

NTR-CS3E-USA

SONIC



TM

SEGA ALL-STARS RACING



SEGA

INSTRUCTION BOOKLET



NINTENDO DS

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET 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, such as while 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 when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Eye or muscle twitching

Involuntary movements

Altered vision

Loss of awareness

Disorientation

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 - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain: Avoid excessive play. It is recommended that parents monitor their children for appropriate play.

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REF-E

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



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



Wireless DS
Single-Card
Download Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



Wireless DS
Multi-Card
Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.



Rumble Pak
Compatible
(sold separately)

THIS GAME IS COMPATIBLE WITH THE RUMBLE PAK ACCESSORY.



LICENSED BY



NINTENDO, NINTENDO DS AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2009 NINTENDO.

Thank you for purchasing *Sonic & SEGA All-Stars Racing™*. Please note that this software is designed for use with the Nintendo DS™ system. Be sure to read this instruction booklet thoroughly before you start playing.



CONTENTS

CONTROLS & RACING BASICS	4
COURSES	7
CHARACTER PROFILES	8
STARTING UP	10
SOLO	11
GROUP	14
NINTENDO WFC	16
SHOPPING	19
LICENSE	19
OPTIONS	20

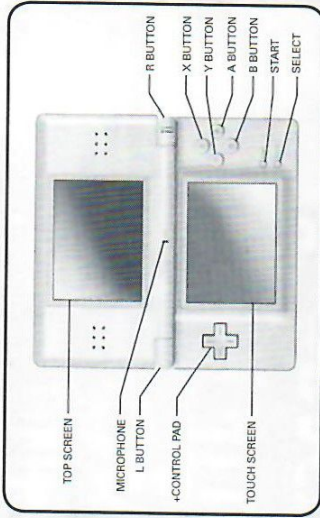
This manual was created while the game was in production, so some screenshots may differ slightly from the game screen.

CONTROLS & RACING BASICS

This game uses buttons for the in-game controls. The stylus can be used for menu navigation.

MENU CONTROLS

Use the +Control Pad to move the cursor, and press the A Button to enter selection. Press the B Button to cancel. Alternatively, touch the selection on the Touch Screen once with the stylus to highlight it, then touch again to enter.



Nintendo DS™ Lite

Button Functions in Some Screens

In some screens, certain functions are assigned to the buttons, and these are indicated at the bottom of the Touch Screen as shown here. Either press the assigned button or touch the assigned area.



CONTROL CONFIGURATIONS

The button configuration of the control schemes can be selected in the Options. See p.20 for the chart of control schemes.

Note: Close your Nintendo DS system during play to cause it to enter Sleep Mode and minimise battery consumption. Simply open your Nintendo DS system to take it out of Sleep Mode.

SOME USEFUL TECHNIQUES

Hi-Speed Start

Press and hold the Accelerate button at the right time during the countdown to get a boost at the start.

Drift

While holding the Accelerate button, press the +Control Pad left/right and Brake button to slide your rear wheels to drift. Drifting will also charge up a boost power. Release the Brake at the right time to boost your car.

Trick

Press the Trick button while in the air to perform an aerial trick. Upon successful landing, you will get a boost in speed. Be careful! If you don't have enough altitude, you will crash-land with a huge loss of time.

GIMMICKS

With some courses you will find course-specific gimmicks that will interact with your play. These include crabs, robots and wild animals on the course. You can turn this feature ON/OFF in the Options screen (p.20), however this only affects single race.



ITEMS

Run over an item capsule to obtain it, then use the item to your advantage. Items come in either ones or threes. You cannot pick up the next item if you currently have an unused item.



Rocket

Launch a homing rocket at the nearest rival ahead of you.



Giant Rocket

Launch a giant rocket down the center of the track. You can detonate it at will.



K.O. Glove

Launch a projectile that bounces off the sides of tracks and sends your rival spinning.



Mega Horn

Creates a destructive soundwave that spins surrounding rivals.



High Speed Shoe

Increase your speed temporarily and smash your way through rivals.



Mine

Place a mine in the path of vehicles right behind you.



Confusing Star

Targets the nearest rival and confuses them by flipping their game screen upside down.



Pocket Rainbow

Temporarily obstruct your rivals' view.



Shield

Makes an energy shield around you for a limited time that withstands a single attack.

All-Star Item

Besides the items mentioned above, there is also an All-Star item that allows you to use a character-specific All-Star Move. See Character Profiles (p.8) for details.



COURSES

There are 24 courses in this game. Below are the eight courses that are immediately available. The rest you can "purchase" with SEGA MILES in SHOPPING (p.19).



WHALE LAGOON

A course running through Dr. Eggman's diabolical Final Fortress. Beware of patrolling robots.



ROULETTE ROAD

An intricately designed course. With sharp turns to take one after another, the use of drifting will be the key.



TURBINE LOOP

A simple course through the icy battlements. Avoid rolling giant eggs and wild animals.



TREETOPS

A colorful and bizarre looking course, cruise in and out of Amigo's crazy music video set.



STUDIO AMIGO

A futuristic city course of Tokyo-To. It's a fast course, yet has some technical elements and 90-degree turns.



ICICLE VALLEY

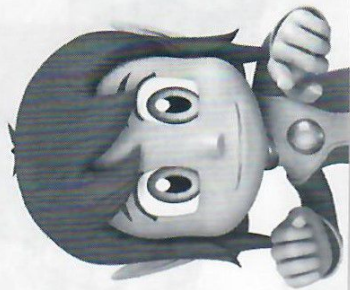
An eerie course around the grounds of the notorious Curien Mansion. Look out for the wild animals roaming around.



OUTER FOREST



SHIBUYA DOWNTOWN



CHARACTER PROFILES

Here are the characters you can use from the beginning. You can unlock even more characters by spending SEGA MILES in SHOPPING (p.19).

SONIC

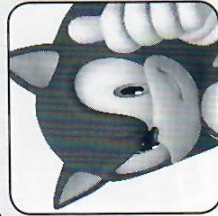
The world's fastest hedgehog will join the race intent on taking the number one spot. Can he also capture the honorable title in this All-Stars racing event?

ALL-STAR MOVE: Sonic transforms into Super Sonic and flies on down the course in the speed of light. He will barge rivals cleanly out of his path with a streak of golden energy.

AMY

An upbeat girl, always hot on Sonic's heels. Will she be fast enough to catch up with him on the racetrack though?

ALL-STAR MOVE: Amy gets on her Piko Piko Hammer and launches down the track at high speed. Press the Item button to swing the Piko Piko Hammer at rivals as you pass them.



The genius mechanic with two tails. Tails will take his Tornado Racer on the track, a customized biplane that stays low to the ground.

ALL-STAR MOVE: Tornado Racer controlled by Tails will face up and perform a spin, causing a tornado that knocks rivals out of his way.

DR. EGGMAN

An evil scientific genius plays the role of a persistent maniacal villain, always foiled by Sonic. Riding on the Egg Monster, he is determined as ever to defeat Sonic and to settle the score.

ALL-STAR MOVE: Egg Monster transforms into offensive mode then takes off, and launches a series of rockets to wipe out rivals in his path.



SHADOW

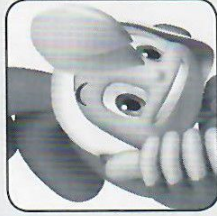
Created in secret to be the ultimate life form, and was actually created by Professor Gerald. He can easily rival Sonic's abilities in terms of both speed and power.

ALL-STAR MOVE: The power of Chaos Emeralds transforms Shadow into Super Shadow as he files down the track at speed. Press the Item button to fire Chaos Spears to clear his path.

BILLY HATCHER

After saving Morningland from the evil crows, Billy now needs only prove his prowess behind the steering wheel.

ALL-STAR MOVE: Billy's car is encased in a giant egg shell on top of which he runs down the track squashing rival vehicles in his path.



AMIGO

Remains the most popular Maracas artist in the music scene. Will his skills on the racetrack match his musical talents?

ALL-STAR MOVE: Amigo begins an infectious samba dance that gets everybody he passes dancing, instead of concentrating on their driving.



AI AI

Taking a break from his usual banana munching antics, AiAi makes his way to the racetrack. How will he fare against the likes of Sonic though?

ALL-STAR MOVE: AiAi finds himself in his own monkey ball and then darts down the track knocking rivals out of the way.



STARTING UP

At the Title Screen, press the A Button or touch the Touch Screen with the stylus to display the Select License Screen. Licenses are your save data for this game, and you can create up to three. Select **NEW LICENSE** to create a new License (see below). Highlight an existing License and press the A Button to continue with this License, or press the Y Button to delete it. The top screen displays the information on the selected License.

CREATING A LICENSE

When you create a License, you will first enter a name. Use the on-screen keyboard, select **DEL** to delete a letter, and **DONE** when you have finished entering a name. Next, select a Portrait for your License. When finished, verify your License displayed on the top screen and press the A Button to create. Note that your License can be edited later from LICENSE Menu.

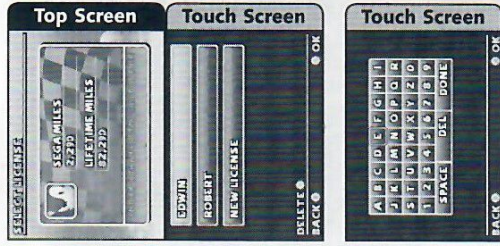
CAUTION: The nickname you use will be seen by others when playing multiplayer games using Nintendo WFC.

MAIN MENU

After you have selected the License or created a new one, the Main Menu will be displayed. Select the mode you wish to access.

SEGA MILES

After the race in any mode (except for Single-Card Play, p.14), you will earn SEGA MILES, based on the distance you covered, plus an additional amount depending on the mode you play. You can spend them on extra characters/courses/music tracks, or accumulate them for the Challenges Portraits (p.19 under LICENSE).

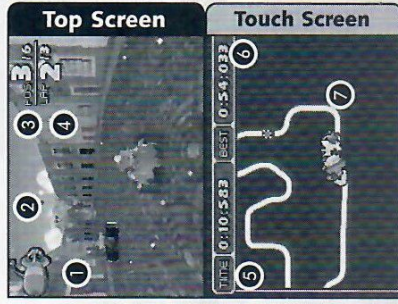


SOLO

Play a single-player race against computer controlled racers, attempt the Time Trial, or play a Mission.

Game Screen

Shown here is an example of the game screen. The information displayed on the screen may differ in the mode you are playing.



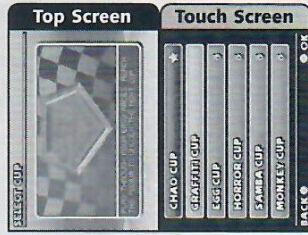
- 1 Item Possession**
The racetrack you are playing on.
- 2 Time Limit (Not shown here)**
Appears only on applicable Modes.
- 3 Position (Your Placement/Total Number of Racers)**
- 4 Laps (Current/Total)**
- 5 Current Lap Time**
- 6 Best Lap Time of the Current Race**
- 7 Course Map**
The character icons indicate where the racers are.

GRAND PRIX

Play a Cup Race that is played over four courses. You earn points according to the placement in each race, and you will unlock the next Cup Race if you finish in the top three.

SINGLE RACE

Play one race with a currently available character and course.



TIME TRIAL

Run three laps on a course by yourself and go for the fastest time. The current fastest time will also appear as the "ghost", giving you a good idea on how you are performing. There will be no items or obstructing characters on the course, but you're allowed to use three High Speed Shoes, so make good use of them.

Note: If your lap time is among the top times, you can register your time on the Leaderboards. See p.16 for details.

MISSIONS

Using a specific character and course, fulfill the objective of each mission, and unlock a new one. The information for the mission selected is displayed on the top screen.

- 1 **Character to Use**
- 2 **Mission Type & Description**
- 3 **Mission Objective**
- 4 **Time Limit** (with applicable missions only)
- 5 **Mission Points Obtained** (Current/Total)
- 6 **Course**
- 7 **Total Mission Points Obtained**
- 8 **Missions**

The lock icons indicate that these missions are not open yet. The numbers indicate the Mission Points obtained in each mission. You can earn up to ten Mission Points per mission.



12

How Missions Are Played

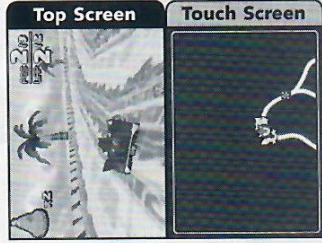
There are various types of missions, and you must play according to the Mission Objective. You will earn Mission Points (up to ten points per mission) according to your performance. For some missions, completing a lap (or a race) is also the least requirement for your right to earn Mission Points. The Mission Points are accumulated, and when you have enough Mission Points, new mission(s) will be unlocked. Can you complete them all?

Mission Types

Here are some of the missions you find in the game.

Race

Race as normal. Your final placement will be calculated into the Mission Points.

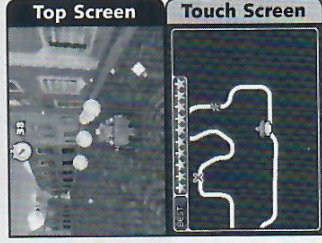


Collect

Collect as many items as you can. The amount will then be calculated into the Mission Points.

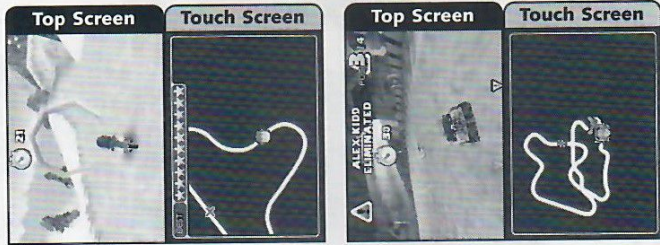
Gates

Drive through the gates while finishing a lap to earn Mission Points.



Knockout

After each 30-second period, the driver in last place is eliminated. Be the last one running to be the winner.



GROUP

Race against nearby friend(s) via DS Wireless Communications.

SINGLE-CARD PLAY

Play a single race, one-on-one, against another player who does not have a Game Card.

Flow of Single-Card Play

The player with the Game Card selects the characters for both players and chooses which course to play. The game starts as soon as the downloading is completed. You will play only one race and after the race has finished, the host's system can go back to the Main Menu, and the client's system will be asked to shut down. No SEGA MILES will be awarded to either player in this mode.

MULTI-CARD PLAY

Race against up to three other players with their own Game Cards. One of the players must become the host to create a group and configure the game setup. The other players will select the group to join from the list.

Type of Games

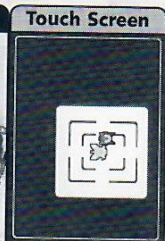
The following three types of games are available for Multi-Card Play:

■ Race

Race as you normally do, and be the first one to cross the finish line.

■ Battle

Take out opponents using weapon items you pick up. Take three hits and you're out. This game is played on one of three specially-designed arenas.



Flow of Multi-Card Play

The host player follows the steps shown at the left side, while the other (client) players follow the steps shown at the right side.

HOST PLAYER

Select **CREATE** to create a group.

CLIENT PLAYER(S)

Select a group to join.

LOBBY

A list of members who have joined the group will be displayed. All players press the A Button to confirm entry.

SELECT CHARACTER

All players select a character to use.

SELECT GAME/COURSE

The host player selects the game and the course to play.

RACE

RESULTS

All players earn SEGA MILES according to their performance.

Go back to **LOBBY** or return to the **MAIN MENU**.

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

NINTENDO WFC

Race against friends or strangers via Nintendo Wi-Fi Connection (Nintendo WFC).

PLAY WITH ANYONE

The game will automatically find up to three players via Nintendo WFC.

PLAY WITH FRIENDS

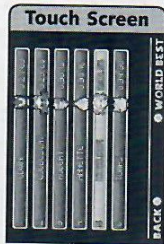
Play against friends you've registered. One player must become a host to create a group. Other players will choose a group to join from the list.

TYPE OF GAME

Race is the only available type of game in this mode.

LEADERBOARDS

Select a course, and download its ranking data. If your Time Trial record (p.12) is among the best, it will be recorded.



FRIEND ROSTER

View a list and connection status of your friends. You can add a new friend or delete existing ones. To add a friend, obtain his/her friend code, select **ADD** and enter the friend code.



Note: Your friend code is displayed at the top of the list.

Flow of Nintendo WFC

PLAY WITH ANYONE

ALL PLAYERS

Automatically searches for other players to join to create a group.

PLAY WITH FRIENDS

HOST PLAYER

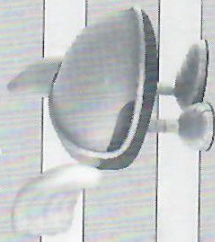
Select **CREATE** to create a group.

CLIENT PLAYER(S)

Select a group to join.

LOBBY

A list of members who have joined the group will be displayed. All players press the A Button to confirm entry.



SELECT CHARACTER

All players select a character to use.

SELECT COURSE

Two courses are selected randomly. All players select a course of his/her choice. Use the checkmarks as a reference for other players' preferences.

RACE

RESULTS

All players earn SEGA MILES according to their performance.

Go back to **LOBBY**, **MAIN MENU** or return to, the top of **NINTENDO WFC** mode.

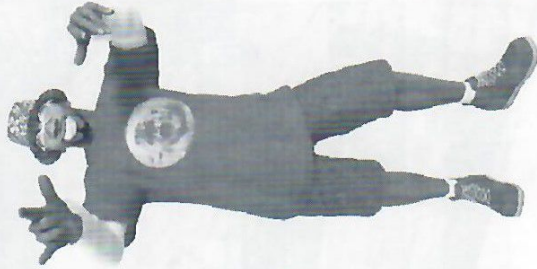


Nintendo Wi-Fi Connection allows multiple *Sonic & SEGA All-Stars Racing* owners to play together over the internet—even when separated by long distances.

- To play Nintendo DS games over the internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions on setting up your Nintendo DS.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL internet account.
- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC compatible games at selected internet hotspots without additional setup.
- The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at www.nintendowifi.com/terms.

For additional information on the Nintendo WFC, setting up your Nintendo DS, or a list of available internet hotspots, visit www.nintendo.com/games/wifi/ds (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, e-mail or home address when communicating with others.



SHOPPING

With SEGA MILES, unlock goodies for the game.

1 Amount of SEGA MILES

Displays **SOLD** if you already have the selected item.

RACERS

Purchase new racers to be used in all races, or view various info on the racers you already have.

COURSE

Purchase extra courses to be played in all modes, or view stats and info on courses you already have.

MUSIC

Unlock and listen to music tracks.

LICENSE

View personal records, and edit License Name and Portrait.

CHALLENGES

By achieving certain requirements in the game, you can earn new portraits for your License. Here you can view a list of Portraits you've earned, and view the requirements to unlock the Challenges Portraits you haven't unlocked yet.

RECORDS

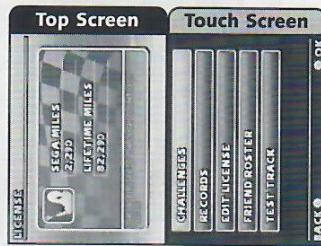
View various statistics from your playing.

EDIT LICENSE

Edit the name or change the portrait of your License. You can use portraits from CHALLENGES once they are unlocked.

FRIEND ROSTER

View a list of your friends. You can add and delete friends and see your own friend code. You cannot see friends' connection status here.



OPTIONS

Adjust various game settings.

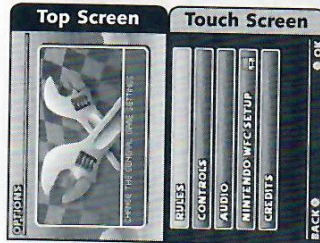
RULES

Change rules for the races, such as number of racers in the events, number of laps, difficulty of the game, and the use of items and gimmicks.

CONTROLS

Select a control scheme of the game (CONFIG A~C). If you have a Rumble Pak inserted, you can also toggle the Rumble Feature ON/OFF.

Control Schemes



	CONFIG A	CONFIG B	CONFIG C
+Control Pad	Steering	Steering	Steering
A Button	Accelerate	(not used)	(not used)
B Button	Brake/Drift/Trick	Accelerate	Item/Horn
X Button	Rear View	(not used)	(not used)
Y Button	(not used)	Brake/Drift/Trick	Rear View
L Button	Item/Horn	Item/Horn	Brake/Drift/Trick
R Button	Brake/Drift/Trick	Rear View	Accelerate
START	Pause	Pause	Pause
SELECT	(not used)	(not used)	(not used)

AUDIO

Adjust the volume levels of music and effects in the game.

NINTENDO WFC SETUP

Adjust your Nintendo Wi-Fi Connection settings.

CREDITS

View a list of staff that are responsible for bringing this game to you.



LIMITED WARRANTY:

SEGA of America, Inc. warrants to the original consumer purchaser that the game disc or cartridge shall be free from defect 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.

Obtaining technical support/service

- To receive additional support, including troubleshooting assistance, please contact SEGA at:
- Online: help.sega.com
 - Telephone: 1-800-USA-SEGA

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.

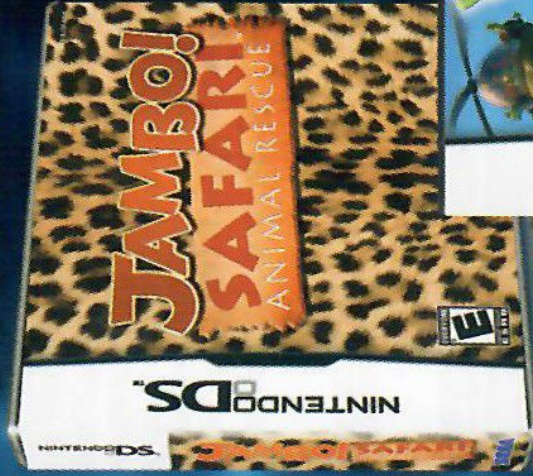
To register this product, please go to www.sega.com

SEGA of America, Inc.
350 Rhode Island Street, Suite 400, San Francisco, CA 94103



© SEGA. SEGA, the SEGA logo, SONIC & SEGA All-Stars Racing and other related game titles, logos, characters and character names appearing in the game are either registered trademarks or trademarks of SEGA Corporation or have been licensed to SEGA Corporation. This product is using Mobiclip™, a software video codec of ActImagine. Mobiclip is a trademark of ActImagine. © 2008 ActImagine. All rights reserved. www.mobiclip.com. Developed by Sumo Digital Ltd, a Division of Foundation 9 Entertainment.

GREAT NEW GAMES AVAILABLE NOW!



SEGA[®]



NINTENDO DS[™]

EVERYONE[™]

E

Mild Violence

ESRB CONTENT RATING

www.esrb.org

SEGA of America, Inc. 350 Rhode Island Street, Suite 400, San Francisco, CA 94103

TM IOC/VANOC/USOC 36USC220506. Copyright © 2009 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. Trademarks are properties of their respective owners. Wii is a trademark of Nintendo. SONIC THE HEDGEHOG characters © SEGA. SEGA, the SEGA logo and Sonic The Hedgehog are either registered trademarks or trademarks of SEGA Corporation. © SEGA. JAMBO! SAFARI, SEGA and the SEGA logo are registered trade marks or trade marks of SEGA Corporation. All rights reserved. © 2009 Ilion Animation Studios, HandMade Films International & A3 Films. All Rights Reserved. © 2009 Pyro Studios S.L. All Rights Reserved. Nintendo DS is a trademark of Nintendo. © 2006 Nintendo. Part# MNL67033

PRINTED IN USA