



NTR-BXSP-UXP

# SONIC™ COLOURS

NINTENDO DS™



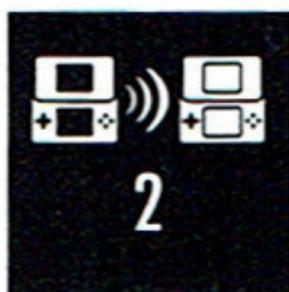
SEGA®

INSTRUCTION BOOKLET

THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS REVIEWED THIS PRODUCT AND THAT IT HAS MET OUR STANDARDS FOR EXCELLENCE IN WORKMANSHIP, RELIABILITY AND ENTERTAINMENT VALUE. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO PRODUCT.



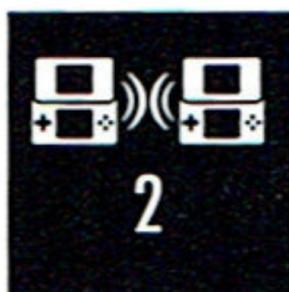
This Game Card will work only with the Nintendo DS™ systems.



**WIRELESS DS SINGLE-CARD DOWNLOAD PLAY**  
THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



**NINTENDO Wi-Fi CONNECTION**  
THIS GAME IS DESIGNED TO USE NINTENDO Wi-Fi CONNECTION.

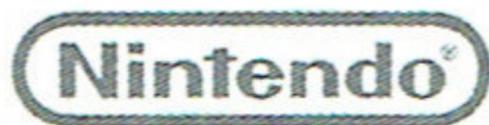


**WIRELESS DS MULTI-CARD PLAY**  
THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH NINTENDO DS SYSTEM CONTAINING A SEPARATE GAME CARD.

**IMPORTANT:** Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo DS system, Game Card, Game Pak or accessory. The Booklet contains important health and safety information. Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and hotline information. Always save this Booklet for future reference.

**IMPORTANT:** The use of an unlawful device with your Nintendo DS system may render this game unplayable.

**LICENSED BY**



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NINTENDO DS IS A TRADEMARK OF NINTENDO.

## Getting Started

Make sure your Nintendo DS system is turned off. Insert the Sonic Colours™ Game Card into the Game Card slot on the back of the Nintendo DS system and push until it clicks into place.

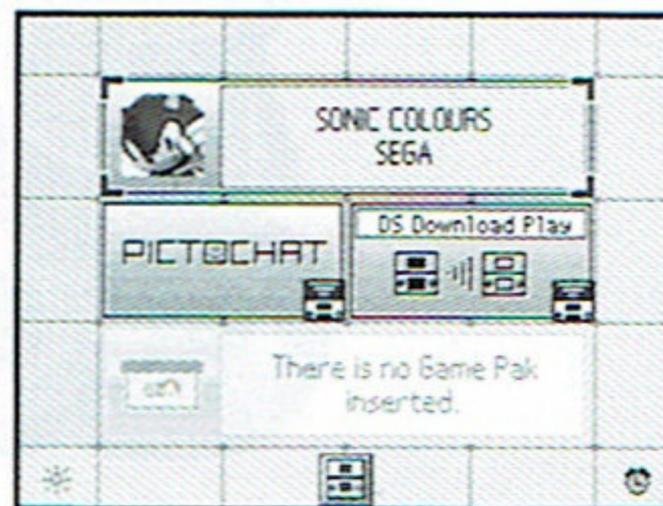
Turn the power on. The **Health and Safety Screen**, shown to the right, will appear. Once you have read it, touch the Touch Screen.

When using a Nintendo DSi™/Nintendo DSi XL™ system, simply touch the Sonic Colours icon to start the game.

When using a Nintendo DS/DS Lite system, touch the Sonic Colours panel to start the game. If the Nintendo DS/DS Lite system's **Start-up Mode** is set to **AUTO MODE**, this step will not be necessary. For details, refer to the Instruction Booklet for your Nintendo DS/DS Lite system.

**NOTE:** "Nintendo DS system" is a catch-all term which is used to refer to the original Nintendo DS, the Nintendo DS Lite, Nintendo DSi and Nintendo DSi XL systems.

In this software you can choose between six different languages: English, German, French, Spanish, Italian and Japanese. The language displayed during use of the software does not depend on the one set on the console, rather the one selected in the software at the first start-up. Please note: The software's title on the **Menu Screen** of the Nintendo DS system will appear in the language that your Nintendo DS system is set to, and may not correspond with the language you selected in the software.

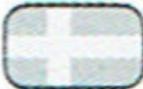


Thank you for purchasing *Sonic Colours*™. Please note that this software is designed for use with the Nintendo DS™ system. Be sure to read this instruction booklet thoroughly before you start playing.

# SONIC™ COLOURS

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# »»» STORY

After years in the making, Eggman's Incredible Interstellar Amusement Park is finally finished! The genius scientist claims he created this gigantic playland to make up for all the trouble he had caused over the years, but Sonic is suspicious.

"You can fool others, but you can't fool me!" says the world's fastest hedgehog. Before opening day, Sonic and his best buddy, Tails, race to the park to see what Eggman is really up to.

# CHARACTERS



## Sonic The Hedgehog

Sonic is a hedgehog who loves freedom and the truth. He can't leave anyone in need of help and he's spent years rescuing victims from Dr. Eggman's conniving schemes. He knows better than to believe the rotund scientist, especially when Dr. Eggman claims he's doing something nice.

## Miles "Tails" Prower

Tails is a flying, two-tailed fox who helps Sonic out on his many adventures. Tails' mechanical genius often gets them out of trouble and helps them stay just ahead of Dr. Eggman's henchmen. In Sonic Colours, Tails builds a translator that lets them communicate with the Wisps who are being captured by Dr. Eggman.



## Yacker

Yacker is a curly haired White Wisp who barely escaped from Dr. Eggman's evil robots. He asks Sonic and Tails to help him save the Wisps who are being held captive and the three of them set out on their journey.



### Dr. Eggman

Despite being a scientific genius with an IQ of 300, Dr. Eggman's evil plans are constantly foiled by Sonic. He's convinced everyone of his generosity with his impressive theme park – everyone but Sonic that is. What is he really after...?

### Orbot

Orbot was built by Dr. Eggman to wait on him hand and foot. Though Orbot obeys Dr. Eggman faithfully, he really doesn't like him very much.



### Cubot

Cubot is another one of Dr. Eggman's creations, paired with Orbot to perform various duties. He likes Dr. Eggman, but he is lazy and tries to get out of doing any work.

### What are Wisps?

Wisps are alien life forms that live on Planet Wisp. There are different kinds of Wisps, and each possesses a distinct super power. See p.10 for a description of the Wisps and their powers.

# »»» MENU CONTROLS

This game mainly uses the +Control Pad and the buttons to play. The Nintendo DS stylus has limited use in this game.

## Using Buttons

Use the +Control Pad to make selections (move cursor). Press the A Button to enter your selection.

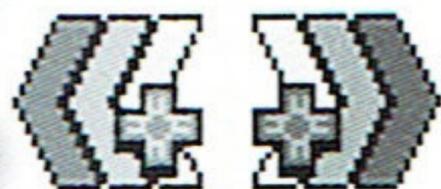
## Using Stylus

Use the stylus to touch the menu item displayed on the bottom screen (Touch Screen).

With some menu screens, touching once will only highlight the selected menu item (touch it again to execute), while in other menu screens touching once will execute the selection immediately. Also, touch the up/down arrow on the scroll bar, where applicable, to scroll up/down the list.

## Button Icons

You may also see one of the following button icons. Either touch it or press the corresponding button to execute:



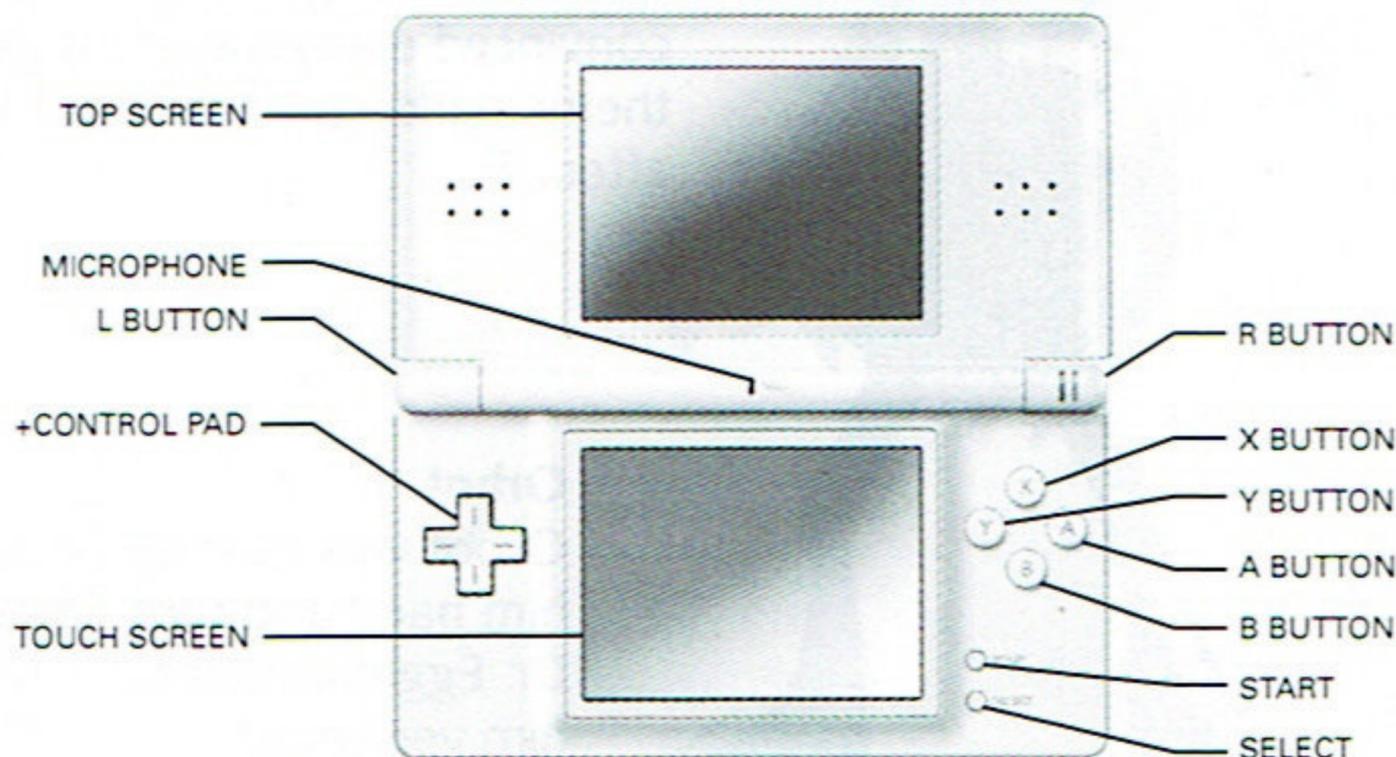
**+Control Pad left/right**  
Switch list.



**B Button**  
Cancel and/or return to previous screen.



**L/R Button**  
Switch screen.



Nintendo DS™ Lite

When you close the Nintendo DS™ system, the system will automatically switch itself to Sleep Mode and save your battery life. By opening the system again, your system will immediately switch to Active Mode.

## ▶▶▶ STARTING UP

When the Title Screen appears, press START to enter the Main Menu screen. Select one of the following:

### Play Game (p.8)

Play the game to reveal the story.

### Versus Mode (p.19)

Play in the 2-Player battle.

### Time Attack (p.22)

Race against the clock to finish the selected Act in record time.

### Options (p.23)

Change Player Name for Versus Mode, turn ON/OFF the time limit for the Acts in the game, or delete the data.



Please note that this game is designed to produce sound through the headphones in the LCD OFF state.

### ⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

# »»» HOW TO PLAY

Sonic travels between the top screen and the bottom screen, depending on the situation (there are exceptions which will be described later). All important information will be displayed on the same screen where Sonic is.

## ① Number of Rings Collected

## ② Elapsed Time from the Start of Act/Mission

When the Time Limit is set to ON in Options (p.23), you will lose a try if the time reaches 9'59"99.

## ③ Wisp Icon

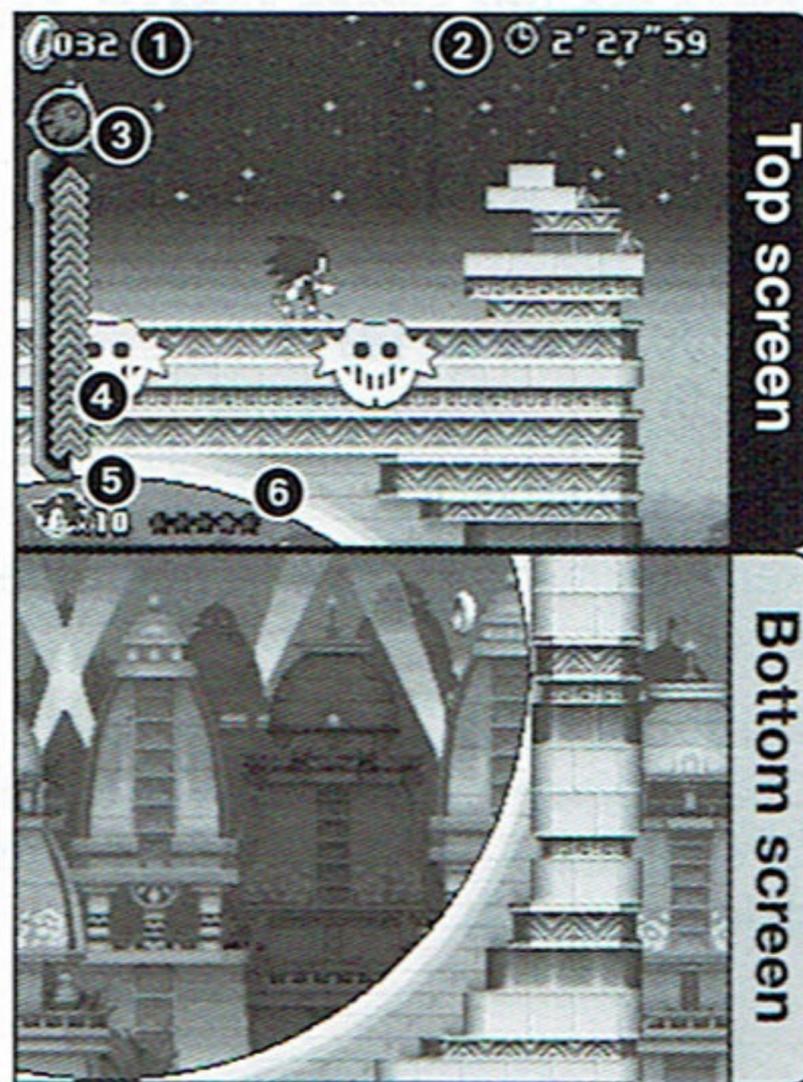
When this is lit, press the X Button to unleash Colour Power (p.10).

## ④ Boost Gauge

Not available until Sonic learns how to use a Boost (p.9).

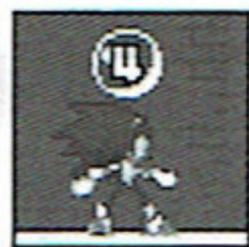
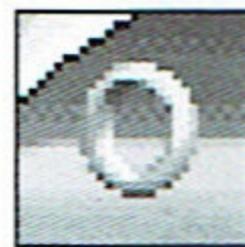
## ⑤ Number of Tries (Lives) Remaining

## ⑥ Special Rings Collected



## Rings

When you take damage, if you have even one Ring, it will protect you from losing a try, but you will lose all the Rings you have in the process. If you collect 100 Rings, you will earn an extra try.



## Breathing Underwater

Some Acts contain underwater areas. You cannot stay underwater for long, so you must resurface or find an air bubble to breathe. A countdown will start if you hold your breath too long. When the countdown ends, you will lose a try.

## Bottomless Abyss

Falling into a bottomless abyss will result in the loss of a try.





### Checkpoint

When you find a Checkpoint Marker, be sure to touch it. This allows you to restart the Act from this location if you lose a try.

### Special Rings

There are a given number of Special Rings in all non-Boss Acts and Missions (p.11). Find and collect them to unlock goodies.



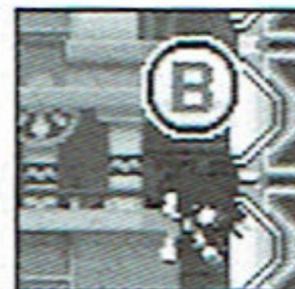
## Controls

While most moves are available from the start, some are gained as the story progresses.

<b>Move</b>	Press the +Control Pad left/right; hold to run; press in the opposite direction to brake.
<b>Look up/down</b>	While standing still, press the +Control Pad up/down.
<b>Jump/Spin Attack</b>	Press the A/B Buttons.
<b>Spin Dash</b>	While standing still, press the +Control Pad down together with the A/B Buttons, then release the +Control Pad.
<b>Jump Dash</b>	While airborne, press the A/B Buttons.
<b>Homing Attack</b>	While airborne and locked-on your target, press the A/B Buttons.
<b>Stomp</b>	While airborne, press the +Control Pad down together with A/B Buttons.
<b>Slide</b>	While moving, press the R Button (or touch the bottom screen).

### Wall Jump

Some vertical walls allow Sonic to grab onto them, and then jump upwards (A/B Button) diagonally on them. If you see the B Button icon when you grab onto such a wall, you can perform the wall jump.



### Boost/Air Boost

On the ground or while airborne, press the +Control Pad left/right and the Y Button to Boost. The Boost/Air Boost will use up the Boost Gauge and cannot be used if the Boost Gauge is empty. Note that the Air Boost cannot be used continuously until you touch the ground.

# Colour Powers

All Wisps, except for the White ones, will light up when you pick them up which allows you to unleash their power. Once they light up, press the X Button. The power lasts until the Boost Gauge is depleted.



## White Wisps

The most common type of Wisps, the White Wisps cannot transform, but they do have the power to give Sonic a Boost. Upon collecting them, they will charge a given amount on your Boost Gauge.



## Red Wisps



Red Wisps are lively, but slightly scatterbrained Wisps that have the power of the Red Burst. Use the +Control Pad left/right to move on the ground, +Control Pad together with A/B/X/Y Buttons to move forward while jumping, and simply press and hold the A/B/X/Y Buttons to charge the jump power for higher, longer jumps.

## Orange Wisps

Orange Wisps can transform Sonic into an Orange Rocket and launch him straight up. After he is airborne, use the +Control Pad left/right to guide his descent, or simply stomp to land.



## Yellow Wisps



Yellow Wisps can transform Sonic into a Yellow Drill. Use the +Control Pad to guide him along and press and hold the A/B/X/Y Buttons to speed him up.

## Cyan Wisps

Cyan Wisps are very fast and chatty. They can also transform Sonic into a Cyan Laser. Use the +Control Pad to adjust the launch angle.



## Violet Wisps



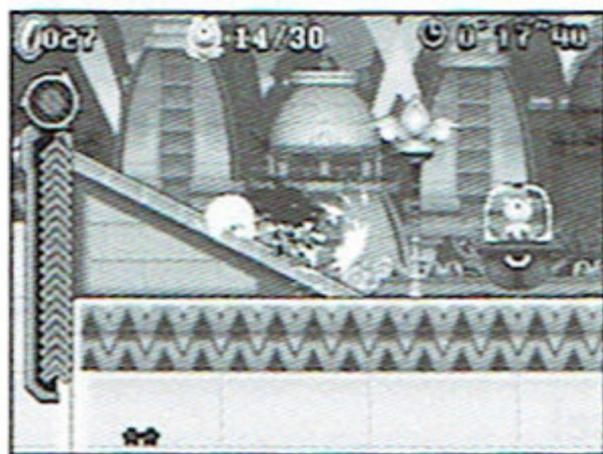
Once Dr. Eggman captures a Wisp, he transforms it into a Violet Wisp. Be careful, as these violent creatures will bark and bite! They also have the power to transform Sonic into a Violet Void. Use the +Control Pad to guide him.

# Acts, Missions & Tutorials

Each Area consists of two Acts and a Boss Act. There are also Missions to complete.

## Acts

Acts are directly intertwined with the story. Guide Sonic through the Act and free the captured Wisps. Clearing an Act will unlock the next Act. You have a given number of tries (lives) to clear. If you run out of tries, you must restart from the beginning of the Act or from the Area Map (p.14). For Boss Acts, see VS Boss (p.13).



## Missions

While these are not directly involved with the story, they are essential in order to unlock a variety of goodies. Various characters appear before Sonic to either challenge him or ask him to complete a given task (Mission). You have only one try to complete the Mission.

## Tutorials

Some Acts, when selected for the first time, may contain a short tutorial of some moves. You have the option to go through the tutorial or skip it.

# Pause Menu

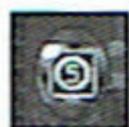
During the Act, Mission or Tutorial, press START to pause the game. You have the following options:

- |                 |   |
|-----------------|---|
| <b>CONTINUE</b> | Resume the game. Pressing START again has the same effect.                      |
| <b>RESTART</b>  | Restart the current Act/Mission/Tutorial from the beginning.                    |
| <b>BACK</b>     | Quit the current Act/Mission/Tutorial and return to the Area Map screen (p.14). |



# Items

These are some of the items that appear in the game. Run over them to pick them up.



## 5 Ring Bonus

Increases your Ring count by five.



## 1UP

Gives you one extra try.



## Random Ring Bonus

Increases your Ring count by a random amount.

# Gimmicks

These are some of the gimmicks you will find in the game. Look out, as not all are helpful to you. Some may cause damage.



## Grind Rail

Hop onto it and Sonic will slide along the rail.



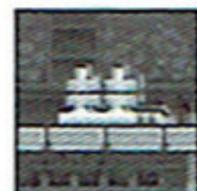
## Spring

Touch a Spring and Sonic will bounce in a set direction.



## Dash Ring

Pass through a Dash Ring and Sonic will be launched in a set direction.



## Dash Panel

Touch the Dash Panel and Sonic will run at top speed.



## Springboard

Run over it quickly and it will shoot Sonic diagonally upwards.



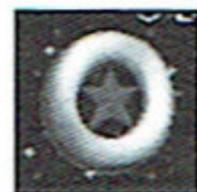
## Exploding Balloons

Look out! They explode on contact.



## Goal Capsule

Destroy it to finish the Act.



## Goal Ring

Touch it to finish the Act or the Mission.

**Note:** Depending on the Act, the goal can either be Goal Capsule or Goal Ring.



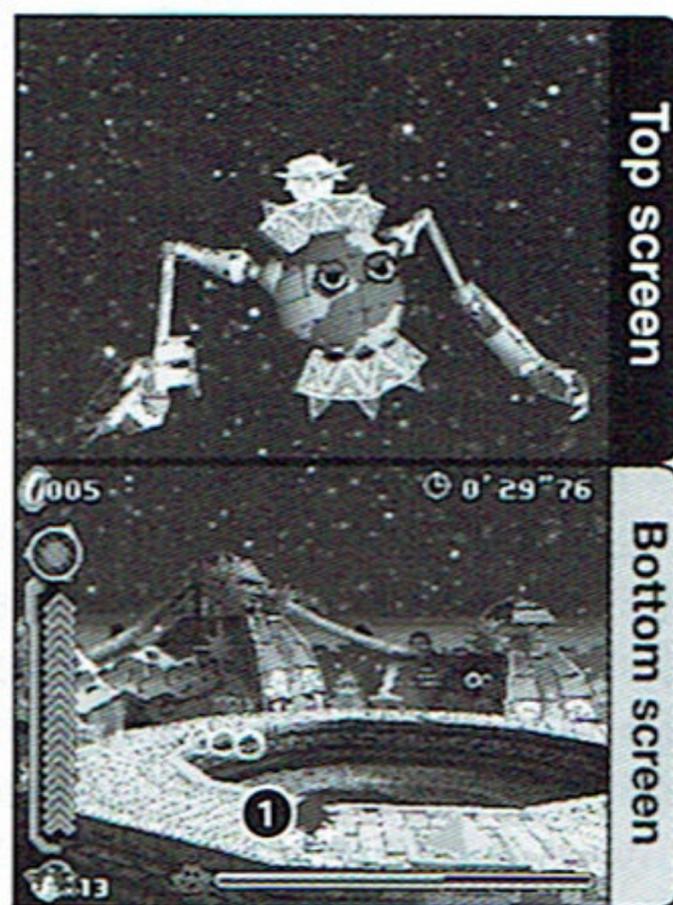
## Colour Power Sign

This monitor screen shows you where to use the Colour Power.

## VS Boss

Each Area has a Boss to face at the end. Find its weak spot and then attack.

The screen setup in VS Boss is the same as in normal Acts, except you have a Boss Gauge **1**. Successful hits on its weak spot will not only shave off some units on the Boss Gauge, but will also fill your Boost Gauge.



## Special Stage

If you finish the Act with the required number of rings, you can attempt (or decline) the Special Stage, where you will have a chance to obtain one of seven Chaos Emeralds. Use the stylus to guide Sonic through a half-pipe course and collect the indicated number of Coloured Orbs. There are three sections; if you fail to collect enough Coloured Orbs by the end of each section, your challenge will be over.

Note that there is one Chaos Emerald in each Area.

- 1** Chaos Emeralds Collected
- 2** Total Orbs Collected
- 3** Number of Coloured Orbs Collected/Needed for the Section
- 4** Current Section/Total Sections



## Area Map

The Area Map displays the Acts and Missions that are currently available in the Area. As you clear an Act/Mission, new ones will become available. The bottom screen displays the map, while the top screen displays the statistics of the Act/Mission you have selected. Choose an Act/Mission (or Tutorial) to play.

- 1 Act/Mission
  - 2 Chaos Emerald
- If the Chaos Emerald has not been collected for the Area, the requirements needed to attempt the Special Stage will be displayed.
- 3 High Score of the selected Act/Mission
  - 4 Clear Rank of the selected Act/Mission
  - 5 Special Rings collected in the selected Act/Mission
  - 6 Boost/Colour Power Tutorial

Touch the icon (or press the X Button) to start the tutorial on Boost or Colour Power.



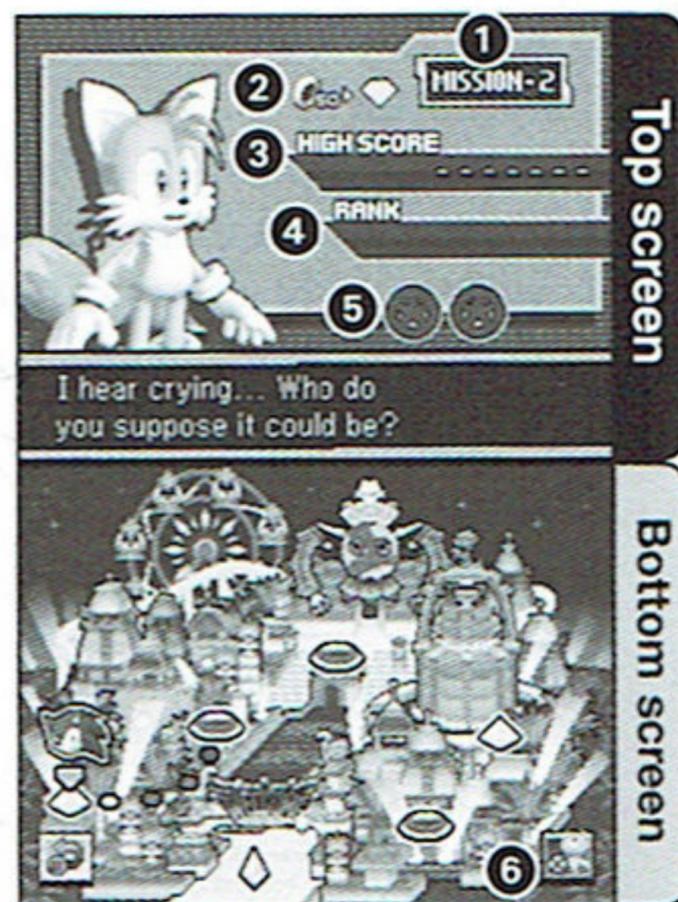
Acts



Missions



Tutorial on Controls



## World Map

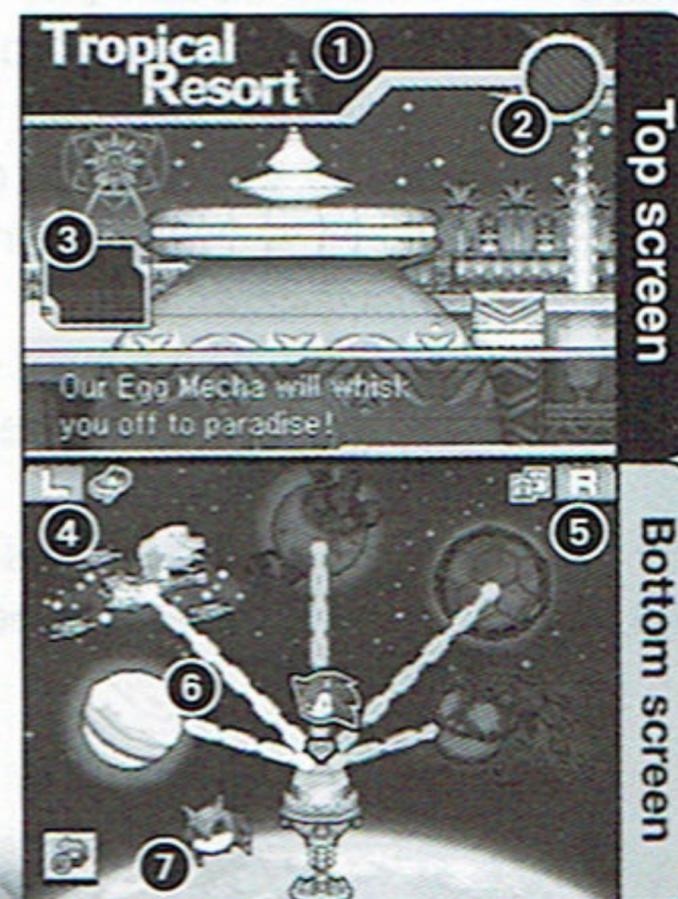
The World Map displays the Areas that are currently available. As the game progresses, new Areas become available. The bottom screen displays the map, while the top screen displays the description of the Area that you have selected.

- 1 Name of the Area
- 2 Wisps Available in the Area
- 3 Chaos Emerald

Displayed if you already collected one for the Area.

- 4 Switch to Quick Select (p.15)
- Touch it or press the L Button to switch to a different stage.
- 5 Switch to Gallery (p.15)
- Touch it or press the R Button to bring up the Gallery.

- 6 Areas Available
- 7 Game Land (p.15)



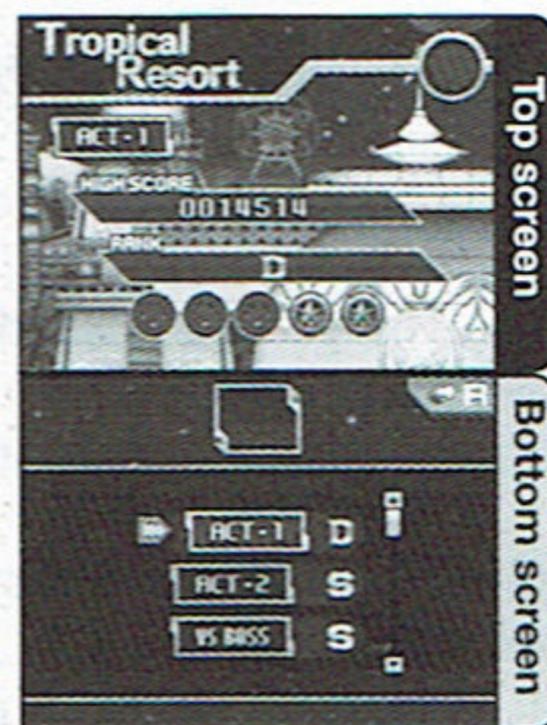
## Quick Select

Access the Quick Select by pressing the L Button (or touch the L Button icon) in the World Map screen. Here you have quick access to all Acts and Missions you have already cleared.

Use the +Control Pad left/right to select the Zone, up/down to select the Act/Mission, and press the A Button to play. The statistics of the selected Act/Mission are also displayed.

If you access an Act/Mission from the Area Map, the onscreen text will not be displayed.

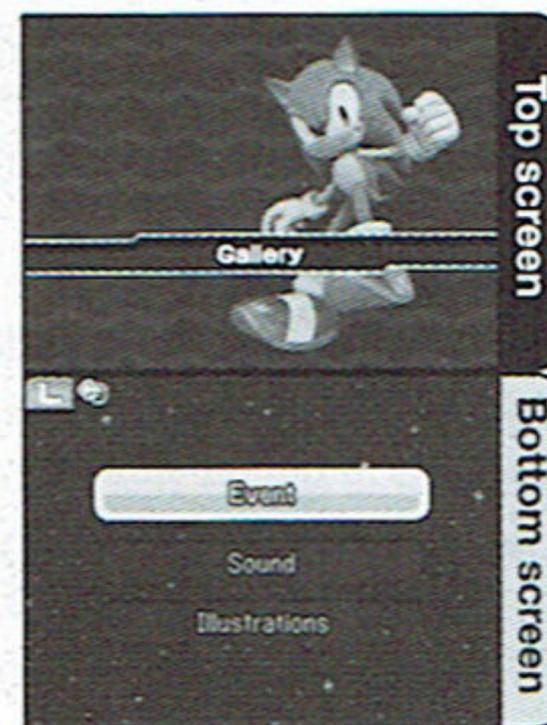
Press the R Button (or touch the R Button icon) to return to the World Map.



## Gallery

Access the Gallery Menu by pressing the R Button (or touch the R Button icon) on the World Map screen. Here you can enjoy various goodies that you unlocked while playing the game. Some of these have special requirements or need to be collected in a given amount, such as Special Rings.

- |               |   |
|---------------|---|
| Event         | View event movies.  |
| Sound         | Listen to the music used in the game. Press the A Button to play, and the Y Button to stop. |
| Illustrations | View illustrations of <i>Sonic Colours</i> .  |



## Game Land

Select to access the following modes:

- |               |   |
|---------------|---|
| Versus Mode   | Access Versus Mode (p.19).                                  |
| Time Attack   | Access Time Attack Mode (p.22).                             |
| Special Stage | Replay the selected Special Stage you have already cleared. |
| Options       | Access the Options Screen (p.23).                           |

# DS Wireless Communications (Single-Card Play)

Here is an explanation of how to play using Single-Card Play.

## The Things You'll Need

Nintendo DS system . . . . . One for each player  
*Sonic Colours* Game Card . . . . . One

## Connection Procedures

### Host System:

1. Make sure that the power is turned off on all systems, and insert the Game Card into the system.
2. Turn the power on. The **Menu Screen** of the Nintendo DS system will be displayed.  
NOTE: In case you are using a Nintendo DS/DS Lite system which is set to AUTO MODE, skip the next step and go on with step 4.
3. Touch the *Sonic Colours* Panel or icon.
4. Now, follow the instructions on page 19.

### Client System:

1. Turn the power on. The **Menu Screen** of the Nintendo DS system will be displayed.  
NOTE: When using a Nintendo DS/DS Lite system, make sure the **Start-up Mode** of your system is set to MANUAL MODE. For further details on how to set up the **Start-up Mode**, please refer to the Instruction Booklet of your Nintendo DS/DS Lite system.
2. Touch DS DOWNLOAD PLAY. The **Game List Screen** will appear.
3. Touch the *Sonic Colours* Panel or icon.
4. You will be asked to confirm your choice. Touch YES to download game information from the Host System.
5. Now, follow the instructions on page 19.

# DS Wireless Communications (Multi-Card Play)

Here is an explanation of how to play using Multi-Card Play.

## The Things You'll Need

Nintendo DS system . . . . .	One for each player
<i>Sonic Colours</i> Game Card . . . . .	One for each player

## Connection Procedures

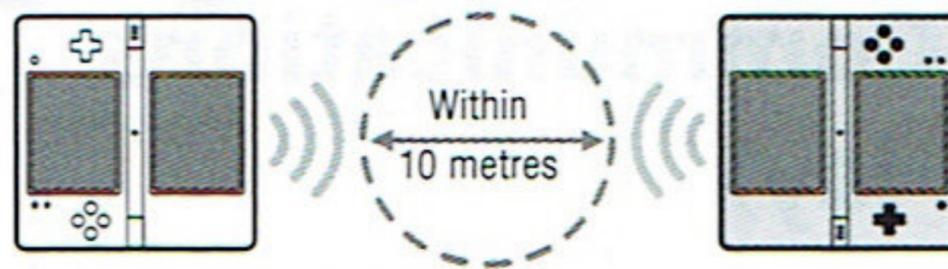
1. Make sure that the power is turned off on all systems, and insert the Game Card into each system.
2. Turn the power on. The **Menu Screen** of the Nintendo DS system will be displayed.  
**NOTE:** In case you are using a Nintendo DS/DS Lite system which is set to AUTO MODE, skip the next step and go on with step 4.
3. Touch the *Sonic Colours* Panel or icon.
4. Now, follow the instructions on page 19.

## Guidelines for Communications

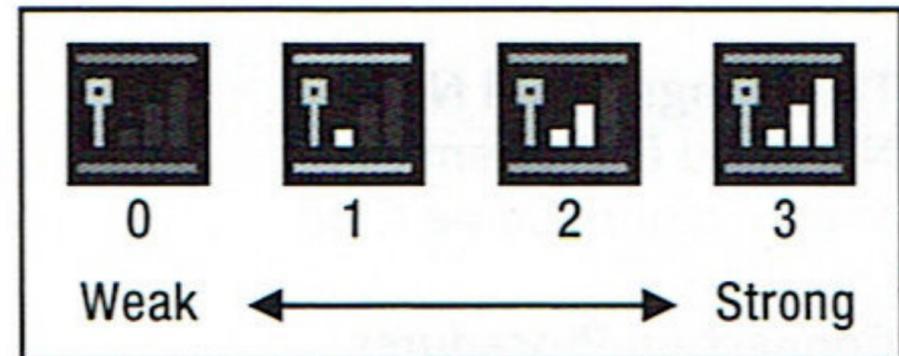
**For best results when using DS Wireless Communications, follow these guidelines.**

The  icon is an indicator of DS Wireless Communications. It appears on the **Menu Screen** of the Nintendo DS system or **Game Screen**.

The DS wireless icon indicates that the associated choice will activate DS Wireless Communications. **DO NOT** use DS Wireless Communications in prohibited areas (such as in hospitals, on aeroplanes etc.). When using a Nintendo DSi/Nintendo DSi XL system in a hospital or on board an aeroplane, please ensure that DS Wireless Communications in the SystemSettings has been disabled. For further information regarding the usage of the Wireless Communications function, please refer to the separate Health and Safety Precautions Booklet included with your Nintendo DS system.



The  icon, which is displayed during DS Wireless Communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother DS Wireless Communications play. When DS Wireless Communications are in progress, the power indicator LED of your Nintendo DSi/Nintendo DSi XL system will blink rapidly.



**For best results, follow these guidelines:**

- Begin with the distance between systems at about 10 metres (approx. 33 feet) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Ensure that the maximum distance between systems at about 20 metres (approx. 66 feet) or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the systems.
- Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.
- In order to use DS Wireless Communications with Nintendo DSi/Nintendo DSi XL systems, DS Wireless Communications must be enabled in the System Settings.

## »»» VERUS MODE

Race against a computer (COM) opponent or another player in a selected Act. The first player to reach the goal is the winner. Versus mode can be accessed from either the Main Menu or from Game Land during the game (p.15).

## »»» NINTENDO Wi-Fi CONNECTION

Nintendo Wi-Fi Connection (Nintendo WFC) allows multiple *Sonic Colours* owners to play together over the internet – even when separated by long distances.

- To play Nintendo DS games over the internet, you must first configure 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 system.
- To complete Nintendo WFC setup, you need wireless internet access (such as a wireless router) and an active broadband internet account.
- If you only have wired internet access for your PC, you need a Nintendo Wi-Fi USB Connector (sold separately). See the separate Nintendo Wi-Fi Connection Instruction Booklet for more information.
- Nintendo WFC game play uses more battery power than other forms of game play. You may prefer to use the Power Supply to prevent running out of power when using Nintendo WFC.
- You can also play Nintendo WFC compatible games at selected internet hotspots without additional setup.
- The Terms of Use Agreement which governs Nintendo WFC game play is available in the separate Nintendo Wi-Fi Connection Instruction Booklet or on the Nintendo website at [support.nintendo.com](http://support.nintendo.com)

For additional information on Nintendo WFC, setting up your Nintendo DS system or a list of available internet hotspots, visit [support.nintendo.com](http://support.nintendo.com)

# Modes

## Single-player

Play against a COM player.

## Multi-Card Play

Play against another player nearby who has his/her own *Sonic Colours* Game Card. You have the following options:

### Host a Game

You will be the host player. Wait until a guest player joins you.

### Join a Game

Join as a guest. From the list of existing host players, select a game to join.

## Single-Card Play

Play against another player nearby who does not have a *Sonic Colours* Game Card. When the other player finishes downloading, touch **OK** to proceed.

## Nintendo Wi-Fi Connection

Play against a remote player. You have the following options:

### Nintendo Wi-Fi

#### Connection Battle

- Grand Prix
- Friend Match

Connect online.

Play against anyone online.

Play against a registered friend. This cannot be selected unless people are registered in your Friend Roster.

#### Friend Settings

- Friend Roster

Verify your Friend Roster or register friends.

View the list of friends you have registered. Press **START** to delete the data selected.

- Register Friend Code

Enter a Friend Code and register it to your Friend Roster.

- Confirm Friend Code

Verify your Friend Code. You must have connected to Nintendo Wi-Fi Connection at least once with this game in order to verify it.

### Nintendo Wi-Fi

#### Connection Settings

Change your Nintendo Wi-Fi Connection settings.

## Versus Records

View your Win/Loss Records.

# Flow of the Game

Once you're matched with an opponent, the procedures that follow are the same in all modes.

## Select an Act

Both players can choose the Act to play (or select **Opponent's Choice**). If the choices do not match between the players, the Act will be chosen randomly from the two choices.

## Play

You play on the top screen, while your opponent is displayed on the bottom screen. The first player to finish three laps is the winner. There will be a draw if both players either finish simultaneously or do not finish before the time runs out.

If you take damage with no rings in possession, you will restart from the last Checkpoint you touched.

Some items you pick up can be used to distract your opponent's play. If you obtain a Distraction Item, the icon will be displayed at the top right of the bottom screen. Either touch the icon or press the L Button to use the item. Here are the items that appear in Versus Mode:



### Steal Boost

Steals your opponent's Boost from his Boost Gauge and adds it to yours.



### Steal Wisp

Steals your opponent's Wisp.



### Reaper

Regardless of the number of Rings in possession, the next damage incurred will result in a loss of try.



### Spring

Put it in your opponent's path so that they run over it. It will shoot the player towards the left side of the screen.



### Exploding Balloon

Put it near your opponent and watch it explode on contact.



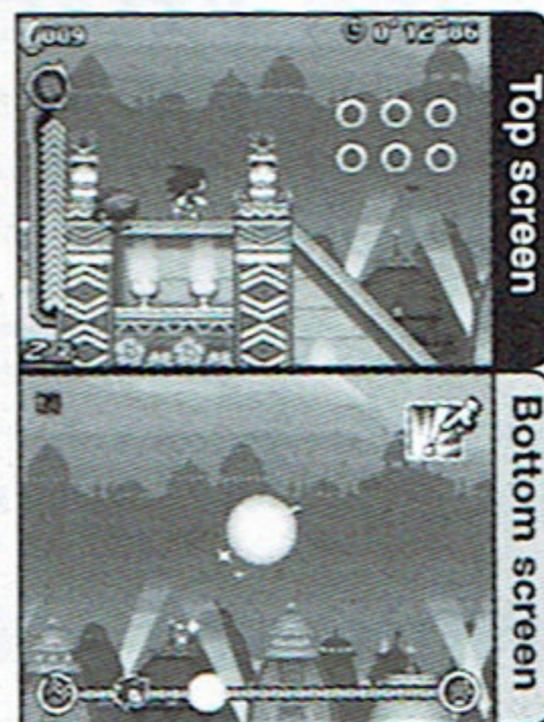
### Mine

Put it near your opponent and get out of the way. It will explode as soon as they touch it.

**Note:** In all modes except Single Player, the game ends as soon as the winner crosses the Goal Ring.

## After the Game

You have the option to **Retry** a different Act or **Quit** to the Versus Mode screen (Single Battle only: **Retry** - play the same Act again; **Change Stage** - play a different Act; **Quit**). If one player chooses to quit, the other player will automatically exit as well.



## »»» **TIME ATTACK**

Select an Act and race against time to the finish. Can you rank among the top players from around the world? Time Attack mode can be accessed from either the Main Menu or from the Game Land on the World Map (p.14).

### **Time Attack**

Select an Act and race against time. You have only one try to reach the goal, and should you fail you have the options to **Retry**, **Change Stage**, or **Quit**. After you complete Time Attack, register your Record immediately!

### **Time Attack Records**

View your Records. Press the L/R Button to view your Records from the different Acts. If you wish, press START to register your Record online on the Leaderboard.

### **Nintendo Wi-Fi Connection Ranking**

View the Leaderboard Rankings downloaded to your Nintendo DS™. Press START to download the updated Leaderboard Rankings. Press the +Control Pad left/right to switch between **TOP3** (top three Records on the Leaderboard) and **ME** (the five closest Records to yours). Press the L/R Button to view Records from the different Acts.

### **Nintendo Wi-Fi Connection Settings**

Change your Nintendo Wi-Fi Connection settings.

# »»» OPTIONS

## Change Player Name

By default, the nickname set in the Settings Menu of the Nintendo DS Menu Screen is used as your Player Name for Versus mode play. You can change your Player Name here when in Versus mode.

**CAUTION:** The nickname you use will be seen by others when playing Versus mode games using Nintendo Wi-Fi Connection.



## Set Time Limit

Turn **ON/OFF** the Time Limit for completing an Act. When set to ON, you will lose one try when the time reaches 9'59"99.

## Delete Data

Delete game data as follows:

Delete Story Mode Data

Delete All Data

Quit

Delete only the data related to the Story Mode.

This will erase all of your data.

Exit and return to the Options screen.



Tack för att du har köpt *Sonic Colours*<sup>TM</sup>. Kom ihåg att spelet är gjort för Nintendo DS<sup>TM</sup>-systemet. Läs instruktionsbok noga innan du börjar spela.

# SONIC<sup>TM</sup> COLOURS

## INNEHÅLLSFÖRTECKNING

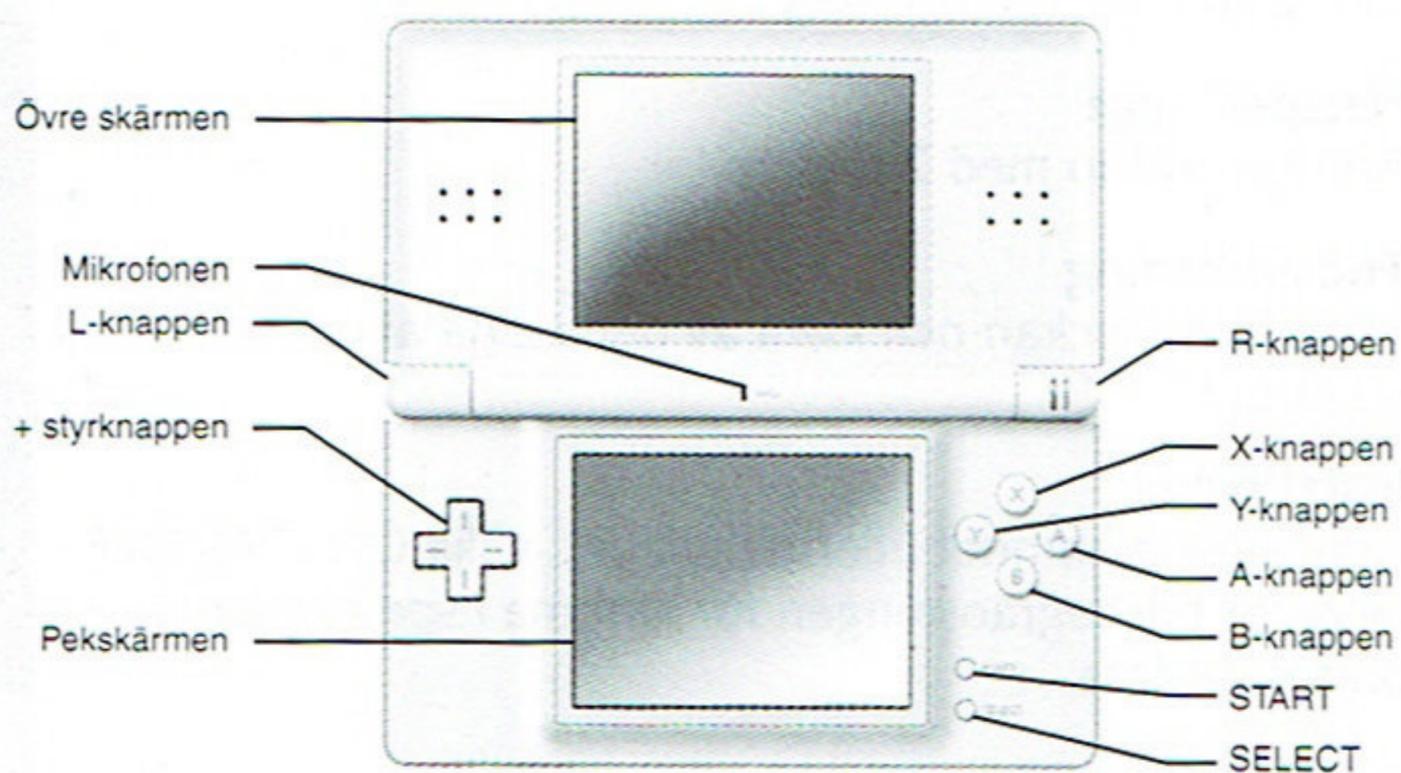
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# GRUNDLÄGGANDE KONTROLLER

I det här spelet använder du huvudsakligen + styrknappen och knapparna för att spela. Nintendo DS-Pekpennan används sällan.

## Använda knapparna

Använd + styrknappen för att göra ditt val (flytta pekaren). Tryck på A-knappen för att bekräfta ditt val.



Nintendo DS™ Lite

## Använda pekpennan

Använd pekpennan för att peka på menyalternativet på den nedre skärmen (pekskärmen). En del alternativ i menyn markeras endast när du pekar på dem första gången (peka en gång till för att verkställa dem), medan andra verkställs så snart du pekar på dem. Du kan även peka på uppåt-/nedåtpilarna på rullisten, när den är tillgänglig, för att rulla listan uppåt/nedåt.



# »»» STARTA

När titelskärmen visas trycker du på START för att visa huvudmenyskärmen. Välj ett av följande alternativ:

## Spela

Ta dig igenom spelets story.

## Flerspelarläge

Spela en kamp med 2 spelare.

## Ttidsutmaning

Tävla mot klockan och klara av den valda akten på rekordtid.

## Inställningar

Ändra spelarnamnet i flerspelarläget, välja ON (PÅ)/OFF (AV) för tidsbegränsningen för akterna i spelet eller ta bort dina data.

Observera att ljudet hörs i hörlurarna när du väljer LCD OFF-läget.



## Radera data

Gör så här för att radera data:

**Radera Story-lägets data** Endast de data som berör Story-läget raderas.

**Radera alla data** Alla dina data raderas.

**Avsluta** Avsluta och återgå till inställningsskärmen.

### ⚠ OBSERVERA - När du använder pekpenan

För att undvika trötthet eller obehag när du använder pekpenan ska du tänka på att inte hålla för hårt i den eller trycka onödigt hårt på skärmen. Var avslappnad i fingrar, hand, handled och arm. Långa, stadiga och mjuka drag fungerar lika bra som många, korta och hårda drag.



# »»» SÅ HÄR SPELAR DU

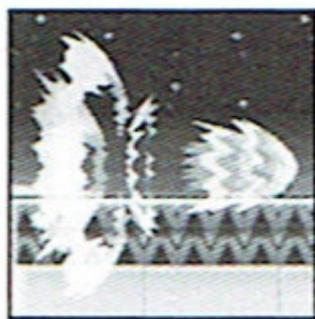
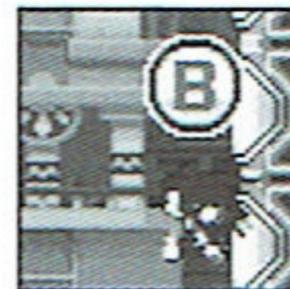
## Kontroller

De flesta rörelser finns tillgängliga redan från början men en del läggs till senare i spelet

- Styrning** Tryck på + styrknappen åt vänster/höger; håll in för att springa; tryck åt motsatt håll för att bromsa.
- Titta uppåt/nedåt** Tryck uppåt/nedåt på + styrknappen när du står stilla.
- Hoppa/Snurrattack** Tryck på A-/B-knappen.
- Snurrattack** När du står stilla trycker du nedåt på + styrknappen samtidigt med A-/B-knappen, sedan släpper du + styrknappen.
- Hoppsprång** Tryck på A-/B-knappen när du är i luften.
- Målsökande attack** Tryck på A-/B-knappen när du är i luften och har låst på målet.
- Stampa** Tryck nedåt på + styrknappen samtidigt med A-/B-knappen när du är i luften.
- Glida** När du rör dig trycker du på R-knappen (eller peka på den nedre skärmen).

### Vägghopp

Sonic kan ta tag i en del lodräta väggar och hoppa diagonalt från dem när du trycker på A-/B-knappen. Om B-knappens ikon visas när du tar tag i en sådan vägg kan du utföra ett vägghopp.



### Boost/Luftboost

När du är på marken eller i luften trycker du åt vänster/höger på + styrknappen och Y-knappen för att använda Boost. Boost/Luftboost använder din Boost-mätare och kan inte användas om Boost-mätaren är tom. Luftboosten kan inte användas kontinuerligt förrän du är på marken igen.

## Aktivera färgernas krafter

Alla Wispar, utom de vita, lyser när du plockar upp dem och du kan då släppa loss deras krafter. När de lyser trycker du på X-knappen. Kraften varar tills Boost-mätaren är tom.





Tak for købet af *Sonic Colours*<sup>TM</sup>. Bemærk venligst, at denne software er designet til brug på Nintendo DS<sup>TM</sup>-system. Læs manualen grundigt, før du spiller.

# SONIC<sup>TM</sup> COLOURS

## INDHOLD

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# GRUNDLÆGGENDE STYRINGER

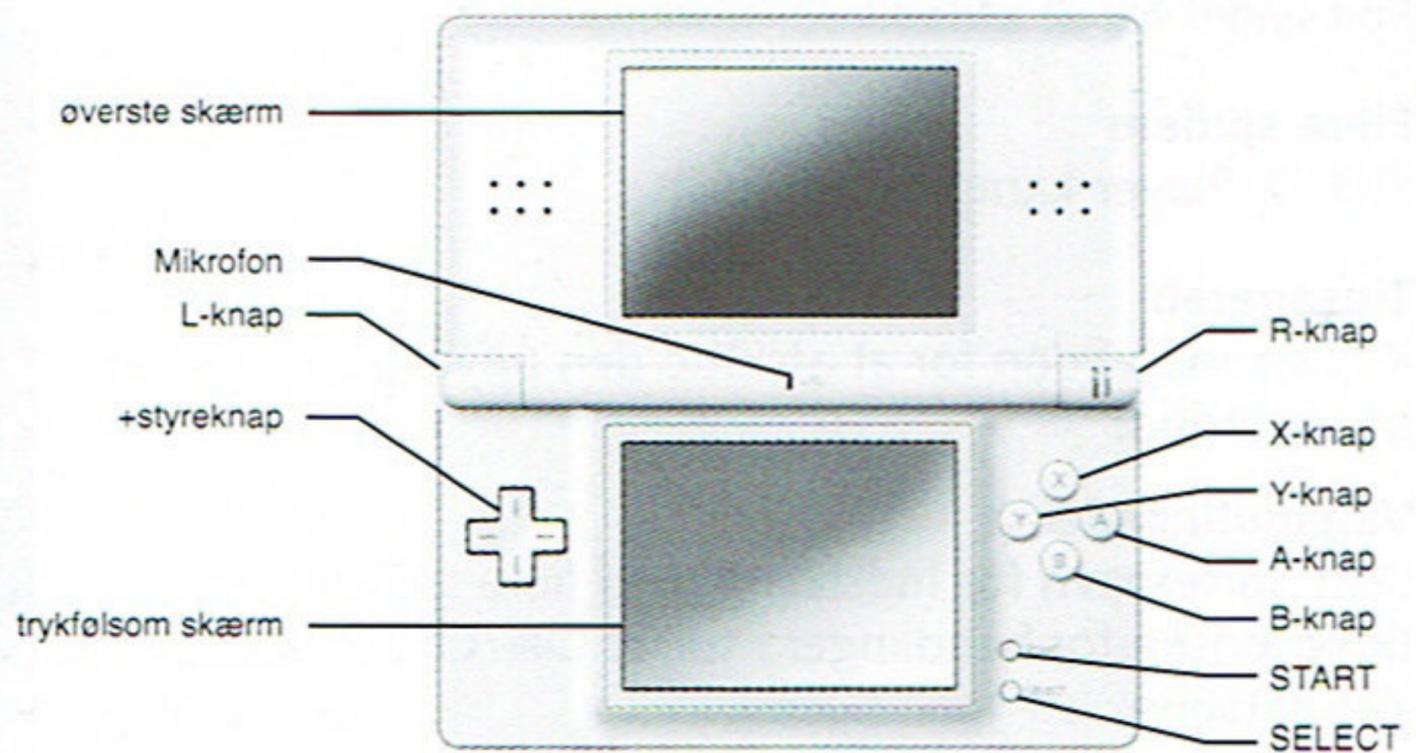
Dette spil anvender hovedsageligt +styreknapen og knapperne for at spille. Nintendo DS-pennen bruges i begrænset omfang i dette spil.

## Brug af knapper

Brug +styreknapen for at foretage valg (flyt markør). Tryk på A-knappen for at vælge.

## Brug af Pen

Brug pennen til at berøre menupunktet, som vises i bunden af skærmen (trykfølsomme skærm). I visse skærmmenuer vil et enkelt tryk kun fremhæve det udvalgte menupunkt (tryk på den igen for at gennemføre valget), mens et enkelt tryk i andre skærmmenuer vil gennemføre udvalget med det samme. Tryk desuden på op-/ned-pilen i rullebjælken, hvor det er relevant for at rulle listen op/ned.



Nintendo DS™ Lite



## »»» OPSTART

Når the startmenuen dukker op, skal man trykke på START for at gå ind i the hovedmenuen. Vælg en af de følgende:

### Spil spillet

Spil spillet for at afdække historien.

### Flere spillere

Spil i 2-Player-kampen.

### Tidsangreb

Kapløb mod tiden for at afslutte den udvalgte handling på rekordtid.

### Valgmuligheder

Skift Spillernavn for Indstilling med flere spillere, slå tidsgrænsen for handlinger i spillet ON/OFF (til/fra) eller slet dataene.

Læg venligst mærke til, at dette spil er udviklet til at producere lyd igennem hovedtelefoner i LCD OFF state (LCD-skærm i slukket tilstand)

## Slet Data

Slet spildata på denne måde:

**Slet Data i Historieindstilling** Slet kun data relateret til Historieindstilling.

**Slet Alle Data** Dette vil slette alle dine data.

**Afslut** Gå ud og vend tilbage til skærmen med valgmuligheder.



### ⚠ ADVARSEL - Brug af pen

For at undgå udmattelse og ubehag ved brug af pennen skal man ikke tage for hårdt fat om den eller trykke den hårdt mod skærmen. Dine fingre, hånd, håndled og arm skal være afslappede. Lange, stabile, blide strøg fungerer lige så godt som mange korte, hårde strøg.

# »»» HVORDAN MAN SPILLER

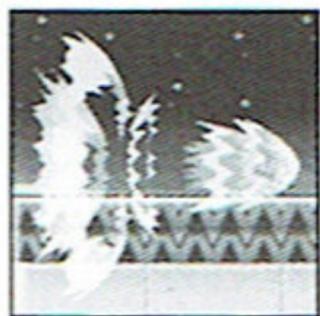
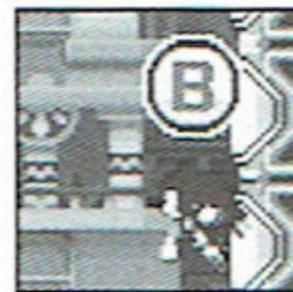
## Styringer

Mens de fleste bevægelser kan udføres fra starten, opnås nogle som historien skrider frem.

- Flyt** Tryk +styreknappen til venstre/højre; hold den nede for at løbe; tryk den modsatte retning for at bremse.
- Se op/ned** Mens man står stille, skal man trykke +styreknappen op/ned.
- Spring/  
Snurreangreb** Tryk på A-/B-knapperne.
- Kugleruller** Mens man står stille, skal man trykke +styreknappen ned sammen med A-/B-knapperne og herefter slippe +styreknappen.
- Springkugleruller** I luften skal man trykke på A-/B-knapperne.
- Snurreangreb med  
drejning** I luften med fastlåst mål skal man trykke på A-/B-knapperne.
- Tramp** I luften skal man trykke +styreknappen ned sammen med A/B-knapperne.
- Glid** I bevægelse skal man trykke på R-knappen (eller berøre skærmen i bunden).

## Murspring

Visse lodrette mure giver Sonic mulighed for at holde sig fast på dem og herefter springe diagonalt opad (A-/B-knap) på dem. Hvis man ser B-knapikonet, når man griber fat i en sådan mur, kan man udføre murspringet.



## Øg farten/Øg farten i luften

På jorden eller i luften skal man trykke +styreknappen til venstre/højre og på Y-knappen for at udføre et øge farten. Forøgelse af farten vil opbruge fartforøgelsesmåleren og kan ikke anvendes, hvis the fartforøgelsesmåleren er tom. Bemærk at the fartforøgelsen i luften ikke kan anvendes uafbrudt, indtil du rører jorden.

## Aktivering af farveenergi

Alle rumvæsener, bortset fra de hvide, vil lyse op, når du samler dem op, hvilket tillader dig at frigive deres energi. Når de først lyser op, skal man trykke på X-knappen. Energien varer ved, indtil the fartforøgelsesmåleren er brugt op.





Takk for at du kjøpte *Sonic Colours*<sup>TM</sup>. Vennligst legg merke til at dette programmet er laget for bruk sammen med et Nintendo DS<sup>TM</sup> system. Vennligst les denne instruksjonsboken nøye før du begynner å spille.

# SONIC<sup>TM</sup> COLOURS

## INNHALDSFORTEGNELSE

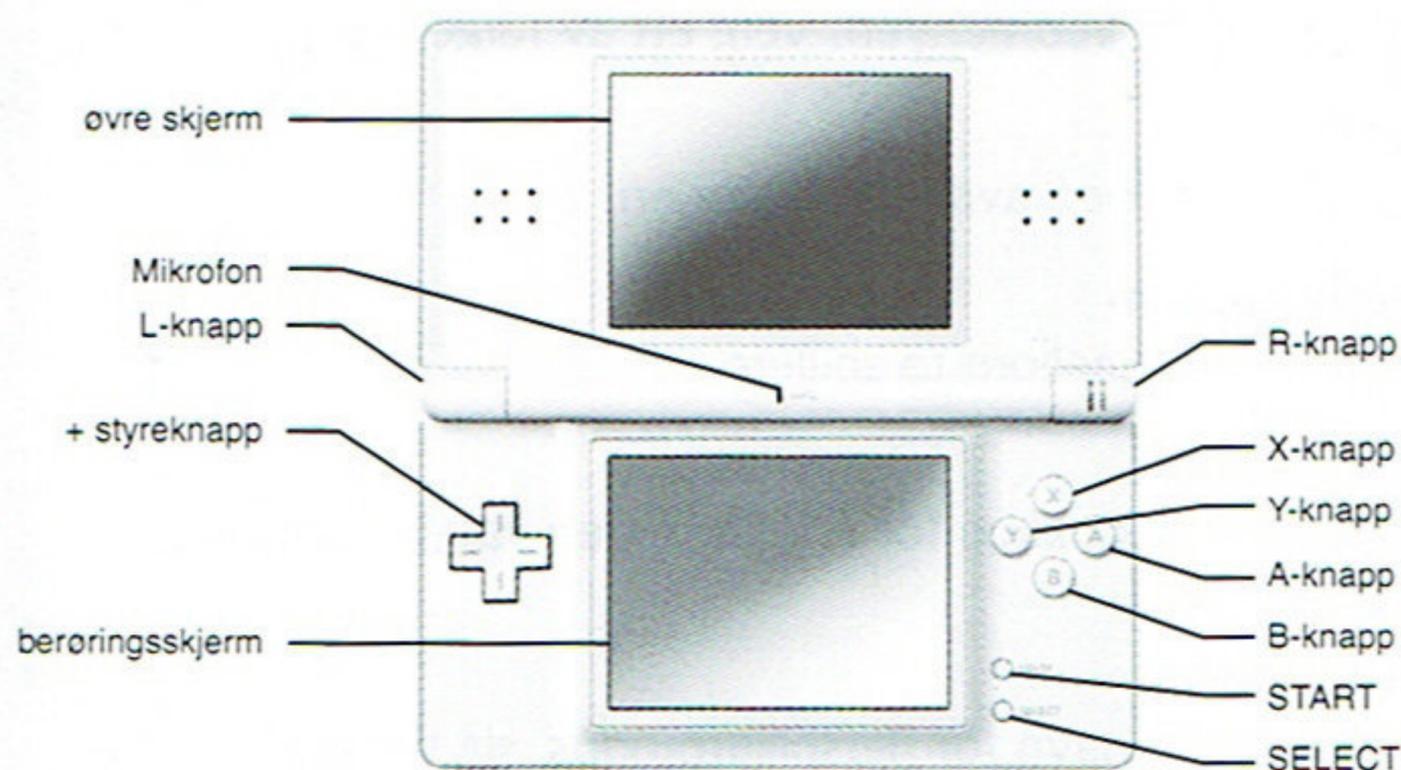
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# »»» HOVEDKONTROLLER

I dette spillet bruker du hovedsakelig +styreknappen og knappene til å spille. Nintendo DS-stylusen har begrenset bruksverdi i dette spillet.

## Bruke knappene

Bruk +styreknappen for å gjøre valg (beveg markøren). Trykk på A-knappen for å gå inn i dette valget.



Nintendo DS™ Lite

## Bruke stylusen

Bruk stylusen for å trykke på menyelementet som vises på den nederste skjermen (berøringsskjermen). På noen menyskjermer vil ett trykk bare markere den valgte menyen (trykk på den igjen for å utføre), mens på andre menyskjermer vil ett trykk utføre valget umiddelbart. Du kan også trykke på opp-/ned-pilen på rullefeltet, når aktuelt, for å bla oppover/nedover på listen.



## »»» OPPSTART

Når tittelskjermen kommer opp, trykk på START for å gå inn på hovedmenyen. Velg ett av følgende:

### Spill

Spill spillet for å avdekke historien.

### Flere spillere

Spill et slag mellom to spillere.

### Tidsangrep

Kjemp mot klokken for å fullføre den valgte handlingen på rekordtid.

### Alternativer

Endre spillernavn for flerspillermodus, slå tidsgrensen for handlinger i spillet PÅ/AV, eller slett dataene.

Vennligst merk at dette spillet er designet for å produsere lyd gjennom hodetelefonene i LCD OFF-status.

## Slette Data

Slett spilledata som følger:

**Slett data for historiemodus**

Slett kun data knyttet til historiemodusen.

**Slett alle data**

Dette vil slette alle data.

**Avslutt**

Avslutt og gå tilbake til skjermbildet for alternativer.



### ⚠ ADVARSEL - bruk av stylus

For å unngå tretthet og ubehag når du bruker stylusen må du ikke holde den for stramt eller trykke den hardt mot skjermen. Slapp av i fingrene, hånden, håndleddet og armen. Lange, stødige, forsiktige strøk fungerer like godt som mange korte, harde strøk.

# »»» SLIK SPILLER DU

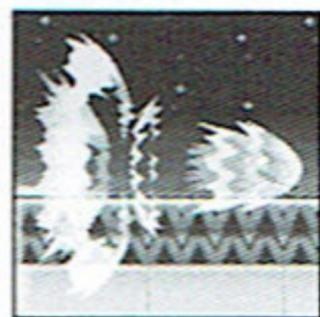
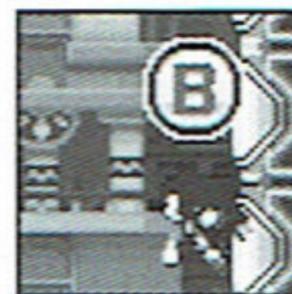
## Kontroller

De fleste bevegelser er tilgjengelige fra starten, men noen oppnår du mens historien utvikler seg.

- Bevege deg** Trykk +styreknappen til venstre/høyre, hold inne for å løpe, trykk i motsatt retning for å bremse.
- Se opp/ned** Trykk +styreknappen opp/ned mens du står stille.
- Angrep med hopp/skru** Trykk på A/B knappen.
- Fremstøt med skru** Trykk ned +styreknappen sammen med A/B knappen mens du står stille, og slipp deretter +styreknappen.
- Fremstøt med hopp** Trykk på A/B knappen mens du er i luften.
- Målrettet angrep** Trykk på A/B knappen mens du er i luften og har kontakt med målet.
- Stomp** Trykk ned +styreknappen sammen med A/B knappen mens du er i luften.
- Dra** Trykk på R-knappen (eller trykk på den nederste skjermen) mens du flytter deg.

### Vegghopp

Sonic kan ta tak i enkelte loddrette vegger og så hoppe diagonalt opp på dem (A/B knappen). Hvis du ser ikonet for B-knappen når du tar tak i en slik vegg, kan du utføre vegghoppet.



### Øke farten/Boost i luften

Trykk +styreknappen til venstre/høyre mens du er på bakken eller i luften, og Y-knappen for å utføre Boost. Boost/Air Boost vil bruke opp Boost-måleren og kan ikke brukes hvis Boost-måleren er tom. Merk at Air Boost ikke kan brukes vedvarende til du lander på bakken.

## Aktivering av fargekrefter

Alle Wisps, unntatt de hvite, vil lyse opp når du plukker dem opp, noe som gjør at du kan utløse kreftene deres. Når de lyser opp, trykker du på X-knappen. Kraften varer til Boost-måleren er brukt opp.





Kiitos, että ostit *Sonic Colours*<sup>TM</sup>-pelin. Peli on suunniteltu Nintendo DS<sup>TM</sup>-järjestelmälle.  
Lue tämä käyttöohje huolellisesti ennen pelaamista.

# SONIC<sup>TM</sup> COLOURS

## SISÄLTÖ

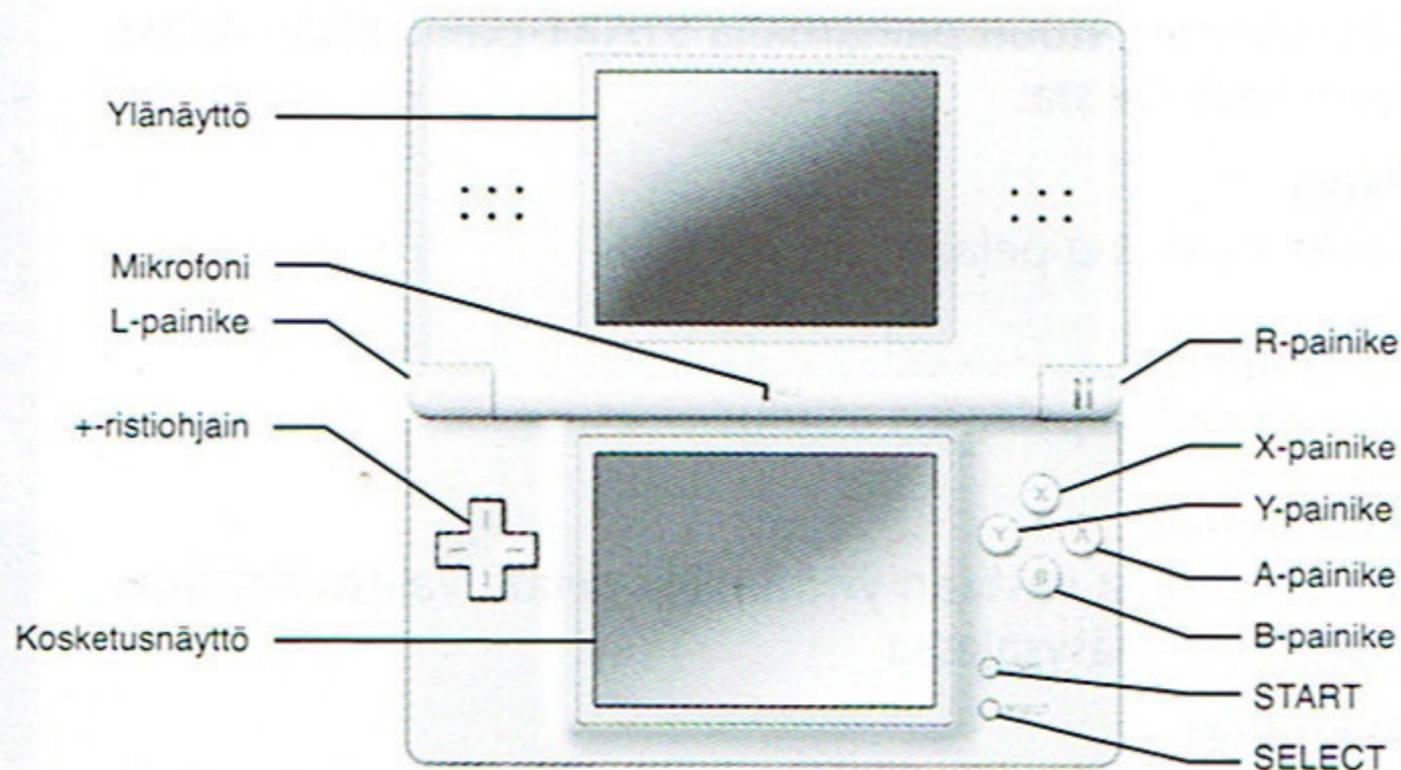
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# »» PÄÄKOMENNOT

Pelissä käytetään ensisijaisesti +-ristiohjainta ja painikkeita. Nintendo DS-kosketuskynää käytetään vain rajoitetusti.

## Painikkeet

Voit tehdä valintoja (siirtää kohdistinta) käyttämällä +-ristiohjainta. Valitse haluamasi kohde painamalla A-painiketta.



## Kosketuskynän käyttäminen

Kosketa kosketuskynällä alanäytössä (kosketusnäytössä) näkyviä valikkokohteita. Joissakin valikkonäytöissä valikkokohteen koskettaminen korostaa kohteen (kosketa uudelleen vahvistaaksesi valinnan). Muissa valikkonäytöissä kohteen koskettaminen valitsee sen heti. Voit myös selata luetteloa ylös- ja alaspäin koskettamalla vierityspalkin ylä- ja alanuolia.



## »»» KÄYNNISTYS

Kun otsikkoruutu tulee näkyviin, voit siirtyä päävalikkoruutuun painamalla START-painiketta. Valitse jokin seuraavista:

### Pelaa

Etene tarinassa pelaamalla peliä.

### Moninpeli

Pelaa kahden pelaajan ottelu.

### Aikakierros

Kilpaile kelloa vastaan yrittämällä pelata valittu kohta loppuun ennätysajassa.

### Asetukset

Muuta monen pelaajan tilassa käytettävää pelaajanimeä, kytke pelin kohtausten aikarajoitus päälle tai pois päältä tai poista tietoja.

Huomaa, että peli on suunniteltu tuottamaan ääntä kuulokkeista LCD OFF -tilassa.

## Tietojen poistaminen

Voit poistaa tietoja seuraavilla tavoilla:

**Poista tarinatilán tiedot**

Poista vain tarinapelitilaan liittyvät tiedot.

**Poista kaikki tiedot**

Poista kaikki tiedot.

**Lopeta**

Poistu ja palaa asetusruutuun.



### ⚠ VAROITUS - Kosketuskynän käyttö

Jotta välttyisit väsymykseltä ja käden kipeytymiseltä, älä pidä kosketuskynästä kiinni tiukasti tai paina kosketuskynää voimakkaasti näyttöä vasten. Pidä sormet, käsi, ranne ja käsivarsi rentona. Pitkät, tasaiset ja kevyet vedot toimivat yhtä hyvin kuin monta lyhyttä ja kovaa vetoa.



# »»» PELAAMINEN

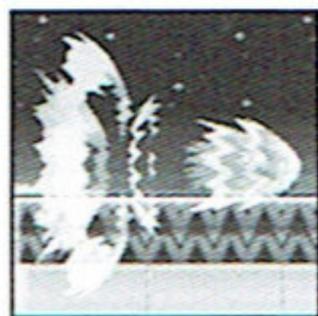
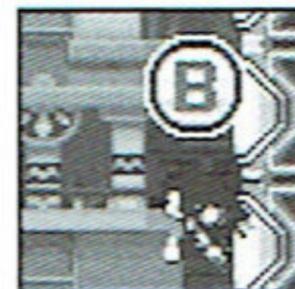
## Komennot

Useimmat liikkeet ovat käytettävissä pelin alusta lähtien, mutta jotkin liikkeet tulevat käytettäviksi vasta tarinan edetessä.

- Liiku** Voit juosta painamalla +-ristiohjainta vasemmalle tai oikealle ja pitämällä ohjainta ääriasennossa. Voit jarruttaa painamalla ohjainta vastakkaiseen suuntaan.
- Katso ylös/alas** Paina +-ristiohjainta ylös- tai alaspäin seistessäsi paikallasi.
- Hyppy/kierrehyökkäys** Paina A/B-painikkeita.
- Kierresyöksy** Paina +-ristiohjainta alaspäin, paina A/B-painikkeet pohjaan seistessäsi paikallasi ja vapauta sitten +-ristiohjain.
- Hyppysyöksy** Paina A/B-painikkeita ollessasi ilmassa.
- Maaliin ohjautuva hyökkäys** Paina A/B-painikkeita ollessasi ilmassa ja kun kohde on lukittuna.
- Tallaus** Paina +-ristiohjainta alaspäin ja paina A/B-painikkeita ollessasi ilmassa.
- Liuku** Paina R-painiketta (tai kosketa alanäyttöä) liikuessasi.

### Seinähyppy

Sonic voi tarrautua joihinkin pystysuoriin seiniin ja hypätä vinosti ylöspäin käyttäen seinää tukena (A/B-painike). Voit tehdä seinähypyn, jos näet B-painikkeen kuvakkeen tarrautuessasi seinään.



### Boost/ilmaboost

Voit käyttää boost-toimintoa painamalla +-ristiohjainta vasemmalle tai oikealle ja painamalla Y-painiketta ollessasi maassa tai ilmassa. Boost ja ilmaboost tyhjentävät Boost-mittaria, eikä niitä voi käyttää, jos mittari on tyhjä. Huomaa, ettet voi käyttää ilmaboostia uudelleen ennen kuin kosketat maata.

## Värivoiman aktivointi

Lukuun ottamatta valkoisia wispejä, kaikki wispit syttyvät, kun keräät ne. Voit käyttää niiden voimaa painamalla X-painiketta, kun ne syttyvät. Voiman vaikutus loppuu, kun Boost-mittari on tyhjä.









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## The PEGI age rating system:

Age Rating categories:

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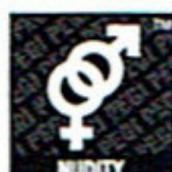


**Note:** There are some local variations!

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

Content Descriptors:

Description du contenu:



The 'Online' logo indicates that a game allows the player to have access to online game play against other players.

Le logo « Online » indique qu'un titre vous permet de jouer avec d'autres personnes en ligne.

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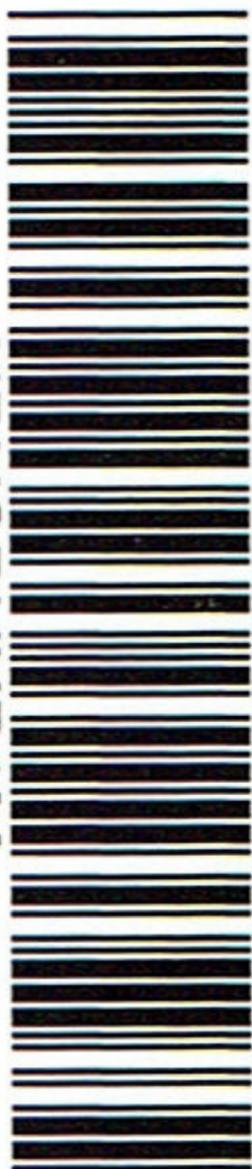
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SEGA Europe Ltd., 27 Great West Road, Brentford, Middlesex, TW8 9BW.

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