

WM-01

[Using the Controller](#)[Entering Events](#)[Story Mode](#)[Compete Online](#)[Events](#)

Instruction Manual

- * The rules of some events in this title differ slightly to actual rules.
- * Statistical data is based on public records (as of 27th August 2019).
- * National flags are accurate as of 27th August 2019.

ATHLETES



Mario
A well-rounded athlete with competency in any event! Once he sets his sights on the gold there'll be no stopping him!



Sonic
The world's fastest supersonic hedgehog! He can rely on his speed and endearing personality to keep him in the lead!

Luigi
Like Mario, his performance can be relied upon as a good all-rounder, though they each excel in different events.



Tails
A unique kid fox with two tails. His skills and dexterity earned from tinkering with machinery give him an edge in events requiring technique.



Peach

A princess skilled in technique and precision of movement. Her graceful moves will enrapture the world!



Knuckles

A hotblooded echidna, whose technical prowess always takes second fiddle to his raw power.



Yoshi

He's always thought of as being carefree and slow-paced, but he can move with speed and accuracy when he needs to!



Amy

Gleeful and energetic as always, there are no events where she lacks competency. A well-rounded athlete for all players.





Daisy
This cheerful princess is fast on her feet! Put her in events that require speed and she'll show you what she's made of!



Silver
A silver hedgehog visiting from the future. He uses telekinesis to supplement his skills for events requiring technical expertise.



Donkey Kong
The powerful Kong family superstar is here fresh from the jungle! His wild movements will batter opponents into submission.

Blaze
This imperial princess from another dimension is equal to any challenge before her. All eyes will be glued to her elegant delivery.





Wario

His winning card is his extraordinary clout and limitless stamina. He credits his power to the wonders of garlic.



Shadow

This dark hedgehog is Sonic's archrival who can easily match him in speed. His sharp ruthless eyes are focused on his certain upcoming victory!



Waluigi

While he normally tends towards sophisticated trickery and schemes, in sports he's straight down the line! His finely-honed techniques will surely earn him the medals.



Vector

This crocodile is no pushover. His enormous frame makes his power skills a wonder to behold!



Bowser
Events requiring speed are not his strong suit, but his overwhelming muscle more than makes up for it.



Dr. Eggman
This evil genius is capable of incredible technique, provided he can put his plans for world conquest on hold for the duration.



Bowser Jr.
This jack-of-all-trades athlete delivers the goods in every event. His body might be small, but don't let that fool you!

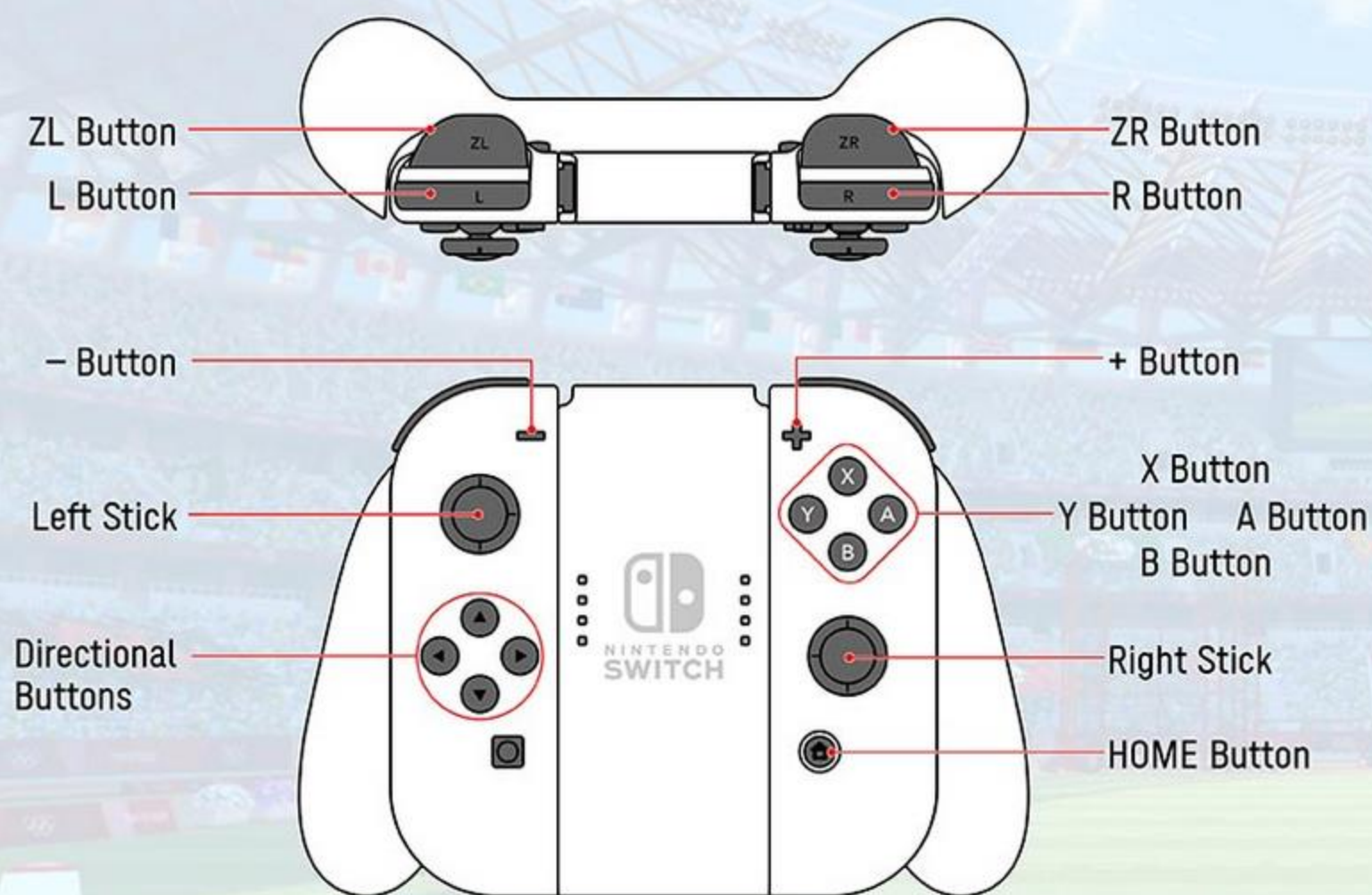
Metal Sonic
A supremely powerful robot made by Dr. Eggman. He moves like a super-charged jet engine on full throttle! That is to say, quite fast.



Controller and Commands

Joy-Con™ (Joy-Con Grip attached)

The Nintendo Switch Pro controller uses the same commands.



For menu screens, use the Directional Buttons or Left Stick to make a selection and press the A Button to confirm. Controls for each event can be checked via the entry screen or the Pause Menu.

Multiplayer Play

This game supports split-screen mode. Up to four players can play on a single Nintendo Switch™ console. A controller for each player must also be registered to the console.

To register a controller, press the + / - Button at the Select Event screen, or from the console's Home menu.



- * Some events limit the maximum players and/or support cooperative team play.
- * Ranked Matches support up to 8 players. Free Match, Quick Match and Local Play / LAN Play support up to 4 players.

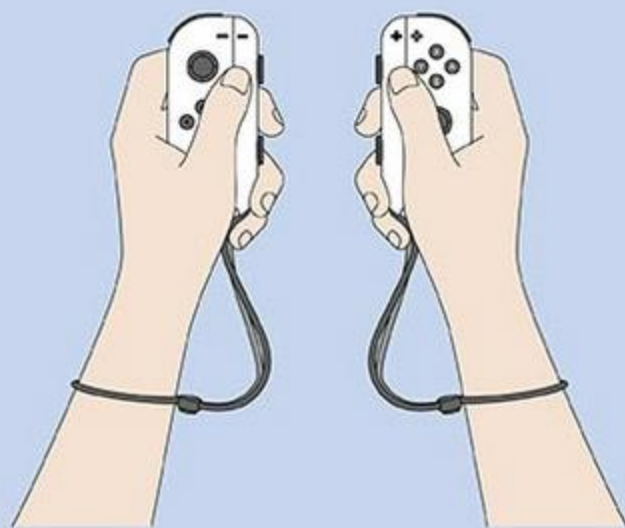
Play Style

There are three play styles.

Motion controls put you in control by moving, tilting and shaking the controllers for a more intensely immersive experience.



Dual Controllers



Play by holding a controller vertically in each hand.



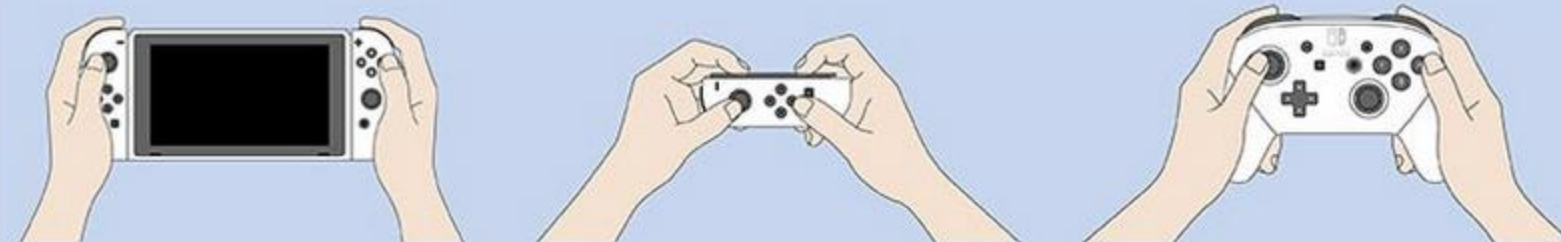
Solo Remote



Play by holding either controller vertically in one hand.



Buttons Only



Use the buttons and sticks to control the action. Some events additionally require you to tilt the controller. This can be used by holding both Joy-Con™ controllers vertically or by holding one horizontally.

- * Some events do not allow the full range of play styles. See the Events pages to see what events support which play styles.
- * For motion controls, attach the wrist strap and hold the Joy-Con™ controller firmly so as not to let it slip out of your hands. Be aware of your surroundings, and don't shake or swing the controller more than necessary.

Main Menu

Press the buttons shown on the title screen to open the Main Menu.

Quick Match

Enjoy a variety of Olympic Games events for up to 4 players. There are lots of new events, so be sure to try them all!

Story Mode

Take part in a variety of Olympic Games events to progress the story set in present day Tokyo and "Tokyo '64", a virtual world inside a game console. Minigames unrelated to the Olympic Games events are also played.

Local Play / LAN Play

Use wireless or LAN communication to connect 2 to 4 Nintendo Switch™ consoles for multiplayer play.

* At the main menu, hold L and R and press the Left Stick to toggle between Local Play and LAN Play modes.

Online Play

Connect to the Internet and compete against players worldwide. Choose "Ranked Match" to compete in the world rankings, or "Free Match" to play just for fun!

My Data

Check out a wide range of event records and play the minigames you acquired in Story Mode! You can also change game options here.

This game supports Autosave. While the game is saving, the icon will be displayed on the lower left of the screen. To prevent data loss, do not switch the power to OFF while saving is in progress.



Quick Match

Play any event that you wish. Select "Single" to play by yourself, or "Multi" and a player number to play with friends. Quick Match gameplay process is detailed below:

① Select Event

Choose an event and **PLAY STYLE**. Available events vary depending on the number of players you choose.



- * For "Quick Match", the selected play style applies to all players.
- * At the Select Event screen, you can change the CPU difficulty, play time, win conditions and other options depending on the event.

② Select Character

Choose a character to control. Refer to the character ability shown at the lower right of the screen for best results.

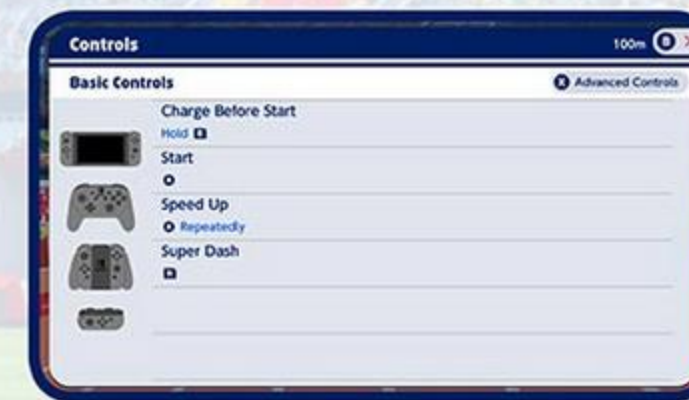


- * For Tokyo 1964 events, abilities are identical for each character.
- * In "Story Mode", characters are sometimes added to perform in specific events.

③ Entry Screen

Entrants and stats are displayed here. For controls and gameplay information, follow the on-screen guide for "Controls" and "How to Play".

- * Advanced Controls and bonus information ("More Info") are available for some events.



④ Start Event

When each player confirms they are ready, the event will begin. Do your best and keep your eye on the prize!



⑤ Finish Event

When the event is over, the final results will be displayed. For Tokyo 2020 events, a replay and a gameplay tip will also be shown.

* Keep playing the same event to unlock more tips!



Pause Menu

Press + / - during gameplay to open the Pause Menu. Here you find quit and restart options. You can also check the event controls.

- **Continue**

Close the Pause Menu and continue the game.

- **Retry Event**

Restart the current event from the beginning.

- **Select Character**

End the event and return to the Select Character screen. The event will remain selected.

- **Select Event**

End the event and return to the Select Event screen.

- **Main Menu**

End the event and return to the Main Menu.

Story Mode

While enjoying the excitement of the Olympic Games Tokyo 2020, Mario and Sonic find themselves swallowed up into an enigmatic game console. With the help of their friends, they must find a way out of the mysterious virtual world of "Tokyo '64".



How to Play

Explore Tokyo in search of clues to try to find your way out of "Tokyo '64".

Gather information by clearing "missions" found in various locations, and return Mario and Sonic to the real world!

* If you fail a mission 3 times, the "Skip Event" option will allow you to continue with the story.

Saving the Game

Story progress is saved automatically; there is no need for you to do anything! To resume the last game played, select "Story Mode" from the Main Menu and then select "Continue". If you select "Start", you will begin a new Story Mode game and your previous progress will be lost.



Locale Screen

Explore your immediate surroundings.

Use the Directional Buttons or the Left Stick to walk, and press the A Button to talk to nearby characters or read trivia cards. Press the B Button while walking to speed up.



World Map

A wide area map for moving between areas.

Use the Directional Buttons or the Left Stick to walk, and the A Button to enter a new locale. A flashing light appears at areas you need to visit to progress the story.



Pause Menu (Story Mode)

Open the Pause Menu to check your play conditions. Options are as follows:

- **View Items**

See all of your current items.

- **View Companions**

See the characters in your party.

- **Controller**

Open the controller settings screen.

- **Quit Story**

Pause the current story and return to the Main Menu.

Area Guide (Tokyo 2020 Map)

 **Area Listing**

The story will take you to the following areas.

Press "Area Listing" above to see the place names that correspond with the numbers below.



Local Play / LAN Play

In these modes, nearby players can play using wireless communication or wired connection with 2 to 4 Nintendo Switch™ consoles.

Create Room / Join Room

Upon selecting Local Play or LAN Play, the Room List will be displayed. Here you can create a room or join an existing room.

• Create Room

See the on-screen guide to "Create Room" and choose the maximum number of players.

• Join Room

Choose a room to join from the Room List.

* If you can't see the room that you wish to join, follow the on-screen guide to "Update".

Playing Together

When you join a room, you will be shown a list of all the players in that room. When you're ready to play, press the - / + Button to select "Ready". When all the players are ready, you will proceed to Select Event.

At the Select Event screen, each player chooses the event they wish to play. If there isn't a clear majority, then one of the candidate events will be selected at random.



LAN Play

In this mode, nearby players can play over a wired or wireless network connection using 2 to 4 Nintendo Switch™ consoles.

At the main menu screen, hold the L and R Buttons and press the Left Stick to toggle between Local Play and LAN Play.



To make a wired or wireless connection, please follow the procedure below:

- ① Connect the LAN Adapter (sold separately) to the Nintendo Switch™ dock.
- ② Connect the LAN Adapter of each Nintendo Switch™ dock to a LAN router (sold separately).
- ③ Insert the Nintendo Switch™ console into the dock.
- ④ Start the game software and select LAN Play from the Main Menu.

Online Play

Connect to the Internet and play against players from around the world.

Ranked Match

Compete against players worldwide for the top ranking. Select an event to proceed to the lobby where you will wait for other players to join. When all the player slots are filled, or the waiting time expires, the event will begin.

At the end of the event, the “player's rank” will change based on the outcome.

The rank is a numerical value indicating the player's strength. Different ranks are set for each event.

Connection Status

At the Matching screen, each opponent's connection status is indicated by a signal strength icon. The more bars a player has, the smoother the game experience will be.



Free Match

Up to four players can enjoy an event where their ranks do not change.


At the Matching screen, you can also chat using simple messages.

Free Match offers the following ways to play:

▪ Select Event and Play

Gather players from around the world to play. Choose an event, then wait for other players to join.

▪ Gather and Play

As with  **LOCAL PLAY**, players gather in rooms and compete in various events together. The room host can set room access to Worldwide, Regional, or Friends Only.

Rankings

See how you compare to the rest of the world.

Precautions while playing online

For online play, a user account that is registered to the console must be linked to a Nintendo Account, and you must be a paid member of “Nintendo Switch Online”.

See the official site for more information.

[Nintendo Switch Support Site](https://support.nintendo.com/switch/)
<https://support.nintendo.com/switch/>

- No guarantees are made about the quality of your network connection. Delays, dropped data, and disconnection may occur depending on you and your opponent's network environments. SEGA accepts no responsibility for any trouble or damage due to connectivity issues when using the network functionality.
- This service will be available for a set period of time and may be terminated at any time without notice.

- During online play, the username registered to the console will be visible to others. Please avoid registering personally identifiable information such as your real name or telephone number. Try to avoid registering names that are likely to make other users feel uncomfortable.
- The Free Match chat feature is intended to make the games more fun and communicate effectively. Please avoid using it to make other players feel uncomfortable.

Cream



Cheese

My Data

See personal stats, play minigames, and change game settings.

Game Room

Play the minigames acquired in [STORY MODE](#).



Tournament Records

View Tournament Records and Challenges.

Trivia

View trivia collected in Story Mode.

Options

Change country/region, icon, sound settings, and language.

Credits

View the credits that are unlocked after completing Story Mode.

About Challenges

Challenges are gameplay goals designed to deepen your enjoyment of the game. Challenges are completed by achieving certain goals such as setting a new record in a competition. Attempt various competitions and game modes to complete as many Challenges as you can!

Events

100m (2020)

Supported Play Styles



Max Players

One of the most eagerly awaited events. Sprint 100 meters down a straight lane and cross the finish line first to win!



Build up power and then release at the "Go!" signal for a Super Start! Now run as fast as you can towards the goal line! You can use your Super Dash only once per race, so use it carefully for the quickest time!

110m Hurdles

Supported Play Styles



Max Players

Sprint 110 meters while jumping over six hurdles and cross the finish line first to win.



Time your jumps for when your character overlaps the crossing point. Take care not to focus exclusively on jumping, as you may forget to dash between the hurdles!

Clear the last hurdle with "Perfect!" timing to unleash a Super Dash!

4 x 100m Relay

Supported Play Styles



Max Players

Teams of four players each sprint 100m in a race to the finish line.



Sprint while holding a baton and as you approach the next runner, pass the baton the moment the rings overlap. Each runner can use Super Dash once, but time it too late and you'll bump into the next runner.

During Co-op play, the receiving player will need to choose the right time to start running.

Javelin Throw

Supported Play Styles



Max Players

Throw the javelin to compete for total distance. The furthest throw out of two attempts determines your ranking.



Your Power Gauge is extended during the run, and this is used to charge your throw. When you have enough power, adjust the angle and release! Try not to spend too much time on each action, as you can easily find yourself crossing the foul line. Fill the Power Gauge to 8 blocks or more and throw at just the right angle to do a Super Throw.

Triple Jump

Supported Play Styles



Max Players

Sprint down the runway, then hop, step, and jump to compete for total distance.



First, run to the foul line and prepare to jump. After a certain distance, the speed will be locked and will no longer decelerate. When you arrive at the foul line, hop, step, and jump with the right timing to increase your distance!

Get a "Perfect!" rating for each jump to do a final Super Jump.

Discus Throw

Supported Play Styles



Max Players

Throw a disk aided by centrifugal force to compete for flight distance.



Take a practice throw before your first attempt to learn how to charge the Power Gauge (if you fail on the first attempt, you can practice again before the second attempt). Since you can't see the Power Gauge in competition, you have to rely on the senses you acquired from the practice. Charge the correct amount of power, adjust the angle, and release!

Throw with just the right power and angle to do a Super Throw!

The furthest throw of two attempts determines your ranking.

Sport Climbing

Supported Play Styles



Max Players

Climb the wall and compete for height within the time limit.



Grip onto a hold with your left or right hand, and make a carefully timed jump to another hold. The ease of grip and stamina consumption varies depending on the size of the target hold.

Certain holds will have different effects of stamina recovery / restart point registration / Super Climb activation.

Surfing

Supported Play Styles



Max Players

Perform tricks on a surfboard to compete for points.



Begin paddling and catch a wave. Waves can vary in height and length, so be sure to catch a god one! Perform cool tricks while paying attention to the wave and character position.

When the Super Gauge is full, perform a Super Trick to enter Boost mode! You'll earn more points for a limited time.

Skateboarding

Supported Play Styles



Max Players

Perform tricks on a skateboard to compete for points.



Characters can perform different tricks according to their skill level and based on their surroundings. Use the whole field and try to do many different types of tricks to wow the audience!

When the Super Gauge, which builds with each successful trick, is full, you can perform a Super Trick! You can only perform this once per competition!

Boxing

Supported Play Styles



Max Players

Two athletes exchange punches to determine the winner.



The rules are simple, but it requires sophisticated maneuvering. Keep your stance strong with blocks and sidesteps, and find your chance to deliver a strong attack.

The Super Gauge builds when you deliver or receive a punch. When it's full, you can do a Super Strike! If it hits, let loose a flurry of punches on your opponent!

 **Karate**

Supported Play Styles



Max Players

Perform offense and defense consisting of punches, kicks, and breaks to determine the winner.



Make use of speedy punches, long reaching kicks, and breaks that shake the opponent's guard.

When the Super Gauge is full, you can do a Super Strike! The Super Gauge builds when you successfully attack or receive hits, and can also be filled through charging your character.

 **Football**

Supported Play Styles



Max Players

Two teams of five players face off by advancing the ball into the opponent's goal to score. You can change the match time at the Select Event screen.



Rather than rushing ahead alone, pass the ball on the way to the goal to perform team plays!

When the Super Gauge is full, you can enter Super Mode for faster dribbling! Pass to a teammate to speed up their dribbling too!

* If a match ends in a draw, extra time will be awarded. If it is still a draw, then the game will be decided by penalty kicks.

Rugby Sevens

Supported Play Styles



👥 Max Players

Two teams of seven players move the ball up the field while passing it to score a try. You can change the match time at the Select Event screen.



Form an attacking structure behind the ball carrier as the ball cannot be passed forward. Tackle opposing players to capture the ball and proceed to move it upfield.

When the Super Gauge is full, you can do a Super Dash when playing offense, and Super Tackle when playing defense.

* If a match ends in a draw, extra time will be awarded. If it is still a draw, then the game will be decided by conversion kicks.

Canoe

Supported Play Styles



👥 Max Players

Paddle your canoe along a 1000m course to compete for the fastest time.



Unleash charged power at the “Go!” signal for the best start! Match your paddling speed with your partner's to go faster.

When you reach the last 300m, it's time for the final push! Don't worry about timing, just paddle as quickly as you can.

Swimming

Supported Play Styles



Max Players

Swim 100m to compete for fastest time. Your character choice determines the type of stroke.



Charge power before starting and dive in at the "Go!" signal. After entering the water, follow the on-screen guide to swim using your character's favorite stroke.

Keeping a good pace will fill the Super Gauge, but swimming too fast will drain it. When the Super Gauge is at least 50% full, enter Super Swim mode for a Speed boost!

Gymnastics

Supported Play Styles



Max Players

Perform on a square floorspace to compete for points. Points are awarded for difficulty and elegance of technique.



Performances consist of jumps, cartwheels, and strength and balance techniques. Enter the commands shown on-screen to perform your routine.

If you perform well enough to reach a certain number of points, you can conclude with a Super Move. Excite the audience with your poise and light-footedness!

Equestrian

Supported Play Styles



Max Players

Ride a horse along a marked course to compete for fastest time. There are two types of competition: Individual for one player, and Team where two players compete for the fastest combined time.



Proceed along the course while jumping over obstacles. Considerable speed is required to jump over some obstacles. Stamina, consumed by speeding up, recovers over time and with successful jumps.

You can use the Super Dash once per competition. This allows you to speed up without consuming stamina, but it ends early if you hit an obstacle.

Badminton

Supported Play Styles



Max Players

Players hit the shuttlecock across the net to compete for points. This event is available in Singles and Doubles.



Faze your opponent by sending the shuttlecock to land where they don't expect it. When the Super Gauge is full, you can do a Super Shot!

In Doubles, you can change the character's initial position and character operation (CPU / Player Control) before the game starts.

Table Tennis

Supported Play Styles



Max Players



Movement is automatic, so you only need to concentrate on hitting the ball. Return shots using different types of spins to confuse your opponent. When your opponent returns a weak shot, it's your opportunity to build power and return a smash! When the Super Gauge is full, you can do a Super Shot!

In Doubles, you can change the character's initial position and character operation (CPU / Player Control) before the game starts.

Fencing

Supported Play Styles



Max Players



Your lunge distance is displayed at the start of the match. Be aware of this distance as you parry, attacking the opponent while advancing or retreating! Predict the direction of attacks based on your opponent's stance and defend accordingly.

When the Super Gauge is full, release a Super Lunge that can earn you 3 points!

Archery

Supported Play Styles



Max Players

Shoot six arrows into a distant target to compete for the highest total score. This event is available in Singles and Doubles.



Instead of aiming straight at the center of the target, you'll need to offset your aim to factor in the effects of wind and gravity. Two consecutive scores of at least 9 points will make your next shot a Super Shot which doubles the score!

The longer you spend aiming, the steadier your aim will be, but releasing the arrow early increases the time bonus.

Dream Racing

Supported Play Styles



Max Players

This is an original "Mario & Sonic" event. Ride a dedicated board and race to the goal line to win!



Build speed and try to reach the goal first while collecting rings and performing tricks!

There are special items, boost panels, and obstacles placed along the course to help you gain an advantage over your opponents.

Dream Shooting

Supported Play Styles



Max Players



Search for targets scattered throughout the zone and shoot them to score as many points as you can. Look out for levers and other controls which operate the many hidden gimmicks all around the mansion.

After a period of time has elapsed, huge targets will appear center stage. Don't miss this chance to score big!

Dream Karate

Supported Play Styles



Max Players



This is an original "Mario & Sonic" event. Compete for panels earned by knocking down your rivals. This event is available in Individual for one-on-one and Team for two-on-two.

Knock a rival down onto an empty panel to take control of it. Free panels sometimes change into item panels.

When the Super Gauge is full, you can do a Super Strike. In addition to receiving the panel hit, you can also force the opponent to drop their items.

The Tokyo 1964 events can be enjoyed with Buttons Only. The maximum number of players is 2.

100m (1964)



This event is popular for its simple charm. Leap off the blocks using a Start Dash to break ahead, and accelerate with repeated button presses! You'll clear 100m in no time!

400m Hurdles



Run 400m while jumping over hurdles. Tap the right button rapidly to accelerate and time your jumps over each hurdle. Jump with "Perfect!" rating for a burst of speed upon landing.

Long Jump



Accelerate down the runway and jump to compete for total distance. Your distance is determined by the angle of the jump, so stay calm and try to get the angle just right!

Marathon



Run 42.195km and cross the finish line first. Long-distance running requires strict stamina management! Fight fatigue by staying hydrated and using groups of runners as a windbreak.

 **10m Platform**




Complete a dive from a 10m platform to gain a successful score. Scoring is based on difficulty of technique during the fall and clean entry into the water.

 **Kayak**




Ride a 1000m course in a solo kayak to compete for the shortest time. Rotate the stick to keep the gauge within the Perfect Timing Area to increase speed.

 **Vault**



Leap across the vaulting horse and perform a perfect landing. You can choose the level of performance difficulty before you start, so choose a level that matches your competence.

 **Judo**



Players compete by grappling and throwing their opponents. Both push and pull to knock each other off-balance, allowing them to be thrown.

Volleyball



Hit the ball over the net to try and score. Whoever serves will have a chance to score! This is different than modern scoring.

Shooting



Shoot the clay targets to compete for score. Each time you hit a clay targets, the time limit will be extended, allowing you an almost limitless opportunity to score big.

Toad



Max Players per Event

 **100m (2020)**

Quick Match	4
Local Play LAN Play	4
Ranked Match	8
Free Match	4

 **110m Hurdles**

Quick Match	4
Local Play LAN Play	4
Ranked Match	8
Free Match	4

 **Triple Jump**

Quick Match	4
Local Play LAN Play	4
Ranked Match	8
Free Match	4

 **Discus Throw**

Quick Match	4
Local Play LAN Play	4
Ranked Match	8
Free Match	4

 **4 x 100m Relay**

Quick Match	4 (*)
Local Play LAN Play	4 (*)
Ranked Match	4
Free Match	4 (*)

 **Javelin Throw**

Quick Match	4
Local Play LAN Play	4
Ranked Match	8
Free Match	4

 **Sport Climbing**

Quick Match	4
Local Play LAN Play	4
Ranked Match	8
Free Match	4

 **Surfing**

Quick Match	4
Local Play LAN Play	4
Ranked Match	4
Free Match	4

* During Cooperative Play



Skateboarding

Quick Match	4
Local Play LAN Play	4
Ranked Match	8
Free Match	4



Boxing

Quick Match	2
Local Play LAN Play	2
Ranked Match	2
Free Match	2



Rugby Sevens

Quick Match	2 / 4 (*)
Local Play LAN Play	2 / 4 (*)
Ranked Match	2
Free Match	2 / 4 (*)



Canoe

Quick Match	4 (*)
Local Play LAN Play	4 (*)
Ranked Match	4
Free Match	4 (*)

* During Cooperative Play

* During Cooperative Play



Karate

Quick Match	2
Local Play LAN Play	2
Ranked Match	2
Free Match	2



Football

Quick Match	2 / 4 (*)
Local Play LAN Play	2 / 4 (*)
Ranked Match	2
Free Match	2 / 4 (*)



Swimming

Quick Match	4
Local Play LAN Play	4
Ranked Match	8
Free Match	4



Gymnastics

Quick Match	4
Local Play LAN Play	4
Ranked Match	8
Free Match	4

* During Cooperative Play



Equestrian

Individual

Quick Match	4
Local Play LAN Play	4
Ranked Match	4
Free Match	4

Team

Quick Match	2 / 4 (*)
Local Play LAN Play	
Ranked Match	
Free Match	

* During Cooperative Play



Table Tennis

Singles

Quick Match	2
Local Play LAN Play	2
Ranked Match	2
Free Match	2

Doubles

Quick Match	2 / 4 (*)
Local Play LAN Play	2 / 4 (*)
Ranked Match	
Free Match	2 / 4 (*)

* During Cooperative Play



Badminton

Singles

Quick Match	2
Local Play LAN Play	2
Ranked Match	2
Free Match	2

Doubles

Quick Match	2 / 4 (*)
Local Play LAN Play	2 / 4 (*)
Ranked Match	
Free Match	2 / 4 (*)

* During Cooperative Play



Fencing

Individual

Quick Match	2
Local Play LAN Play	2
Ranked Match	2
Free Match	2

Team

Quick Match	2 / 4 (*)
Local Play LAN Play	
Ranked Match	
Free Match	

* During Cooperative Play



Archery

Individual

Quick Match	4
Local Play LAN Play	4
Ranked Match	8
Free Match	4

Team

Quick Match	2 / 4 (*)
Local Play LAN Play	
Ranked Match	
Free Match	

* During Cooperative Play



Dream Shooting

Individual

Quick Match	4
Local Play LAN Play	4
Ranked Match	4
Free Match	4

Team

Quick Match	2 / 4 (*)
Local Play LAN Play	2 / 4 (*)
Ranked Match	
Free Match	2 / 4 (*)

* During Cooperative Play



Dream Racing

Quick Match	4
Local Play LAN Play	4
Ranked Match	8
Free Match	4



Dream Karate

Individual

Quick Match	4
Local Play LAN Play	4
Ranked Match	4
Free Match	4

Team

Quick Match	2 / 4 (*)
Local Play LAN Play	2 / 4 (*)
Ranked Match	
Free Match	2 / 4 (*)

* During Cooperative Play



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