

GAME BOY ADVANCE™



**INSTRUCTION BOOKLET
SPIELANLEITUNG
MODE D'EMPLOI
HANDLEIDING**

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Thank you for selecting the MARIO POWER TENNIS™ Game Pak for the Nintendo® Game Boy Advance™ System.

Merci d'avoir choisi le jeu MARIO POWER TENNIS™ pour la console de jeu Nintendo® Game Boy Advance™.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Always save this book for future reference.

Wir schlagen vor, dass du dir diese Spielanleitung gründlich durchliest, damit du an deinem neuen Spiel viel Freude hast. Hebe dir dieses Heft für späteres Nachschlagen auf.

Nous vous conseillons de lire attentivement le mode d'emploi avant de commencer à jouer afin de profiter pleinement de votre nouveau jeu ! Gardez ensuite le manuel pour vous y référer plus tard.

Lees deze handleiding goed door om zoveel mogelijk plezier van dit spel te hebben en bewaar hem ook om er later iets in op te zoeken.

Läs nogha igenom instruktionerna innan du börjar spela och spara häftet för framtida bruk.

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Lue nämä käyttöohjeet huolellisesti, niin nautit pelistäsi varmasti. Säästä vihkonen vastaisuuden varalle.

Vennligst les instruksjonen nøye for å oppnå full utnyttelse av spillet. Ta vare på boken til senere bruk.

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It's A White-Hot Tennis Battle!

In **MARIO POWER TENNIS™**, you can play serious tennis and train your own tennis player, using simple controls.

Exhibition Mode:

Play serious tennis the quick and easy way!

In **Exhibition Mode**, you can enjoy tennis the quick and easy way using the A and B Buttons. By pressing the buttons in different combinations, you can also hit all sorts of shots including topspin strokes and slices, so there's plenty of tennis to enjoy, whether you're a beginner or an advanced player.



Power Tour Mode: Train up a top player!

In **Power Tour Mode**, you earn Experience Points through playing matches and undergoing training, and you can train up your own character. Your character can challenge rivals and rise up through the ranks and classes, aiming for the top.

NOTE: When you play this game for the first time, it will automatically start in **Power Tour Mode**.



Getting Started

Insert the **MARIO POWER TENNIS** Game Pak correctly into your Game Boy Advance™ system, then turn the power ON. On the **Title Screen**, press START to get things moving, and begin by entering the settings for your protagonist character.

You can change the in-game language by pressing SELECT while the **Title Screen** is shown. Use the + Control Pad to choose one of the languages from the menu on the **Language Selection Screen**. Use the + Control Pad ◀▶ to select YES and confirm your choice by pressing the A Button.



Protagonist Characters

In **Power Tour Mode**, you can choose either a hero or a heroine. In either case, your character has just entered the Royal Tennis Academy.



Max

Max is a hard-working boy with a strong inner core. As a player, he's the power-hitter type.



Tina

Cheerful and vivacious, Tina is a strong-willed girl. As a player, she's the technical type.



Choose your Protagonist

When playing this game for the first time, you have to start by choosing your protagonist. Once you have chosen their sex, whether they are left or right-handed, and given them a name, the story begins.

Select a character

Use the **+** Control Pad **◀▶** to select a character, then press the A Button to confirm your selection.

NOTE: The other character will appear as your partner when you play doubles.



Specify which hand your character uses

Choose whether your character will be right or left-handed, and choose the difficulty level for **Power Tour Mode**.



Input a name

You can also change your character's name. Use the **+** Control Pad to select a letter, and press the A Button to enter it. When you've finished, select QUIT and press the A Button.



Main Menu

If you are using saved game data, you can move from the **Title Screen** to the **Main Menu**, and select a mode or set the options.



The Main Menu

Use the **+** Control Pad to select an item, and press the A Button to confirm your selection.



Power Tour Mode (see page 20)

This is a single player mode in which you tutor your character at the Royal Tennis Academy, having them play matches against rivals.



Exhibition Mode (see page 25)

This is a single player mode in which you play matches against the computer, using the character of your choice.



Multiplayer Mode (see page 27)

This is a mode for 2 to 4 players, in which you use the Game Boy Advance Game Link™ cable or the Game Boy Advance™ Wireless Adapter to play interactively with your friends.





The Stats Menu

On this menu, you can check a your protagonists' **CHARACTER DATA**, **RANKING**, and other data. Select the data file you want to see, then use the **+** Control Pad to select an item.



The Options Menu

On this menu, you can change the settings for the in-game music and the controls, and delete data.

OPTIONS

MUSIC Turn the in-game music ON or OFF.

CONTROLS Switch the CONTROL OPTIONS (see page 19).

DATA Delete backup data.

NOTE: Be careful when deleting data: once data has been deleted, it is gone for good.



The Tennis Glossary

On this screen, you can look up tennis jargon. Use the **+** Control Pad to select a word, and press the **A** Button to display an explanation.



Controls

The basic controls are explained here. To find out how to hit particular types of shots, see pages 14–19.

NOTE: If you press the **A** Button + **B** Button + **START** + **SELECT**, the game is reset, and you are returned to the **Title Screen**.

NOTE: If you are using a Nintendo DS™, Game Boy Advance SP™ or Game Boy Player™, refer to the appropriate instruction booklet.



Controls Used on the Menu Screen and in Power Tour Mode

START

- Display **Pause Menu** (see pages 12, 21)

+ Control Pad

- Move character
- Select item

A Button

- Confirm
- Talk to someone (in **Power Tour Mode**)



B Button

- Dash (in **Power Tour Mode**) (see page 22)
- Cancel selection of item
- Go back to previous screen





Controls Used During a Match

L Button

- Cancel Charge Shot (see page 17)
- L + A Button or L + B Button: Dive Shot (see page 18)



+ Control Pad

- Adjust direction of serve or shot (see pages 14, 16)
- Move character

R Button

- (While pressed) Display Power Shot gauge (see page 12)
- If using the NORMAL or TECHNICAL control set-up (see page 19):
- R + A Button: Offensive Power Shot
 - R + B Button: Defensive Power Shot

NOTE: Pressing the R + B Buttons will produce a Defensive Power Shot regardless of how far away the ball is.

START

- Display Pause Menu (see page 12)

B Button

- Slice (see page 16)
- B ► B: Powerful slice
- B ► A: Drop shot

A + B Buttons (pressed at the same time)

- Flat shot
- Powerful smash (see page 17)
- Flat serve (see page 15)

A Button

- Topspin shot (see page 16)
- A ► A: Powerful topspin shot
- A ► B: Lob shot



Saving Data

In this game, you can create up to 3 Power Tour files (see pages 20–25). Other than when you save on the **Pause Menu** (see pages 12 and 21) or at a location such as the Lodge, data is saved automatically when you acquire Experience Points and so forth.



Playing a Match

This section explains how to read the screen displayed during a match, and the screen displayed when a match is over. For an explanation of how the tennis court is used, see page 13.



Reading the Match Screen

This screen is displayed immediately after a match has begun. When you change courts, your own and your opponent's characters change places on the screen.



- Your opponent's character
- Your own character
- Power Shot gauge



- Your points
- Your opponent's points

The Pre-serve Screen

NOTE: The Power Shot gauge is only displayed permanently if Control Options (see page 19) is set to SIMPLE. If it is set to NORMAL or TECHNICAL, the gauge is only displayed when the R Button is pressed during a rally.



The Match Results Screen

When the match is over, the **Match Results Screen** is displayed.

Number of games your opponent won

Number of sets you won



Number of games you won

Number of sets your opponent won

Number of aces and winners each player hit

The Pause Menu Displayed During a Match

If you press START on the **Pre-serve Screen** during a match, the **Pause Menu** will appear.

PAUSE MENU

- GAME RULES** Choose this to check the rules of the current match.
- CONTROLS** Choose this to check the control functions.
- CAMERA** Choose this to switch the type of camera being used.
- CONTROL** Choose this to switch control set-ups (see page 19).
- SUSPEND** Choose this to return to the **Main Menu**.
You can also save any unsaved data (see page 10).



Basic Rules of Tennis

This section sets out the basic rules of tennis. If you learn them before you play, matches will be much more fun.

Scoring

In tennis, there are three types of scoring: points, games and sets. There are four points in a game and two or six games in a set. If you are the first to score four points you win the game. If you win two or six games respectively, acquiring a two-game lead over your opponent, you win the set. In a three-set match, the first player to win two sets wins the match.

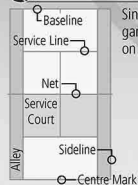
NOTE: The number sets and games can be changed on the **Match Settings Screen** (see pages 26 and 28).



Calling the Score

Tennis scores are announced in the following manner. No Points is 0 ("Love"), 1 Point is "15", 2 Points is "30", and 3 Points is "40". When both players have scored three times and the score is tied at 40, this is called DEUCE. The next player to score gets closer to winning and then has the **ADVANTAGE**. The player who is the first to score another two points in succession is the winner.

The Parts of the Court



Singles and doubles games differ as to the area of the court used. Doubles games use the whole of the court, while in singles games the darker areas on both sides (called "alleys") are not used.

Balls hit into areas not used are OUT and result in points being awarded to your opponent.



Serving

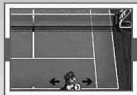
When a match begins, the server tosses the ball and serves it, aiming it inside the service court on the other player's side.

Serving Procedure

The serving procedure is explained below.

1 Select the spot to serve from

Press Left and Right on the **+** Control Pad to move your character to the spot you want to serve from.



2 Toss the ball

Press the A Button or the B Button to throw the ball in the air.



3 Whack the ball to serve!

While the ball is in the air, press either the A Button or the B Button (or both) to serve it. You can adjust the direction of the serve using Left and Right on the **+** Control Pad.



Varieties of Serve

You can hit three varieties of serve by using different combinations of buttons. Use the right serve for the situation.

A Button



Topspin Serve

This type of serve has a high trajectory, and bounces high.

B Button



Slice Serve

This type of serve has a low trajectory and does not bounce very high.

A Button + B Button



Flat Serve

This is the fastest type of serve.

The Service Court



When serving, aim for the opponent's court diagonally across from you. If you fail twice in a row to get the ball into your opponent's service court, this is called a **DOUBLE FAULT** and a point is awarded to your opponent.

NOTE: If the ball hits the net but still travels into your opponent's service court, this is called a **LET**, and you're allowed to serve again.

Hitting the Ball

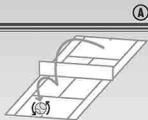
By using the A Button and the B Button in various combinations, you can hit various shots, making the ball travel at different trajectories and speeds.

Adjusting the Direction of the Shot

By pressing Left or Right on the \oplus Control Pad when you hit the ball, you can change the direction of the shot.

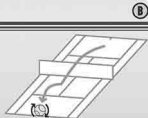
Topspin Shot

A fast-moving shot with a high trajectory and a high bounce. If you hit it by pressing the A Button twice, the ball's trajectory trail will become orange, indicating a more powerful shot.



Slice

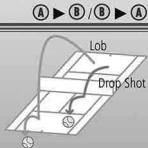
A slower shot with a low trajectory and a low bounce. If you hit it by pressing the B Button twice, the ball's trajectory trail will become blue, indicating a more powerful shot.



Lob and Drop Shot

Pressing the A Button and then the B Button produces a lob, which is a shot aimed for the back of the court, with an extremely high trajectory.

Pressing the B Button and then the A Button produces a drop shot, which is aimed for the front of the court and hit with an extremely low trajectory.



Charge Shot

Press A or B in advance

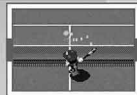
If you press the buttons a little while before the ball arrives, you'll begin to build up energy, and when the ball arrives, you can hit it with a powerful Charge Shot.

Note that while you are charging, your movements will be slower. To stop charging, press the L Button.




Volley

If you return your opponent's shot before it bounces, this is called a volley. However, returning a serve before it bounces is against the rules, and results in points being awarded to your opponent.



Smash

$\text{A} + \text{B}$

When a ball comes at you with a very high trajectory, a  Smash Point will appear. If you press the A Button and the B Button at the same time on the Smash Point, you will hit a powerful smash shot.

Smash Point



Power Shot

$\text{R} + \text{A}$ or B

If you and your opponent hit an unbroken series of shots between you (this is known as a "rally"), the Power Shot gauge (see page 11) will fill up, and a halo will appear around each character. If you then hit the ball by pressing the A Button or the B Button while holding down the R Button, you will be able to hit various Power Shots.



NOTE: If Control Options (see page 19) is set to SIMPLE, when the Power Shot gauge is full, you can hit a Power Shot by simply pressing the A Button or the B Button.

Offensive Power Shot

R + A

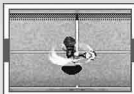
If you are close to the ball when you use a Power Shot, you can hit a curve ball or other Offensive Power Shot.



Defensive Power Shot

R + B

If the ball is out of your reach when you use a Power Shot, you can use it to return a ball that would normally be impossible to return.



Dive Shot

L + A or B

When the ball is a little out of your reach, pressing the A Button or the B Button while holding down the L Button will enable you to dive to reach it and hit it back.

NOTE: If Control Options (see page 19) is set to SIMPLE or NORMAL, the character will dive for the ball automatically if necessary.



Advanced Techniques

Once you have mastered the basic controls, try using advanced techniques such as changing the Control Options or aiming to hit NICE! shots.

Changing the Control Options

On the **Control Options Screen**, you can press Up and Down on the + Control Pad to switch the Power Shot controls (see pages 17 and 18), and set dive shots (see page 18) to AUTO or MANUAL.

SIMPLE, NORMAL and TECHNICAL control set-ups

| | | |
|-----------|--------------|----------------|
| SIMPLE | Offensive PS | A* |
| | Defensive PS | B |
| | Dive Shot | A or B |
| NORMAL | Offensive PS | R + A* |
| | Defensive PS | R + B |
| | Dive Shot | A or B |
| TECHNICAL | Offensive PS | R + A |
| | Defensive PS | R + B |
| | Dive Shot | L + A or L + B |

PS = Power Shot



*Switch automatically to Defensive Power Shot when the ball is out of your reach.

How to Hit a Strong Return

If you hit the ball at just the right height (between hip and chest height), your shot will be stronger. Also, if you hit a serve at the highest point in its trajectory, the word NICE! will appear on the screen, and the ball will travel faster.



Taunting

If you press the A Button or B Button before your opponent serves, for example, your character will taunt your opponent's character. If the action finishes by the time the ball arrives, your opponent's Power Shot gauge will go down.



Power Tour Mode

In **Power Tour Mode**, you become a student at the Royal Tennis Academy, where you play matches against your rivals, striving to become a top player.

The File Selection Screen

Use Left and Right on the **+** Control Pad to select a slot. By selecting an empty slot, you can create a new set of data for your protagonist character.

By pressing the L Button, you can select Power Shots for the currently selected slot.



Selecting Power Shots

You can select Power Shots that you have learned so far.

- 1 Use Left and Right on the **+** Control Pad to switch between characters.
- 2 Align the cursor with the shot you want to set. Confirm your selection by pressing the A Button. You can set one Offensive and one Defensive shot.
- 3 Press the A Button to confirm the changes you have made.



Singles and Doubles

Your protagonist character can play singles matches, or can team up with a partner to play doubles. You can select **SINGLES** or **DOUBLES** when talking to your partner in the Lodge (see page 23).



The Pause Menu in Power Tour Mode

If you press **START** while your character is not playing a match or talking to someone, the **Power Tour Mode Pause Menu** will appear.

PAUSE MENU

- SELECT PS** Choose this to set your Power Shots.
- STATUS** Choose this to check your characters' parameters and game history.
- OPTIONS** Choose this to change the **MESSAGE SPEED** and **MUSIC** settings.
- GLOSSARY** Choose this to look things up in the **Tennis GLOSSARY** (see page 8).
- SLEEP** When you choose this, the LCD Screen goes dark and the system goes into power-saving **Sleep Mode**. To return to the game, press the L and R Buttons + **SELECT**.
- SUSPEND** Choose this to save the game and return to the **Main Menu** (see pages 7 and 8).



Getting Upgraded

When your protagonist character wins a match or clears a training unit, for example, he or she gains Experience Points and gets upgraded, becoming a stronger player.

How to Get Upgraded

You earn Experience Points through playing matches and training, and when you acquire a certain amount of these points, you get upgraded. You can also earn Experience Points in **Exhibition Mode**, for example, when using your protagonist character and partner from **Power Tour Mode**.



Sharing Out Experience Points

Experience Points are shared between the protagonist and his or her partner. Use Left and Right on the **+** Control Pad to switch between characters, and use the **+** Control Pad Up or the A Button to share them out. You can also use the **+** Control Pad Down to return shared-out Experience Points.

Dash

By holding the B Button down while moving your character in **Power Tour Mode**, you can make the character dash (i.e. move quickly).



Main and Sub Parameters

When you get upgraded, you win points. These points can be shared out between your Main Parameters and Sub Parameters. First, use Up and Down on the **+** Control Pad to select the Main Parameter you want to raise, and then press the A Button to share out the points, one at a time.



Main Parameters

- POWER** Power of serves and shots.
- CONTROL** Ability to control whereabouts the ball lands in the court.
- SIDE SPIN** Strength of side spin.
- SPEED** Character's speed of movement.

Next, select a Sub Parameter. Select SERVE, STROKE, VOLLEY, TOPSPIN, or SLICE, then press the A Button.



Facilities

The Royal Tennis Academy has various facilities. Use them to improve your tennis skills further and further.

The Lodge

This is where your character lives. It's also a place where you can save your data before exiting from the game, or switch between singles and doubles.



The Teaching Courts

If you talk to one of the coaches on the courts, you can get some help as you practise serving, net play and strokes. Make sure you master the basics of tennis.



The Class Courts

The Royal Tennis Academy has courts for three classes: JUNIOR, SENIOR and VARSITY. By talking to the student one rank above you, you can challenge them to a ranking match. If you win, your ranking goes up by one.



The Training Centre

Here you can receive all sorts of training using state-of-the-art machines.



Minigames

When you clear a training session at the Training Centre, or a practice session on the Teaching Court, the MINIGAMES option will appear on the **Main Menu** (see pages 7–8). In this mode, you can play training sessions you have already cleared, and acquire Experience Points or raise your parameters.



Master some Power Shots!

When you reach a certain class, you are allowed to use the **Power Training Mode** at the Training Centre. When you do this training, your Power Shot parameters increase, and when reaching a certain value, you gain the ability to use various Power Shots (see pages 17 and 18).



Once you have learned a Power Shot and set it on the **Power Shot Selection Screen** (see page 20), you will be able to use it in future matches.

Characters

These are the coaches and some of the rival players appearing in **Power Tour Mode**. Each character has his or her own signature techniques.

Coaches

The Royal Tennis Academy's coaches give guidance to your protagonist character.



Junior Class



Sasha

Strong on technique, Sasha can be a bit too earnest sometimes.



Chris

Chris' speed is his strength. He sees your protagonist's partner as his rival.

Senior Class



Roy

A strong all-round player, Roy makes no allowances, no matter who he plays against.



Emi

Emi is a speedy type. She's also a snooty young miss, but she plays a mean game of tennis.

Varsity Class



Tori

A technical type of player, Tori is a real sports queen, with a good, healthy physique.



Elroy

Elroy is a good all-rounder. A self-proclaimed "flawless player", he's also captain of the Royal Tennis Academy.

Exhibition Mode

In **Exhibition Mode**, you can play any character on any court you like, and if you like, you can bring in your protagonists from **Power Tour Mode**.



Starting Exhibition Mode

This section explains the steps you follow in **Exhibition Mode**.

1 Select a character to play

Using the + Control Pad, select the character you want to use, then press the A Button to confirm. Press the L Button before confirming your selection to switch between left-handedness and right-handedness.



As you advance through **Power Tour Mode** (see pages 20–25), more characters become available for selection.

2 Select the match type

Select either **SINGLES** (one-on-one) or **DOUBLES** (two-on-two).



3 Select the computer-controlled character

Select the computer-controlled character, and set his or her strength level.

If you are playing doubles, you need to select three computer-controlled characters.

4 Select the combinations

If you are playing doubles, select the team combinations.



5 Select a court

Select the court you want to play on. Each court has different surface, with different characteristics affecting the way the ball bounces and its speed after bouncing.



6 Enter the match settings

Now you can turn Power Shots ON or OFF, and specify how many SETS and GAMES the match will comprise. Use Up and Down on the **+** Control Pad to select items, and **+** Control Pad Left and Right to switch between values. When you have finished entering the settings, select START to start the match.



NOTE: By pressing SELECT on this screen, you can change the CONTROL OPTIONS settings (see page 19).

Multiplayer Mode

In **Multiplayer Mode**, you can play against your friends using the Game Boy Advance Game Link cable or the Wireless Adapter.

If you are using the Game Boy Advance Game Link cable

Connect the Game Boy Advance Game Link cable correctly (see pages 30–31), and after checking the connection, press the A Button.



If you are using the Wireless Adapter

Set up the Wireless Adapter correctly (see pages 30–31), and when the number of Game Boy Advance icons are displayed is the same as the number of participating players, press the A Button.



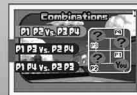
NOTE: P1 to P4 will be assigned randomly.

Multiplayer Mode Procedure

This section explains the procedure to be followed in **Multiplayer Mode**.

1 Select the combinations

Select the team combinations.



2 Select the characters

Players should now select their own characters, going in order, starting with P1.

If any computer-controlled characters are to be used, these should be selected after that.

3 Select a court

Select the court you want to play on.

4 Enter the match settings

Turn Power Shots ON or OFF, and specify how many SETS and GAMES the match will comprise. When you have finished entering the settings, select START and press the A Button to start the match.



The Match Results Screen

When the match is over, the **Match Results Screen** will appear. Pressing the A Button will return you to the **Main Menu** (see pages 7–8).

Characters

The cast of characters is the same as in MARIO TENNIS™ for Game Boy™ Color. Each character has learned some highly-individual Power Shots.



Mario

Mario is a good all-round player, exhibiting flawless mastery of any style.



Waluigi

With lanky limbs that aid his robust returns, Waluigi is a defensive type of player.

Peach

Peach is a technical type of player, strong on footwork and control.



Donkey Kong

Particularly brilliant at heroic, powerful shots that make the most of his gigantic frame, Donkey Kong is a power-type player.



Luigi

A good all-rounder, Luigi is strong on control and particularly good at volleying.



Bowser

Playing shots of monstrous speed and power, Bowser is a power-type player.

How to use the Game Boy Advance Game Link cable and the Game Boy Advance Wireless Adapter



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES THE GAME BOY ADVANCE GAME LINK™ CABLE (Model No.: AGB-005) OR THE GAME BOY ADVANCE WIRELESS ADAPTER (Model No.: AGB-015).

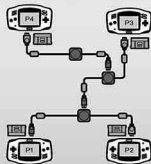
Here's all of the information you need to connect up to four Game Boy Advance systems.

Necessary Equipment

Game Boy Advance systems: One per player
 Game Paks: One per player
 Game Boy Advance Game Link cables: Two players: One cable
 Three players: Two cables
 Four players: Three cables
 or
 Game Boy Advance Wireless Adapters: One per player

Linking Instructions

1. Make sure that the Power Switches on all of the game systems are turned OFF, then insert the Game Paks into the individual Game Pak slots.
 2. Connect the Game Boy Advance Game Link cable(s) or the wireless adapters to the External Extension Connector (EXT.) of each of the game systems.
- When playing with only two or three players, do not connect any game systems that will not be used.
 - Player 1 will be the player with the small, purple connector of the Game Boy Advance Game Link cable connected to his or her console. When linking up using wireless adapters, the player numbers P1 to P4 will be assigned randomly.




Game Boy Advance systems and
Game Boy Advance Game Link cables

3. Turn the Power Switch on each game system ON.
4. Now, follow the instructions for multi-player game.

Consult the diagrams when connecting the Game Boy Advance Game Link cable(s) or the wireless adapters to Game Boy Advance systems.

Do not use the wireless adapter when using the NINTENDO GAMECUBE WaveBird™ Wireless Controller nearby because they can interfere with each other.

NOTE: The  mark on the screen represents the condition of the wireless adapter transmission during game play.



Game Boy Advance systems and
Game Boy Advance Wireless Adapters



Strong Signal Weak Signal

Guidelines for Transmission

For best results, follow these guidelines:

- Don't use any equipment other than the Game Boy Advance Game Link cables or Game Boy Advance Wireless Adapters.
- Don't link more than four Game Boy Advance systems.
- Do not hold, carry or shake the Game Boy Advance system by the wireless adapter or the Game Boy Advance Game Link cable.
- Remove the wireless adapters when not in use.
- Make sure the distance between wireless adapters is within 3 meters (10 feet).
- Make sure the wireless adapters are facing each other.
- Make sure there are no obstacles between the wireless adapters.
- Avoid using the wireless adapter around devices that may cause radio frequency interference since they can interfere with each other.
- Make sure the Game Boy Advance Game Link cable(s) or the wireless adapters are fully inserted into the game systems and connected properly.
- Don't remove the Game Boy Advance Game Link cable(s) nor unplug/plug in the wireless adapters while playing.

Notes

The PEGI age rating system:

Age rating categories:



Note: There are some local variations!

Content descriptors:



BAD LANGUAGE



DISCRIMINATION



DRUGS



FEAR



SEXUAL CONTENT



VIOLENCE

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

<http://www.pegi.info>



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