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

- ◆ Unless stated otherwise, any references to "Nintendo 3DS" in this manual apply to all systems in the Nintendo 3DS™ family.
- ◆ When playing on a Nintendo 2DS™ system, features which require closing the Nintendo 3DS system can be simulated by using the sleep switch.

IMPORTANT

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu. You should also thoroughly read the Operations Manual, especially the "Health and Safety Information" section, before using Nintendo 3DS software.

Language Selection

The in-game language depends on the one that is set on the system. This title supports six different languages: English, German, French, Spanish, Italian and Dutch.

If your Nintendo 3DS system language is set to one of these, the same language will be displayed in the software. If your Nintendo 3DS system is set to another language, the in-game default language will be English.

For instructions about how to change the system language, please refer to the System Settings electronic manual.

Age Rating Information

For age rating information for this and other software, please consult

the relevant website for the age rating system in your region.

PEGI (Europe):
www.pegi.info

USK (Germany):
www.usk.de

Classification Operations Branch
(Australia):
www.classification.gov.au

OFLC (New Zealand):
www.classificationoffice.govt.nz

Russia:
minsvyaz.ru/ru/documents/

Advisories

This software (including any digital content or documentation you download or use in connection with this software) is licensed by Nintendo only for personal and non-commercial use on your Nintendo 3DS system. Your use of any network services of this software is subject to the Nintendo 3DS Service User Agreement and Privacy Policy, which includes the Nintendo 3DS Code of Conduct.

Unauthorised reproduction or use is prohibited.

This software contains copy protection technology to prevent reproduction and copying of content.

Your Nintendo 3DS system and software are not designed for use with any existing or future unauthorised technical modification of the hardware or software or the use of any unauthorised device in connection with your Nintendo 3DS system.

After the Nintendo 3DS system or any software is updated, any existing or future unauthorised technical modification of the hardware or software of your Nintendo 3DS system, or the use of any unauthorised device in connection with your Nintendo 3DS system, may render your Nintendo 3DS system permanently unplayable. Content deriving from the unauthorised technical modification of the hardware or software of your Nintendo 3DS system may be removed.

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or in part, in any form or by any
means whatsoever without the prior
written consent of the IOC. SUPER
MARIO characters

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HEDGEHOG characters © SEGA.
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Hedgehog are either registered
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Holdings Co., Ltd. or its affiliates.

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CTR-P-BGXP-00

2 Information Sharing

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

Exchanging UGC

These are general precautions for exchanging UGC with other users. The extent of UGC exchange depends on the software.

- Uploaded content may be seen by other users. It may also be copied, modified and redistributed by third parties.
Once sent, you cannot delete such content or limit its usage, so be careful.
- Any uploaded content may be removed without notice. Nintendo may also remove or hide content which is considered to be unsuitable.
- When uploading content or creating content for upload...
 - Do not include any information that can be used to identify you or a third party personally, such as your or a third party's name, email address, address or telephone number.
 - Do not include anything which could be damaging or offensive to another person, or make someone uncomfortable.
 - Do not infringe on the rights of others. Do not use content owned by a third party or that displays a third party (photos, images, videos) without their permission.
 - Do not include illegal content or any content which aids illegal activity.
 - Do not include any content which violates public morality.

3 Online Features

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 records (p. 12).

- ◆ For information about connecting your Nintendo 3DS system to the internet, refer to the Operations Manual.

This software supports Nintendo Network™.



Nintendo Network is an online service which allows you to play with other players all over the world, download new add-on content and much more!

Online Precautions

- If you post, send or otherwise make available any information or content through wireless communication please make sure not to include any information that can be used to identify you personally, such as your name, email address, your address or your telephone number, as others may be allowed to see such information and content. In particular, when choosing a user name or nickname for your Mii characters, please do not use your real name as others may be able to view your user name and the nicknames of your Mii characters when using wireless communication.
- Friend codes are a part of a system that allows you to establish a friendship with other users, so that you can play, communicate and interact with people you know. If you exchange

friend codes with strangers, there is a risk that you could receive information or messages with offensive language or inappropriate content and that strangers may see information about you that you do not want strangers to see. We therefore recommend that you do not give your friend codes to people you don't know.

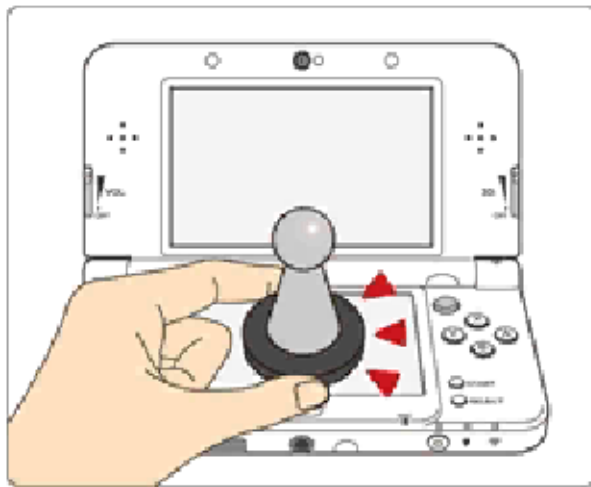
- Do not engage in harmful, illegal, offensive or otherwise inappropriate activity that might cause problems for other users. In particular, do not post, send or otherwise make available any information or content that threatens, abuses or harasses other persons, infringes on the rights of others (such as copyrights, portrait rights, privacy rights, rights of publicity or trademarks) or that may make other people feel uncomfortable. In particular, when sending, posting or making available photos, images or videos displaying other people, make sure to obtain their permission beforehand. If inappropriate conduct is reported or confirmed, you may be subject to penalties such as being banned from the Nintendo 3DS Services.
- Please note that Nintendo servers may become temporarily unavailable without prior notice due to maintenance following any problems, and online services for certain software may be discontinued.

4 Parental Controls

You can use the following Parental Controls to restrict certain features of this software.

- ◆ For more information about Parental Controls, refer to the Operations Manual.
- Online Interaction
Restricts the exchange of data via the internet.
- StreetPass™
Restricts the sending/receiving of data via StreetPass.

5 About amiibo




This software supports **amiibo**. You can use compatible amiibo™ accessories by touching them to the Touch Screen of a New Nintendo 3DS/New Nintendo 3DS XL system.

Your amiibo aren't just for show. You can use NFC (near-field communication) to connect them to compatible software and play with them in the game.

For more information, visit:

- amiibo.nintendo.eu (Europe)
- amiibo.nintendo.com.au (Australia/New Zealand)

- ◆ An amiibo can be read by multiple compatible software titles.
- ◆ If the data on your amiibo becomes corrupted and cannot be restored, go to the HOME Menu ⇒  ⇒ amiibo Settings and reset the data.

The Nintendo 3DS NFC Reader/Writer is required to use amiibo with a Nintendo 3DS/3DS XL/2DS system.

IMPORTANT

A light touch on the Touch 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 characters from the Mario and Sonic series compete in a variety of 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 8 September 2015.
- ◆ The names of countries and their flags are based on those in use as of 25 August 2015.



7 Starting the Game

Starting a New Game

When you first start playing, you will need to create your user data. After choosing your Mii, your country flag and the difficulty level of your computer-controlled opponents, you'll proceed to the main menu.

Main Menu

Choose from the following options to get started:



Rio 2016 Quick Play

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

Road to Rio

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

Versus Mode (p. 10)

Use wireless communication to face off against up to three other players in Olympic Events or Plus Events.

Pocket Marathon (p. 11)

Walk a full 42.195 km (counting each step as one metre) while carrying your Nintendo 3DS system around. By connecting to other players through StreetPass and online rankings, you can meet Mii characters who will cheer you on or compete against you.

Changing Room

Change your Mii character's outfit, gear and skills. 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

Adjust various settings, including the level of computer-controlled opponents, your user data, and wireless and sound settings.



8 Controls

Menu Controls

Change selection



Confirm



Cancel



Event Controls

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

Pause Menu

Press **START** before or during an event to bring up the pause menu. Here you can change character, choose a different event, or go back to the main menu.



Motion Controls


In certain events, you'll need to move your Nintendo 3DS system around to control your character.




When using this software, 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. Do not move the system with excessive force, as this could lead to injuries, damage to the product or damage to nearby objects.



Saving Data

Your progress will be saved automatically when you complete an event or change settings in the Options menu. 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 .

Deleting Data

Select "User Settings" in Options, then press  to delete your saved data.

◆ **Be careful when deleting data. Once deleted, it cannot be recovered.**

- Do not repeatedly reset the system or intentionally input incorrect controls. Do not remove any Game Card/SD card inserted into the system while saving. Make sure not to get dirt in the terminals. These actions could result in permanent data loss.
- Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.



10 Versus Mode

In Versus Mode, you can connect to other players in one of two ways.

Local Play

Select "Nintendo 3DS Local Play" to play together with up to three other players who have their own copies of the game.

You Will Need:

- One Nintendo 3DS system per player
- One copy of the software per player

Setup

One player (the host) should press **START** to create a group. Once all players have joined this group, the host should press **START** again to start the game.

Players other than the host should select the group they want to join.

Download Play

With just one copy of this game, you can play together with up to three other players who have Nintendo 3DS systems.

You Will Need:

- One Nintendo 3DS system per player
- At least one copy of the software

Setup

Creating a Group

1. Select "Nintendo 3DS Download Play", then press **START** to create a group.
2. Once all players have joined, press **START** again to start the game.

Joining a Group

1. On the HOME Menu, select the Download Play icon, then touch

"Open".

2. Select the Nintendo 3DS logo.
3. Select this software from the list.

◆ You may need to perform a system update. Follow the on-screen instructions to begin the update.

If you receive a message during the system update that the connection was unsuccessful, carry out the system update from the System Settings application.



11 Pocket Marathon

In Pocket Marathon, you can meet rival Mii characters 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.

Meeting 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 will then appear in Pocket Marathon mode to cheer your runner on.

Activating StreetPass

In the Options menu, select "Game Settings" and set the "StreetPass" option to "ON".

- ◆ Set this option to "OFF" at any point to disable StreetPass.



12 Records

In Records, you can view your achievements, and 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 players' records and upload your own.



13 Music and Composers

Rhythmic Gymnastics

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

Composer: Georges Bizet

Music: Main Theme: Super Mario
Bros. (Remix)

Music: Wonder World: Sonic Lost
World (Arrangement)

Training

Swim With Good Rhythm!

Music: Pomp and Circumstance
March No. 1

Composer: Edward Elgar

Switch to the Rhythm!

Music: Requiem: Dies irae

Composer: Giuseppe Verdi



14 Sharing Play Data

Sharing Play Data (SpotPass™)

While the system is in Sleep Mode, and even while the software is not running, the SpotPass feature (if enabled) will periodically connect to the internet and send information about your gameplay to Nintendo in order to help us develop future products and services.

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 selecting "Game Settings" from the Options menu.



15 How to Contact Us

For product information, please visit the Nintendo website at:
www.nintendo.com/countryselector

For technical support and troubleshooting, please refer to the Operations Manual for your Nintendo 3DS system or visit:
support.nintendo.com