Nintendo. SONIC THE HEDGEHOG characters © SEGA. SEGA, the SEGA logo and Sonic The Hedgehog are either registered trademarks or trademarks of SEGA Corporation.

Parliamentary material is reproduced with the permission of the Controller of HMSO on behalf of Parliament.

This software uses fonts produced by FONTWORKS Inc. FONTWORKS, and font names are trademarks or registered trademarks of Fontworks Inc.