# SONIC
GENERATIONS ™

NINTENDO 3DS SOFTWARE INSTRUCTION BOOKLET
(CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION)
MAA-CTR-ASNP-UKV

SEGA®

*T*his 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.

Original Nintendo Seal of Quality ™

This Game Card will work only with the European/Australian version of the Nintendo 3DS™ system.
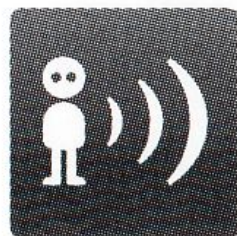
StreetPass™
Supports automatic search and information exchange with other Nintendo 3DS systems via local wireless communication.

Internet
Supports online play through an internet connection.

Local Play
Supports multiplayer games via local wireless communication. Each player must have a copy of the software.

IMPORTANT: Please carefully read the important health and safety information included in this booklet before using your Nintendo 3DS system, Game Card or accessory. Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. Always save these documents for future reference.

WARNING! This video game is protected by intellectual property rights! The unauthorized copying and/or distribution of this game may lead to criminal and/or civil liability.

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NINTENDO 3DS IS A TRADEMARK OF NINTENDO.

Getting Started

Touch the SONIC GENERATIONS™ icon on the HOME Menu, then touch OPEN to start the game.

Close your Nintendo 3DS system during play to activate Sleep Mode, greatly reducing battery consumption. Reopen the system to resume play.

The in-game language depends on the one that is set on the system. This game supports five different languages: English, German, French, Spanish and Italian. If your Nintendo 3DS system language is set to one of these, the same language will be displayed in the game. 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 Operations Manual, "System Settings".

Backup Function

This software title contains a backup function which saves records and game progress.

Do not turn the power off and on repeatedly or remove the Game Card while saving. Be careful not to use incorrect controls (eg. resetting the system) or get dirt in the terminals. These actions can cause data to be irrevocably lost.

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.

Local Play

This software allows you to play multiplayer games via local wireless.
Here is an explanation of how to play using Nintendo 3DS™ Local Play.

You Will Need:

Nintendo 3DS system . . . . One for each player
SONIC GENERATIONS™ 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 HOME Menu will be displayed.
3. Touch the SONIC GENERATIONS™ icon, then touch OPEN.
4. Follow the instructions on page 11.

Internet

This software supports online play through an internet connection.
For information about connecting your Nintendo 3DS™ system to the internet, refer to the Operations Manual.
Note: You can disable online interaction via Parental Controls. For more information, refer to the Operations Manual.

StreetPass™

This software supports features such as rankings, data swapping, etc. via StreetPass™ (local wireless communication). To communicate using this feature, all players must activate StreetPass™ for this software.

Activating StreetPass™

1. Open SONIC GENERATIONS™ from the HOME Menu.
2. From the Main Menu select Options, then select StreetPass™ from the Options Menu.
3. On the StreetPass™ Menu press the X Button to Activate StreetPass™.
4. For further information on the functions of StreetPass™ see page 15.

Deactivating StreetPass™

To deactivate StreetPass™, open the System Settings and select DATA MANAGEMENT, then StreetPass™ MANAGEMENT. Touch the icon for this software title, then select DEACTIVATE StreetPass™.
Note: You can disable StreetPass™ functionality via Parental Controls. For more information, refer to the Operations Manual.

⚠ Wireless Communication in Prohibited Areas

- DO NOT use wireless communication in prohibited areas (such as in hospitals, on aeroplanes etc).
- If you are using your Nintendo 3DS™ system in a prohibited area and the wireless LED is blinking, wireless communication is active. Push the wireless switch immediately to disable it.

Guidelines for Communications

For best results when using wireless communication, follow these guidelines.

Begin within 10 metres
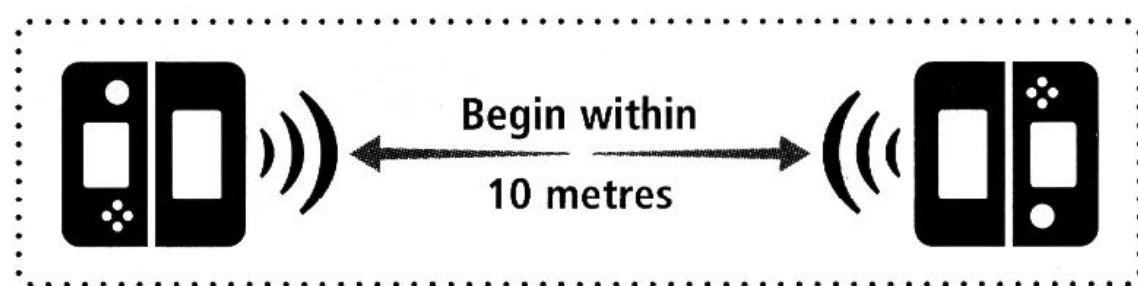
- Begin with the distance between systems at about 10 metres (approx. 33 feet) or less and move closer or farther apart as desired, keeping within 20 metres (approx. 66 feet) or less.
- Avoid having people or other obstructions between the systems.
- Ensure that wireless communication is enabled. If the wireless LED is not lit, push the wireless switch to enable wireless communication.
- 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.

Thank you for purchasing *SONIC GENERATIONS™*. Please note that this software is designed for use with the Nintendo 3DS™ system. Be sure to read this instruction booklet thoroughly before you start playing.

SONIC GENERATIONS™

CONTENTS

PROLOGUE

Sonic's universe is thrown into chaos when a mysterious new power comes into force, creating Time Holes which take Sonic and his friends. While there, Sonic runs into some very familiar characters from his past including a younger version of himself! Now they must team up to defeat their enemies, save their friends, and find out who is behind this diabolical deed.
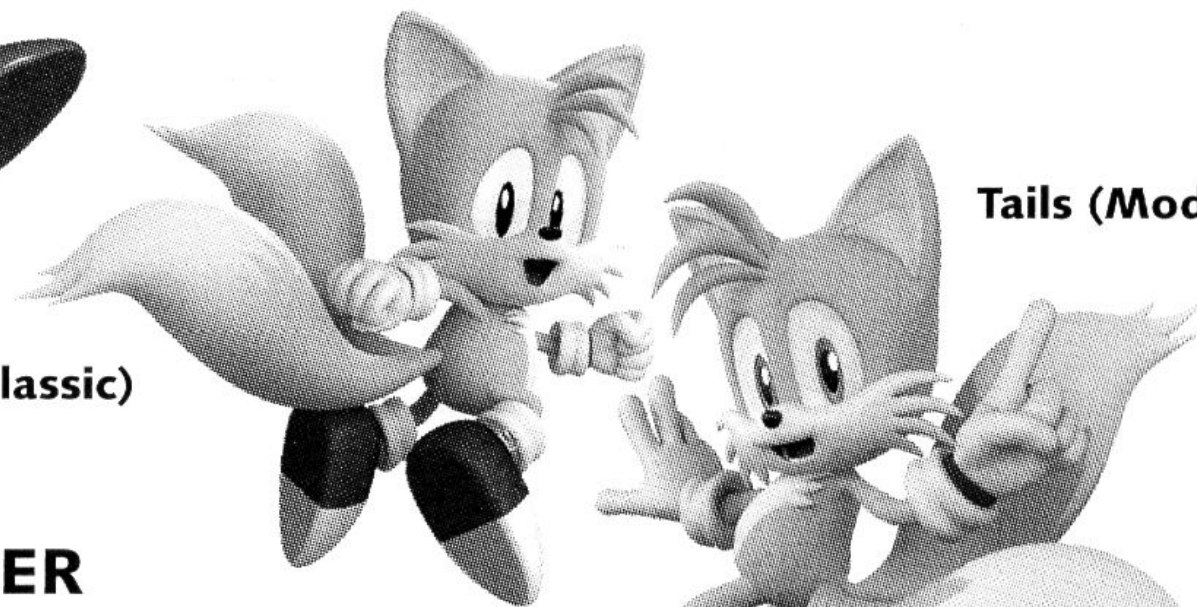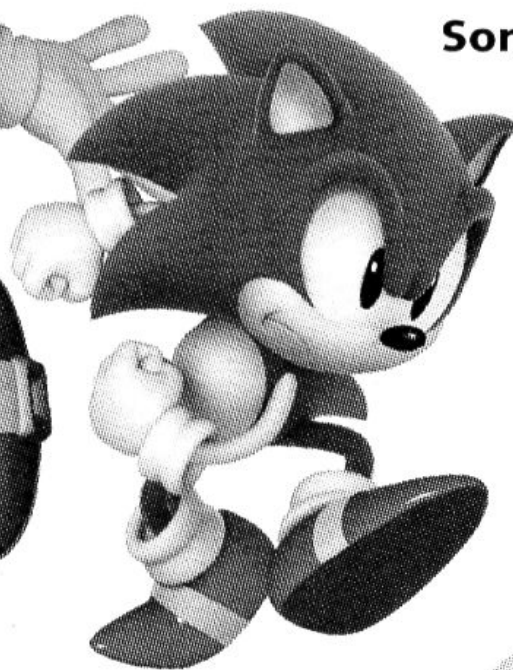
CHARACTERS

SONIC THE HEDGEHOG

The world's fastest supersonic hedgehog is back again. He loves freedom, and hates anything unjust. Although he's short tempered at times, he can't leave anyone in need of help. He was about to enjoy his birthday until a mysterious creature appeared...
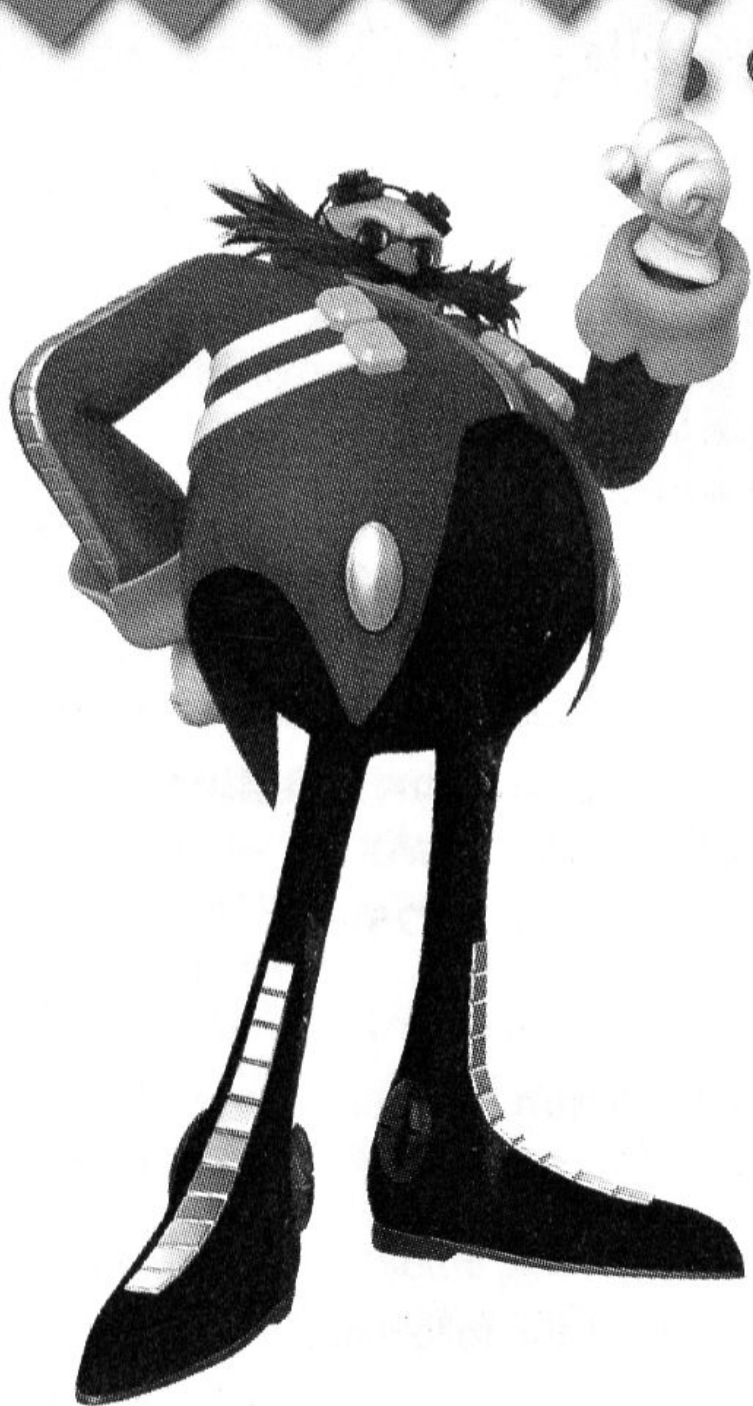
Sonic (Classic)

Sonic (Modern)

Tails (Modern)

Tails (Classic)

MILES "TAILS" PROWER

Tails is a kid fox who can fly by spinning his two tails. He loves to work with machinery, and his inventions have helped Sonic many times.

DR. EGGMAN

The evil genius of science is a long time rival of Sonic. He has challenged Sonic countless times, but each time his ambitions are shattered.
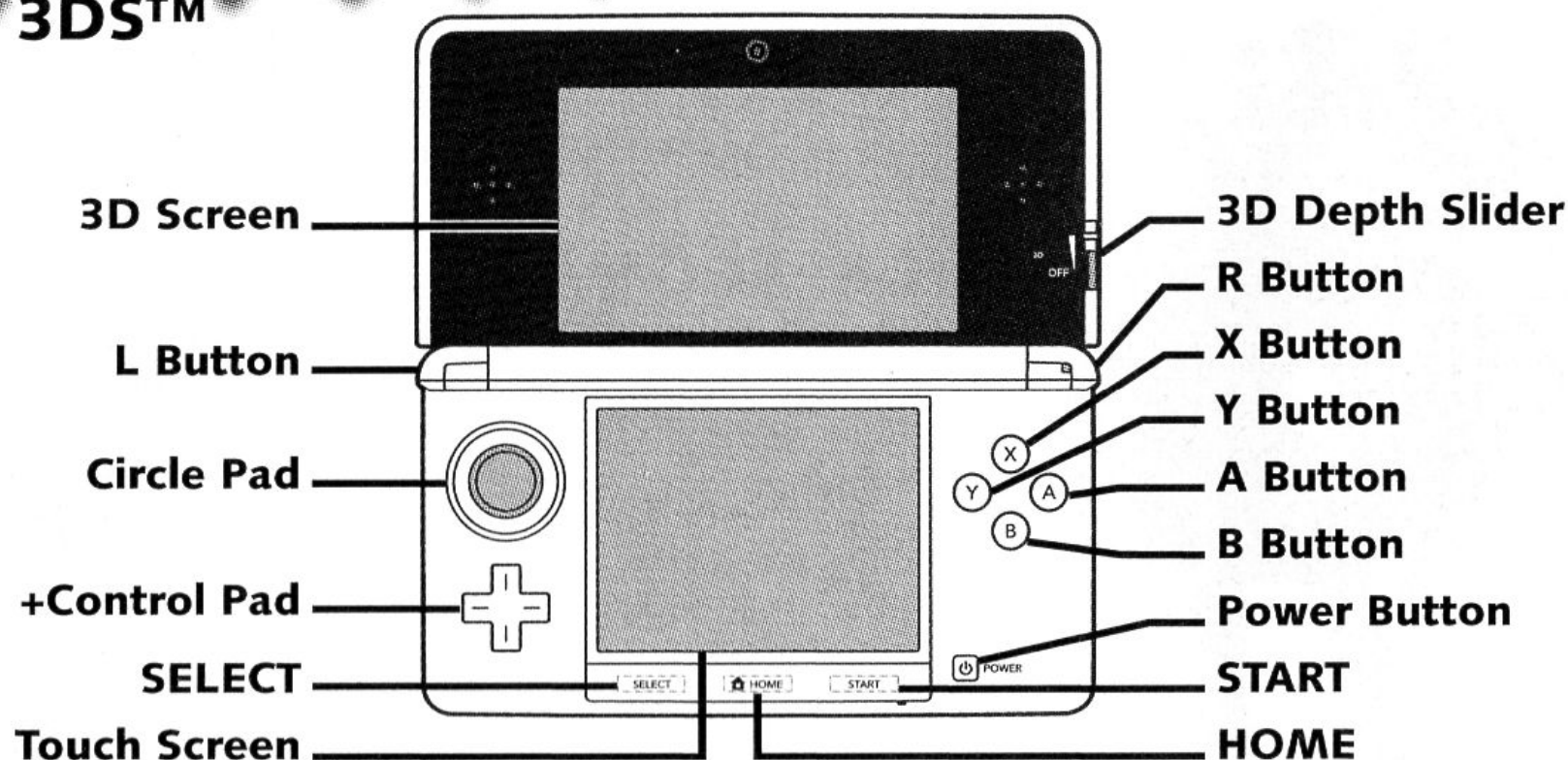
TIME EATER

A mysterious monster that appeared out of nowhere. It created a mysterious maelstrom that dragged Sonic's friends into another dimension.

STARTING THE GAME

● Nintendo 3DS™

3D Screen

L Button

Circle Pad

+Control Pad

SELECT

Touch Screen

3D Depth Slider

R Button

X Button

Y Button

A Button

B Button

Power Button

START

HOME

● Menu Controls

Use the **Circle Pad/+Control Pad** to move the cursor, and **press the A Button** to enter the highlighted selection. **Press the B Button** to cancel or return to previous screen, where applicable.

● Main Menu

At the Title Screen, **press START** to display the Main Menu, then select one of the following:

Play Game	Play the main game.
Versus Mode	Play head to head against another player locally or over the Internet.
Missions	Play Missions that are unlocked.
Time Attack	Attempt the Time Attack, and register your time.
Collection	View Collection Items.
Options	Activate and Update StreetPass™.

● About Autosave

Games are saved automatically after you finish an Act or change settings. Take care not to switch the power OFF while saving is in progress.

HOW TO PLAY

● Basic Controls

These are the basic controls you can use from the start of the game. As the game progresses, Sonic will learn more moves.

Move/Brake

Press the Circle Pad/+Control Pad left/right to make Sonic move and run. **Press in the opposite direction** to brake.

Spin Jump

Press the A/B Button to make Sonic jump and spin. This is Sonic's basic attack method. Land on top of enemy robots and breakable objects to destroy them.

Roll (Classic Only)

While running, **press the Circle Pad/+Control Pad down** to make Sonic roll, allowing him to attack enemies on the ground.

Look Up/Down (Classic Only)

While standing still, **press the Circle Pad/+Control Pad up/down** to look above or below. In some places, this will scroll the screen up or down a little, allowing you to view what's above or below you.

Spin Dash (Classic Only)

While standing still, **hold the Circle Pad/+Control Pad down**, then **press and hold the A/B Button** to make Sonic spin on the spot in high speed. Finally, **release the Circle Pad/+Control Pad** to make him dash forward at high speed.

Homing Attack/Jump Dash

While airborne, a lock-on sight may appear over a nearby enemy. **Press the A/B Button** to charge straight towards the target, attacking in the process. Some gimmicks can also be the target of homing attacks. If there are no possible targets around, Sonic will dash forward a little in the air.

Boost (Modern Only)

With some units on the Boost Gauge, **press the Y Button** to make Sonic run at even higher speed. Sonic will continue to run fast while you hold the button, until the Boost Gauge is depleted completely.

Crouch/Slide (Modern Only)

Hold the Circle Pad/+Control Pad down. While standing still, Sonic will crouch; while running, Sonic will slide. Also, while crouching, **press the B Button** to make Sonic slide forward.

Pause the Game

During the action scenes, **press START** to pause the game and display the Pause Menu. The list of menu items varies with the mode you're playing.

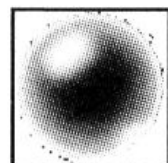|	
Continue	Close the Pause Menu and resume play. **Pressing START** again has the same effect.
Help	Display help message. Available when you touch Help Display (p.9).
Restart	Restart from the beginning of the Act/Stage/Mission.
Controls	Display onscreen control descriptions.
Stage Select	Quit the current Act and return to White Space. Available in the main game only.

Items & Gimmicks

A selection of items and gimmicks found in the game are detailed below:

Ring
Adds a Ring to your total collection.

Super Rings
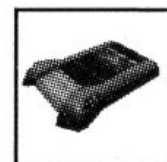Adds ten Rings to your total collection.

Shield
Protects you from damage once.

Magnetic Shield
Protects you from damage once; will also attract Rings.

Invincible
Become invincible for a limited time.

1UP
Adds an extra life.

Explosion
Defeats all onscreen enemies. You'll obtain it as a bonus item.

Time Item
Gives you extra time. Appears in selected Missions only.

Booster (left) / Dash Panel (right)
Pass through/over it to be launched at high speed.

Spring
Launches you in a set direction.
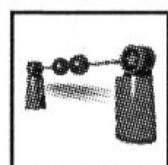
Star Post
This is your checkpoint. When you lose a life but still have lives remaining, you'll restart from here.
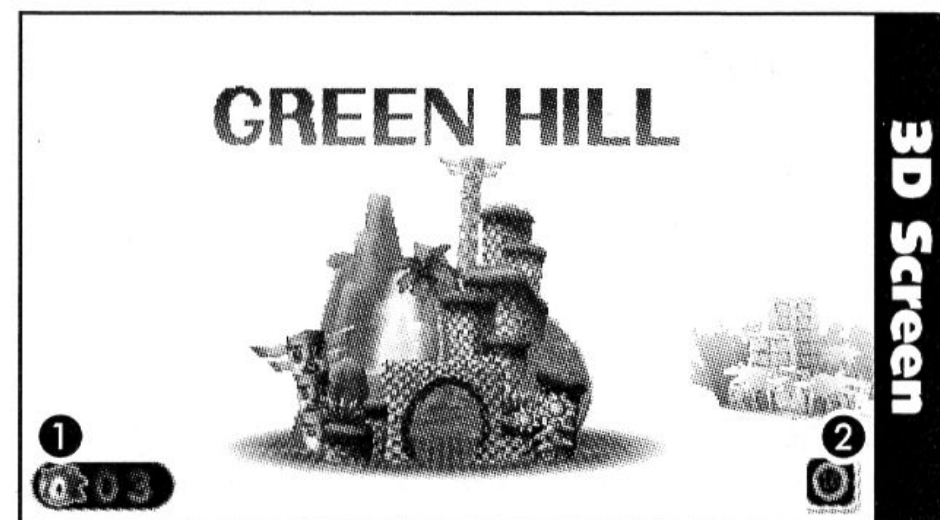
Pulley
Grab the handle to be lifted up.

● Stage Select

From here you access Zones. At the beginning, you can only access the first Zone, but as the game progresses more Zones become available.

Use the **Circle Pad/+Control Pad left/right** to select the Zone, and **press the A Button**. Likewise, select the Act to play.

❶ **Lives:** The lives remaining are carried over from the last Act you played.
❷ **Bonus Item:** The icon indicates that you have a bonus item.
❸ **Name of the Zone**
❹ **Zone Icons:** The full ● indicates that the Zone is unlocked. The ❶ indicates the Boss Gate.
❺ **Available Acts:** For each Act, Special Stage or Boss Battle, the stats from your best performance are displayed.

3D Screen

GREEN HILL

❶ 0303 ❷

Touch Screen

Green Hill ❸

❹

ACT 1 S 0:37.76 078960
ACT 2 S 1:14.89 051888
Special Stage S 0:50.76 092117

❺

B Back   A Select

●Acts

Each Zone has two Acts. You control Classic Sonic in Act 1 and Modern Sonic in Act 2. Your objective here is to reach the goal. Clear both Acts to clear the Zone.

❶ Time: Indicates the elapsed time.

❷ Rings: Rings protect Sonic from enemy attacks and harmful objects. You will lose a portion of the Rings you have if you take damage. If you collect 100 Rings, you'll earn an extra life.

❸ Boost Gauge (Act 2 only): Collecting Rings and defeating enemies will fill the Boost Gauge.

❹ Lives Remaining: You will lose a life if you fall down a bottomless area, drown or take damage with no Rings in your possession. When you lose a life but still have lives remaining, you will restart from either the start of the Act or the last Star Post you passed.

❺ Your Relative Location

❻ Bonus Item: If you have a bonus item earned by playing an Internet Battle (p.12), it will be displayed here. Either touch it or press the L Button to use it.

❼ Help Display: Whenever you reach a certain location, this is displayed. Touch it to pause the game and display the Pause Menu, with **Help** menu item. Select it to show help messages.

❽ Colour Wisp (Final Zone only): Whenever you obtain a Wisp, it will be displayed here. You can only stock one. Either touch it or press the X Button to activate Colour Power.

❾ Time Gauge (Final Zone only): Time Gauge will appear whenever you use Colour Power. The effect of Colour Power lasts until the Time Gauge is completely depleted. If you collect another Colour Power before its effect wears out, the Time Gauge will be replenished.
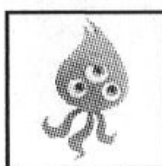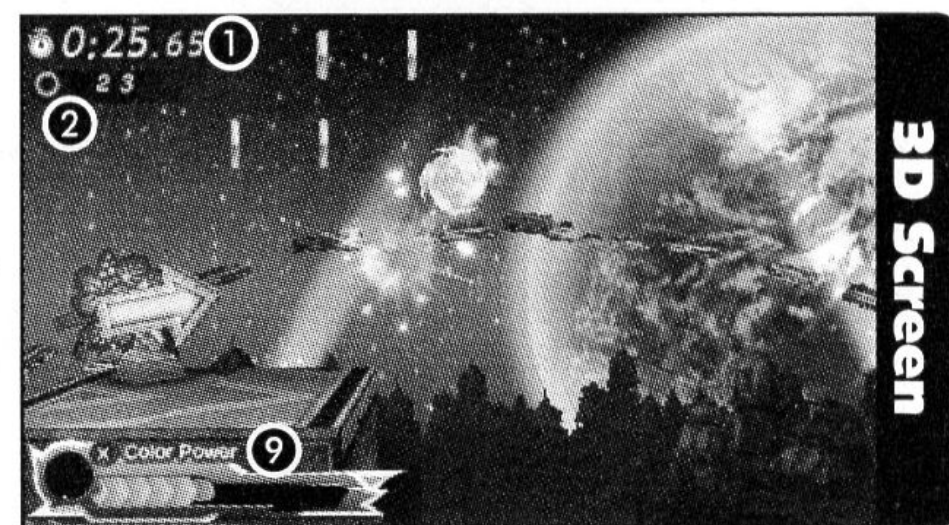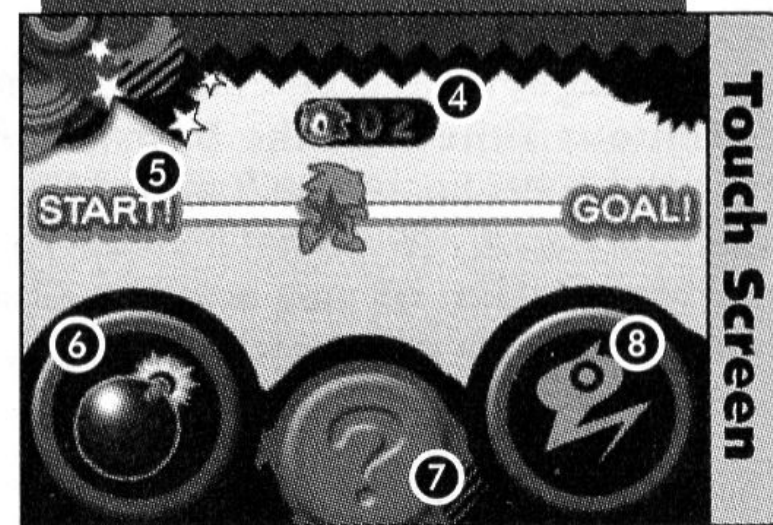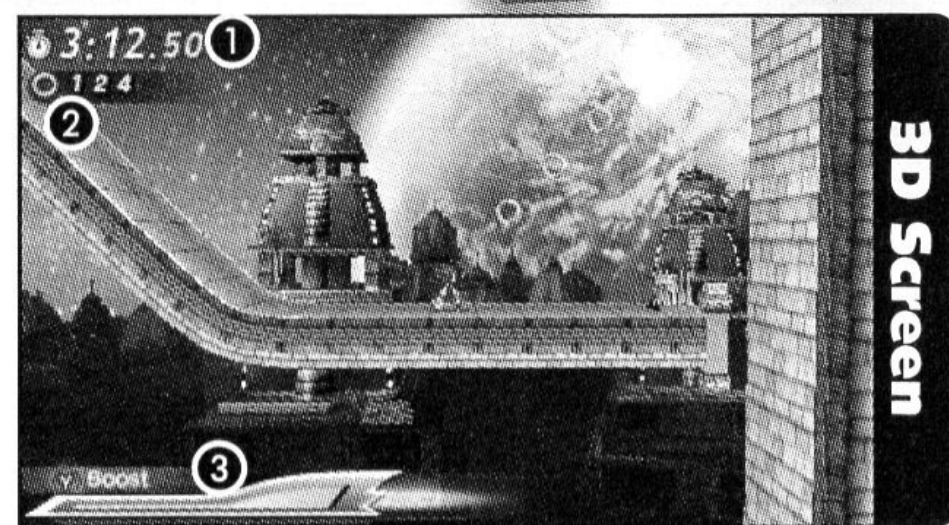
Red Wisp
Executes Red Burst, turning Sonic into a ball of flame. Press the A, B, X or Y Button to explode while jumping. Hold the button longer for a larger explosion.

Cyan Wisp
Executes Cyan Laser. First, use the Circle Pad/+Control Pad to determine the direction, then press the A, B, X or Y Button to be launched forward at the speed of light, defeating enemies in his way, and deflecting off walls.

About Boost Fever
When the Boost Gauge is 100% full, the Gauge turns blue, entering Boost Fever state. In this state, you can use the Boost unlimited times until the blue gauge in the Boost Gauge is depleted with time. Boost Fever state can be extended by earning units for the gauge. The Boost Gauge reverts to normal when the blue gauge is completely depleted.

○Special Stages

If you clear both Acts of the Zone, a Special Stage for the Zone will also be unlocked. Here, your objective is to chase and catch the Chaos Emerald before the time runs out.

Navigate Sonic left/right, jump and boost through the course. Run over and collect the Coloured spheres to fill the Boost Gauge. Look out for spiked balls, as they will make Sonic stumble and lose time!

You'll need to collect all seven Chaos Emeralds (one per Zone) in order to clear the game. If you fail to earn a Chaos Emerald, try again until you get it.

❶ **Elapsed Time / Time Limit**
❷ **Boost Gauge:** Collect the Coloured spheres to fill it.
❸ **Continuous Time that the Boost is used:** This will affect the amount of Boost Bonus you'll earn at the Result Screen. Use the Boost continuously for higher points.
❹ **Relative location of you and the Chaos Emerald**
❺ **Chaos Emeralds collected already**
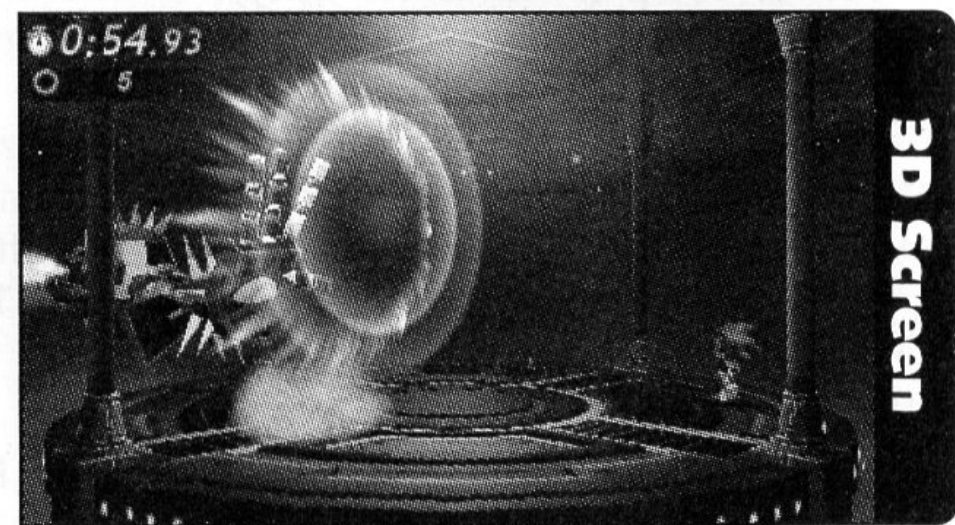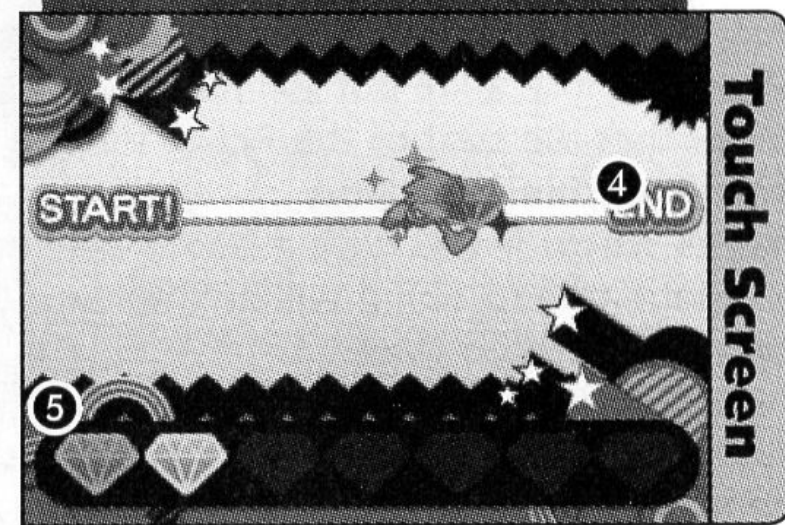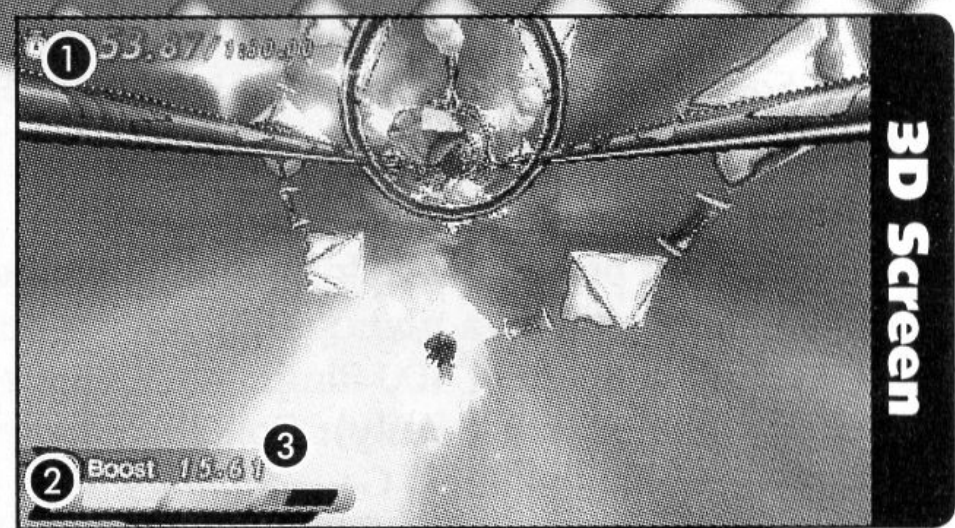
● Boss Gate

If you clear all Zones of the area, the Boss Gate will open.

Race Battle

Before you face the Boss, you will first be challenged by a rival character. Race against him, and reach the goal first to win.

Boss Battle

If you win against the rival, now you're set to battle against the Boss. Find a weakness and attack! If you defeat it, two new Zones will be unlocked.

❻ **Boss Health Gauge:** Deplete it completely to defeat the Boss.

VERSUS MODE

Play a one-on-one race against a nearby friend or anyone over the Internet. Create your Profile Card in the Options (p.15) before you play.

During wireless gameplay, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to turn the power off and on again on the Nintendo 3DS and then start the game again.

- To play wireless Nintendo 3DS™ games over the Internet, you must first configure your Nintendo 3DS™ to connect to the Internet. See the Internet Settings section in the Nintendo 3DS™ Operations Manual.
- To complete the setup, you will need access to a wireless broadband Internet connection. You may need to use a PC to access and configure the settings of your wireless network.
- Wireless gameplay uses more battery power than other game play. You may prefer to use the AC adapter to prevent running out of power during wireless game play or when connected to the Internet.
- You can also connect to the Internet at Nintendo Zone locations or selected Internet hotspots.

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

The Nintendo 3DS™ Service User Agreement which governs Nintendo 3DS™ online game play and sets forth the Nintendo 3DS™ Privacy Policy is available in the Nintendo 3DS™ Operations Manual, or on the Nintendo 3DS™ by accessing the Internet Settings section of System Settings, or online at support.nintendo.com/useragreement/nintendo3ds.
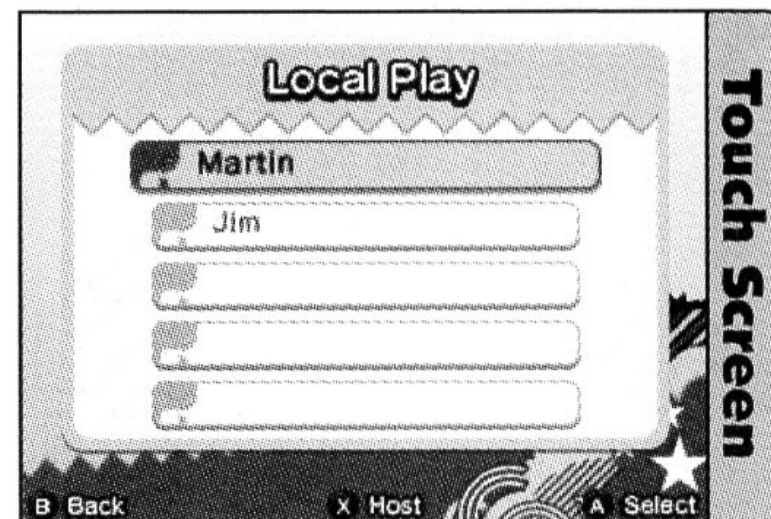
● Local Play

Play against a friend via local wireless. When you select this mode, the game will first look for a host player. If no host player is found, you will become a host player and wait for someone to choose you to play with.

If anyone is waiting, a list of host player(s) will be displayed. Select the host player you wish to play with. If you wish to play against someone else, **press the X Button** to become a host player. Both players must confirm the selection.

Next, both players choose the Zone/Act to play. If the choices do not match, the game will choose from the two. The players will then race to see who finishes first.

After the Result Screen, select from the following:

Try Again	Play again with the same player and Act.
Change Stage	Play a different Act with the same player.
New Opponent	Play against a different player.
Quit	Exit to Versus Mode top menu.

◯Internet Battle

Play against a registered friend in **Friend Match** or against anyone in the world in **Grand Prix**. After you choose the mode, the flow to the battle is the same as in Local Play, except that with Grand Prix you can choose to register your Match Rankings after the battle.

Note: If you play Internet Battle once per day, you'll earn a Bonus Item (or an increase in life in the main game, if you already have a Bonus Item).

● Versus Records

Your Record

View your versus records.

Match Rankings

View worldwide rankings of **Region** (two places in front and behind you) and the **Top 5**. The list displays the rankings the last time you downloaded. **Press the X Button** to update the rankings (register your record).

MISSIONS

There are 100 Missions to play. Can you clear them all?

❶ **Mission Number & Mission Title**
❷ **Mission Objective**
❸ **Your Record**
❹ **Their Record:** Upon unlocking Missions through StreetPass™ transactions (see below), the best time and the name of the player who set the record will be displayed here.
❺ **Mission List:** A list of all available Missions, both unlocked and locked will be displayed. Select one of the unlocked Missions to play, or locked Missions to unlock.
❻ **Amount of Play Coins needed to unlock Mission**

● Objective

You play Missions as you do in Acts, with additional rule(s) to follow. Also, you have only one life to clear the Mission. Successfully clearing a Mission will earn you a Collection item.

● How to Unlock Missions

The progress of the main game not only unlocks Missions but also determines which Missions will be immediately playable.

You can also unlock Missions by purchasing them with Play Coins. But again, the progress in the main game also determines which Missions can be purchased. Select the Mission to purchase from the Mission List.

Another way to unlock is through StreetPass™. Activate StreetPass™ in the Options (p.16), and go outside with your Nintendo 3DS™ system. Successful StreetPass™ transactions will unlock one new Mission, though the unlocked Mission may not be immediately playable.

Mission Rules (3D Screen)

❶ 17 / Rampage!
❷ Defeat 5 enemies in Casino Night ACT 1 in 2:00.00!
Your Record ❸
Their Record ❹ SEGA-02 1:44.54

⑤ Mission List (Touch Screen)

16 Keep the Pace NEW!!
17 Rampage!
18 ??????????
19 ??????????
20 ??????????

B Back   X By Stage   A Select

Mission Rules (3D Screen)

❻ 19 ??????????
You must advance the story before buying this mission.
Your Record   Their Record

TIME ATTACK

How fast can you clear the Acts? Register your time and compare against the best in the World!

● Time Attack

Select a Zone and an act as you do in the main game and play. You can choose from any Acts, Special Stages and Boss Stages you have already cleared. There are no "lives" in this mode, as whenever you're in a "loss of life" situation, you will restart from the beginning or the last Star Post you passed. However, if you let the clock reach 9' 59" 99, the Time Attack will be over.

● Time Attack Rankings

View rankings registered online. Choose the Zone with **L/R Buttons**, then choose the Act, Special Stage or Boss Stage. View rankings in **Region** (two places in front and behind you) or **Top 5** worldwide. **Press the X Button** to update the ranking and register your time (if you have a new best time).

COLLECTION

By fulfilling certain requirements, you'll obtain various Collection Items which you can view from here.

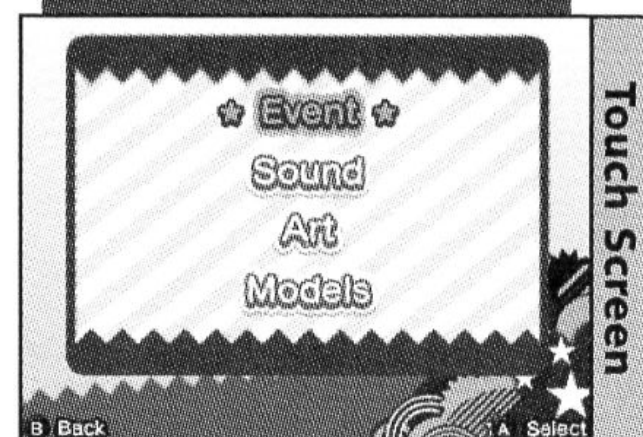## ● Event

View scenes you've seen already in the main game.

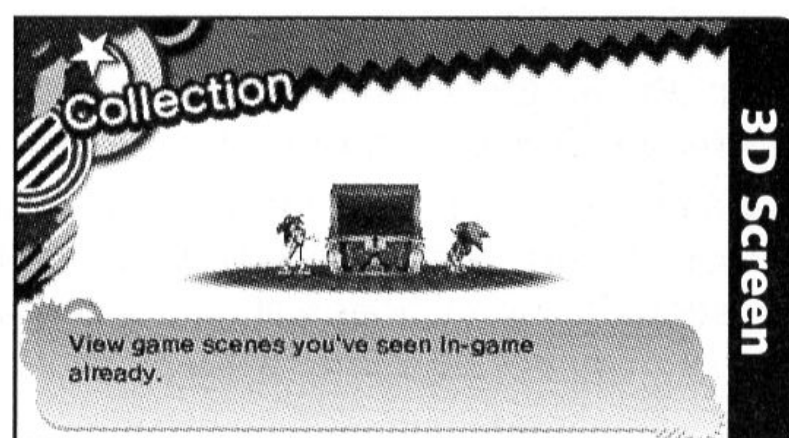## ● Sound

Listen to bonus audio you've earned by clearing missions.

● Art

View bonus art you've earned by clearing missions.

● Models

View 3D models of the key characters unlocked by completing Missions. These can be rotated.

OPTIONS

● StreetPass™

Once StreetPass™ has been activated for Sonic Generations™, if your system detects another Nintendo 3DS™ system with StreetPass™ activated for Sonic Generations™, one of the missions that is unlocked and cleared on his/her data will be unlocked on yours, and vice versa. Press the **X Button** to activate StreetPass™. The screen will also show a list of recent logs of successful StreetPass™ transaction. Updating StreetPass™ will add recently unlocked missions and data that can be sent out via StreetPass™.

Note: StreetPass™ can be deactivated in System Settings, accessed from the HOME Menu.
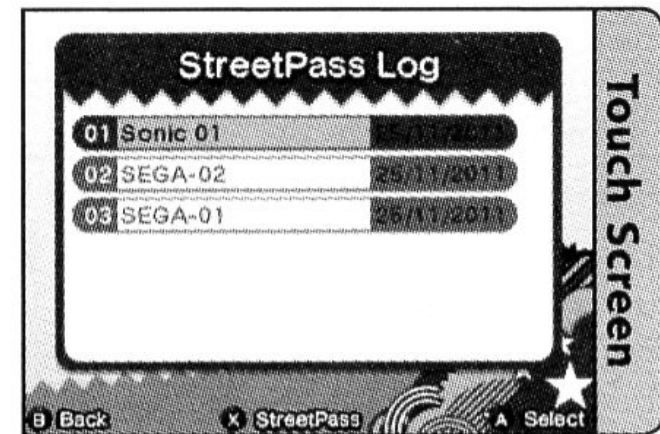
● Profile Card

Profile Cards are like business cards for all Sonic Fans. It displays various information about you, including your rating in the playing of the main game. They are exchanged upon playing Local Play, Internet Play, and upon successful StreetPass™ transactions.

Your Profile Card

You can view and edit your Profile Card. There are front and back sides to the Profile Card. **Press the R Button** to turn over the card. Touch **Edit Card** to edit your Profile Card.

❶ **Nickname**
❷ **Mii™**
❸ **Supporter Rank:** According to the amount of Supporter Points you have, you'll be given a Supporter Rank.
❹ **Sonic Resume:** Years you've been a Sonic fan.
❺ **Favourite Title:** Your favourite Sonic title.
❻ **Favourite Character:** Your favourite character from the Sonic series.
❼ **Supporter Points:** Supporter Points are earned after making various actions, especially from playing Versus Mode or Time Attack, or from StreetPass™ transactions. You'll be notified whenever you earned Supporter Points.
❽ **Collection:** Collection items you have/total possible.
❾ **Missions:** Missions you've cleared/total possible.
❿ **Ring Total:** At Results Screen, the number of Rings you had will be accumulated, and the total is displayed here.
⓫ **Play Time**
⓬ **Card Acquisition:** If the card you're viewing is someone else's, the method of acquisition (through Versus Play, StreetPass™, etc.) is displayed here.

○ Edit Card

When you edit your Profile Card, you can enter the following:

| Sonic Resume	Years you've been a Sonic fan.
Favourite Title	Your favourite Sonic title.
Favourite Character	Your favourite character from the Sonic series.
Card Pattern	Choose a pattern for your Profile Card.
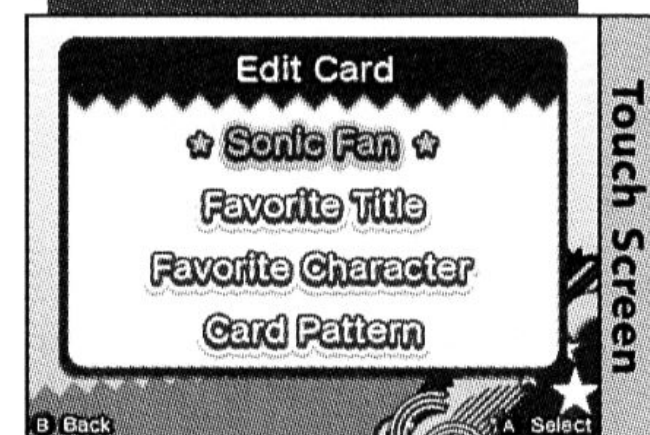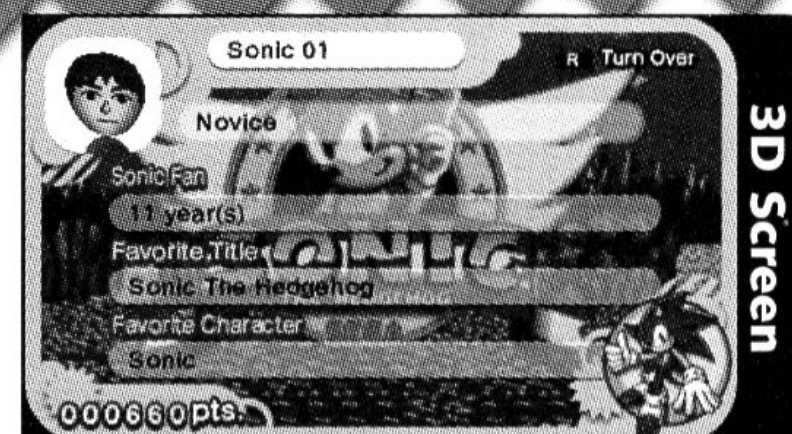
Profile Card List

View Profile Cards you received. A list of Profile Cards you have will be displayed on the Touch Screen, while the Profile Card in selection will be displayed on the 3D Screen. **Press the R Button** to turn over the card.

❶ **Card Number**
❷ **Name**
❸ **Favourite**
❹ **Date Acquired**

• About Favourites

There is a limit to the number of Profile Cards you can retain. If the amount exceeds the limit of 99, old cards will be discarded. If you make selected Profile Cards "Favourites," then these will not be discarded. To make a Profile Card your Favourite, **press the A Button** to place a check mark on the list (press again to erase the check mark).

The list of Profile Cards is sorted in the order of date acquired, with the newest at the top. **Press the X Button** to sort with your Favourites at the top.
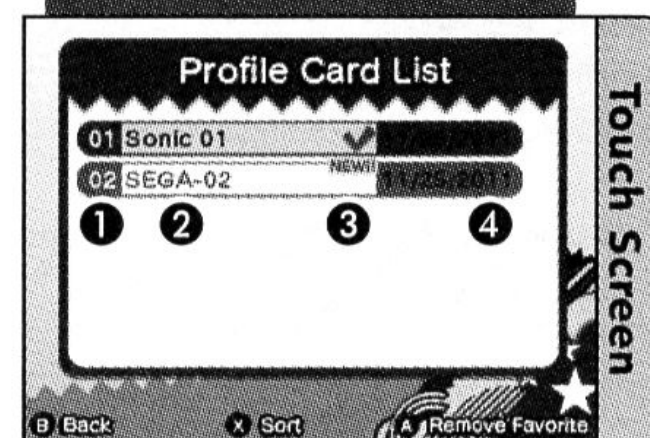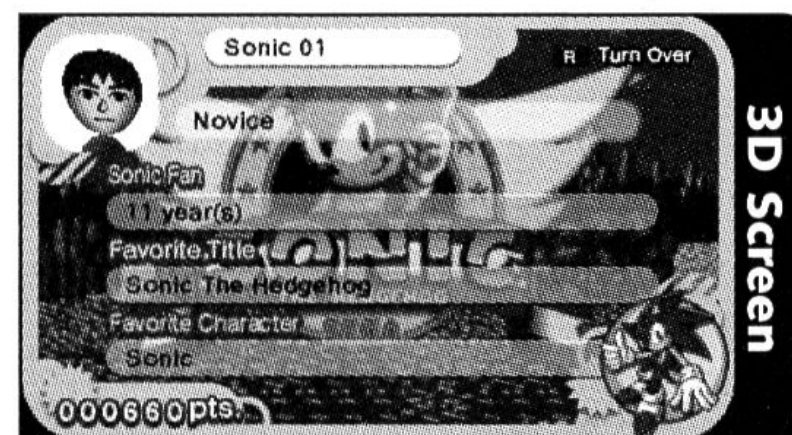
● Show Help

You can toggle **ON/OFF** the help displayed during the main game.

● Delete Data

You can choose to **Delete Story Only** (Mission Data remains) or **Delete All Data**.

Please check

www.sega-europe.com/support

or call

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IMPORTANT HEALTH AND SAFETY INFORMATION

READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES. IF THIS PRODUCT IS TO BE USED BY YOUNG CHILDREN, THIS MANUAL SHOULD BE READ AND EXPLAINED TO THEM BY AN ADULT. FAILING TO DO SO MAY CAUSE INJURY.

WARNING – USING 3D FEATURE

- The use of the 3D feature by children aged six and under may cause vision damage. Therefore it is recommended that only children over six should use the system in 3D mode and if children aged six and under have access to the system, parents or legal guardians should restrict the display of 3D images using the Parental Controls feature.
- If there is any difference in vision between your left and right eyes, or if you tend to see using only one eye, you may have difficulty in seeing 3D images clearly, or your eyes may become tired. Observe careful usage and take a break of 10 to 15 minutes every half hour. If you experience symptoms listed below, adjust the 3D effects to a comfortable level or set the display to only use 2D images.
- Do not view unclear 3D images for extended periods of time. Prolonged viewing of unclear 3D images, such as double images, can lead to eye strain, dryness of the eyes, headaches, stiff shoulders, nausea, dizziness, motion sickness, fatigue and/or discomfort.
- Everyone has a different way of viewing 3D images. For information on how to view 3D images properly please refer to the relevant pages of the Operations Manual. If you experience any of the symptoms above, adjust the 3D effects to a comfortable level or set the display to use only 2D images. Depending on your physical condition and your surrounding environment, you may be unable to see 3D images properly. If this is the case, disable the 3D feature.
- Please refrain from using the 3D feature while travelling as a passenger in cars or on public transport. Constant shaking can lead to 3D images becoming unclear, causing nausea and eye strain.

Be sure to observe the following to ensure your well-being during the use of this product:

- Do not attempt to use this system if you are feeling tired or unwell. Depending on your physical condition, doing so can lead to fatigue and discomfort.
- If you experience fatigue or discomfort in your eyes, head, shoulders or anywhere else, stop playing immediately and take a break. If the symptoms persist, set the display to only use 2D images.
- Avoid excessively long play sessions. Take a break of 10 to 15 minutes every half hour when using the 3D feature, or every hour when not using the 3D feature, even if you don't think you need it.

WARNING – SEIZURES

- Some people (about 1 in 4,000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has ever experienced seizures, loss of awareness or any other symptom linked to an epileptic condition should consult a doctor before playing video games.
- Parents or legal guardians should supervise children when they play video games. Stop play and consult a doctor if you or your child have any unusual symptoms such as: **Convulsions, Eye or muscle twitching, Loss of awareness, Altered vision, Involuntary movements, Disorientation**.

To reduce the likelihood of a seizure when playing video games, follow these precautions:

- Do not play if you are tired or need sleep.
- Play in a well-lit room.
- Take a break of 10 to 15 minutes every hour (every half hour when using the 3D function).

WARNING – EYESTRAIN AND MOTION SICKNESS

Playing video games can make your eyes hurt after a sustained period of time, and perhaps sooner if using the 3D feature. Playing video games can also cause motion sickness in some players. Follow these precautions to avoid eyestrain, dizziness or nausea:

- Avoid excessively long play sessions. Parents or legal guardians should monitor children for appropriate play.
- Take a break of 10 to 15 minutes every half hour when using the 3D feature, or every hour when not using the 3D feature, even if you don't think you need it.
- If your eyes become tired or sore while playing, or if you feel dizzy or nauseated, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

WARNING – REPETITIVE MOTION INJURIES

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these precautions to avoid problems such as tendonitis, carpal tunnel syndrome or skin irritation:

- Avoid excessively long play sessions. Parents or legal guardians should monitor children for appropriate play.
- Take a break of 10 to 15 minutes every half hour when using the 3D feature, or every hour when not using the 3D feature, 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, or arms become tired or sore while playing, or if you feel symptoms such as **tingling, numbness, burning or stiffness,** stop and rest them for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

FOR FURTHER HEALTH AND SAFETY INFORMATION, PLEASE REFER TO THE OPERATIONS MANUAL INCLUDED WITH YOUR NINTENDO 3DS SYSTEM.

The PEGI age rating system:

Age Rating categories:

Les catégories de tranche d'âge:

3 www.pegi.info **7** www.pegi.info **12** www.pegi.info **16** www.pegi.info **18** www.pegi.info

Content Descriptors:

Description du contenu:

@*! BAD LANGUAGE @*! LANGAGE GROSSIER DISCRIMINATION DISCRIMINATION DRUGS DROGUE GAMBLING JEUX DE HASARD

FEAR PEUR SEX SEXE NUDITY NUDITÉ VIOLENCE VIOLENCE

ONLINE

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.

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information
de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

http://www.pegi.info

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