Important Information

Thank you for choosing the Mario Kart™ 7 game for the Nintendo 3DS™ system.

Please read this manual carefully before using the software. Please also read your Nintendo 3DS Operations Manual for more details

playing experience. Health and Safety Information

△ IMPORTANT

and tips to help you enjoy your

Before using this software, read all content within the Health and Safety

Menu.

the HOME Menu.

Information application on the HOME

To access this application, tap the icon on the HOME Menu, then tap Open and read the contents of each section carefully. When you are finished, press AHOME to return to

including the Health and Safety Information section, before using Nintendo 3DS™ software. Protecting Your Privacy This software allows you to connect

You should also thoroughly read the Nintendo 3DS Operations Manual,

and exchange certain game data with players from around the world. Keep the following in mind regarding the use of this feature.

to online services to play matches

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.

- Friend codes are a part of a system that allows you to play with people you know. If you
- exchange friend codes with strangers, there is a risk you could share information with people you do not know or exchange messages that contain offensive language. We therefore
- recommend that you do not give your friend codes to people you don't know. Your Nintendo 3DS system and this software are not designed for use with any unauthorized device or unlicensed accessory. Such use may be illegal, voids any warranty, and is a breach of your obligations under the User Agreement. Further, such use may lead to injury to yourself or others and may cause

performance issues and/or damage to your Nintendo 3DS system and related services. Nintendo (as well as any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of such device or unlicensed accessory. Except as authorized, copying of any Nintendo software is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized. Nintendo respects the intellectual property of others, and we ask Nintendo 3DS software Content Providers to do the same. In accordance with the Digital Millennium Copyright Act in the US, the Electronic Commerce Directive in the EU, and other applicable law, we have adopted a policy of removing, in appropriate circumstances and at our sole discretion, any Nintendo 3DS software that appears to infringe anyone else's intellectual property. If you believe your intellectual property rights are being Nintendo respects the intellectual property of

infringed, please visit www.nintendo.com/ippolicy to view the full policy and understand your rights.

© 2011 Nintendo. Trademarks are property of their respective owners. Nintendo 3DS is

your intellectual property rights are being

a trademark of Nintendo. owered by Wobiclip

CTR-P-AMKE-USZ-1

Choose from four Single Player game types for (pages 8-11) one player only.

Play with up to seven other people using local wireless.

Local Multiplayer (page 12)

Play online with Online friends and other Multiplayer players around the (pages 13-16) world.

Access community recommenda-Mario Kart tions, ghost data. and other data Channel (pages 17-19) exchanged via SpotPass™ and

StreetPass™. Menu Controls Select O or

Confirm (A) Cancel (B) Note: Menu selections can also be

made by tapping the Touch Screen. ~~~~~ Closing your system during game play will make the system enter

Sleep Mode. When your system is in Sleep Mode, the battery consumption is kept to a minimum. When the system is opened, it will wake up from Sleep Mode.

Save Data

This game automatically saves your progress at various times, such as when you finish a race.

Deleting Save Data

You can delete your save data by pressing and holding (A) + (B) + (X) + (Y) simultaneously after starting the software when the Mario Kart 7 logo is displayed. Save data cannot be

recovered once it's been deleted, so

Mii™ Data

please be careful.

You can unlock the option to use your Mii character as a driver as you progress through the game. Mii characters can be created in Mii Maker™, accessible on the HOME Menu. Use the Mario Kart Channel to set or change the Mii you want to use in Mario Kart 7 (page 17).

Data Received via StreetPass and SpotPass

This data is saved to the SD Card.

Data can be lost due to user action, such as repeatedly powering off and on the system or removing the SD Card while saving. Data loss may also be caused by poor connectivity, due to dirt or dust in the system's ports. Please be aware that in these cases data cannot be restored.

Basic Controls

Accelerate (Y) or (A)

(B)

Brake/Reverse

O left/right Steer

R

Hop

R + O left/right

(while holding ♥ Drift

or (A)

□ or ⊗

Use item

□ or ⊗ (while

Throw item holding () up)

forward

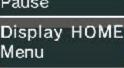
Throw/drop

item behind kart

Switch map view

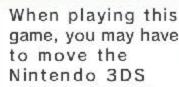
Pause

Menu

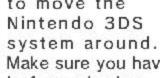


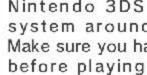




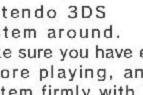


.....

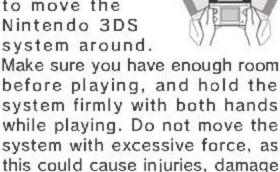




nearby objects.



to the product, or damage to



□ or ⊗ (while

holding () down)

Tap lower screen

START

⊕HOME

Driving Techniques

Here are some driving techniques that will allow you to enjoy Mario Kart 7 even more.

Rocket Start

If you press and hold ① or ② at just the right time during the starting countdown, you will launch off the starting

faster than normal.



Drift

Drifting allows you to take sharp corners without slowing down. To drift, press and hold while entering a turn. While drifting, you can change the angle of



Mini-Turbo

After drifting for a bit, blue sparks will shoot from your tires. Release ® when you see these



sparks to perform a Mini-Turbo, which gives you a short speed boost.

If you continue to drift after the blue sparks appear, they will turn orange.
Release (3) at this point to execute a Super Mini-Turbo,

Release R at this point to execute a Super Mini-Turbo, which gives you a bigger speed boost than a Mini-Turbo.

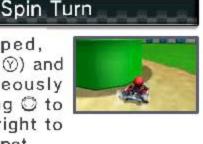
Jump Boost

Press R at the moment you jump off a ramp or similar object to perform a jump action. When performed correctly, this will give you a short speed boost upon

While stopped, press (a) (or (b) and (b) simultaneously while moving (c) to the left or right to

turn on the spot.

landing.



Obtaining Items

Pass through an item box to pick up an item. The item you get is randomly determined.



If you already have an item, you can't pick up another one. However, if you equip an item, you can pick up another one.

Using Items

Equipping Items

Some items can be equipped. This allows you to protect yourself from certain items, such as Red

Shells (page 7).



Throwing Items

Some items can be thrown forward or backward (page 4).

Item List The following items can be acquired by driving over an item box. Note: Items with 🛚 can be equipped. Banana 😃 Karts that run over Bananas will spin out. Hold 🗓 or 🛞 to equip a Banana, and then release 🗓 or 🏵 to drop it. Triple Bananas 🗓 Press 🗓 or 🛇 to equip, and then press 🗉 or 🛇 again to drop one Banana at a time. Green Shell <a>B Green Shells travel in a straight line and knock over the first kart they hit. Hold 🔲 or 🛞 to equip a Green Shell, and then release 🗉 or 🛇 to throw it. Red Shell II Red Shells home in on the closest kart in front of you. If they hit it, the kart will flip over. Hold 🗓 or 🛞 to equip a Red Shell, and then release 🗓 or

to throw it. Triple Green Shells / Triple Press 🗓 or 🛞 to equip (the three shells spin around your kart), and then press 🛚 or 🛇 again to throw one shell at a time. Spiny Shell Spiny Shells lock on to and chase after the kart in the lead, knocking it over on impact and also knocking over any karts it hits on the way. Bob-omb <a>I When thrown, Bob-ombs will explode after a certain amount of time or when a kart runs into them. Karts that hit the explasion will roll or spin aut. Hold lacksquare or lacksquare to equip. Mushroom Mushrooms provide a speed boost. Triple Mushrooms Triple Mushrooms can be used three times, each time providing the same effect as a Mushroom. Golden Mushroom Golden Mushrooms give you a speed boost whenever you press □ or ⊗, but only for a short time. Bullet Bill Temporarily transforms you into a Bullet Bill, which automatically follows the course at high speed and knocks over any karts it hits along the way. Blooper Bloopers spray ink on all the karts ahead of you and impair their drivers' vision. Lightning Lightning zaps your opponents, causing them to spin out, drop their items, shrink, and drive more slowly for a while. Super Star Super Stars make you invincible for a short time. While invincible, your top speed increases and you'll knock over any karts you hit.

Fire Flower

Super Leaf

Lucky Seven 🛚

them one at a time.

Press \square or \otimes to surround your kart with seven items, and then press \square or \otimes again to use

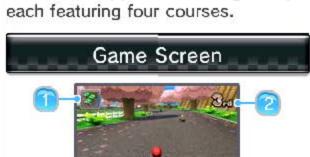
While activated, allows you to throw fireballs using □ or ⊗ for a short time. Karts hit by a fireball will spin out of control.

The Super Leaf gives your kart a tail, which you can swing to knock over opponents or deflect items such as shells. Press

or
to swing the tail.

Race against seven computer-

Race against seven computercontrolled opponents in eight cups, each featuring four courses.





- 1 Item held
- 2 Current place
- Race standings
- 4 Lap counter

Coins held

Collect the coins found on the courses, up to a maximum of 10, to increase your top speed. You will drop some coins if you are knocked over or spin out of control.

Coins

Map Screen

Touch the lower screen to switch between two different views of the map.

Results Screen

Drivers are awarded points based on their placement in the race, and the total points after all four races determine the final standings. If you finish in the top three, you will receive a trophy. Your driving technique will also be evaluated, with the highest rank being **.

Time Trials

which to race solo. aiming for the fastest possible time. You can also race against ghost data, which re-

Select a course on



Saving Ghost Data

Ghost data will be saved automatically anytime you beat your previous fastest time for a course.

Balloon Battle

The goal of a
Balloon Battle is to
pop your opponents'
balloons using
items. The player or



items. The player or team who pops the most balloons within the time limit wins. Your popped-balloon count is reduced every time you lose all of your balloons.

The goal of Coin

Runners is to collect the coins scattered throughout the stage. The player or team who collects the most coins wins. You will lose some coins if you are knocked over or spin out of control.

Starting a Local Wireless Match You can play against up to seven other people (requires at least one copy of the Mario Kart 7 software

and as many systems as players). One of the players with the software should tap Create a Room, and the others should join the room when it is open.

Note: Players without the software can join via Download Play. Creating a Room

Player with the software

 From the main menu, 0 /4 select Local Multiplayer, then tap

Create a Room.

Once all participating players' names are displayed, tap Start.

Friend registration

icon Follow the on-screen instructions.

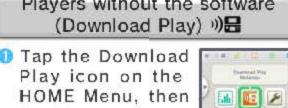
Friend Registration Two players can register each other as friends by both touching the friend-registration icon and play each other online. Both

starting the game. They can then players must have first created friend cards in the friend list to do this. The friend list accessible from the HOME Menu. Joining a Room

Players with the software (Local Play)

From the main menu, 2 /4 select Local 0 re Multiplayer, then tap the name of the

player whose room you want to join. Follow the on-screen instructions. Players without the software (Download Play) ッ)🖶







displayed once a player with the software creates a room. Wait for the game to start.

Note: When playing Download Play, Shy Guy will be automatically chosen for you. Note: A System Update may be needed. Follow the instructions on the screen to update the

system. If the update fails and the screen displays the message "Disconnected," go to the System Settings on the HOME Menu to update the system. For details, please read the System Update

page in the Operations Manual.

Online Multiplayer (Internet) 🎕

This software supports online play through an Internet connection. For information about connecting your system to the Internet, refer to the Nintendo 3DS Operations Manual.

Note: You can disable online interaction via Parental Controls. For more information, refer to the operations manual.

Choosing Your Opponents

Select one of the



following options.

Play against Worldwide players around the (see p. 14) world.

Play against registered friends, Friends/ previous

(see p. 15) people you have tagged via StreetPass. Communi-Play against ties members of a

Opponents

(see p. 16)

This software supports the Nintendo Network™. The Nintendo Network logo appears

on the packages of software supporting the Nintendo Network.

community.

opponents, and



About Nintendo Network Nintendo Network is the name of

Nintendo's network service that enables users to enjoy games and other content via the Internet. provides access to a wide range of network services, including the ability to play games with people around the world, purchase and download games/content, and exchange images and messages.

Challenge players around the world to races and battles. the results of which will affect your VS Rating (VR).



VS Rating (VR)

Your VR represents your skill as a player. Starting off at 1,000, your number of points will increase when you win and decrease when you lose. When playing online, you will be matched with opponents who have a comparable number of VR points.

Friends/Opponents

Select who you wish to join from your online friends, previous opponents, and the

people you have



them, you can play with them online. Note:

- If you can't join, wait a little while and try again.
- Recent opponents and people met via StreetPass can be removed from the list by highlighting them and pressing \otimes . You will no longer be notified if they are online and will no longer be able to join them.

Friend List

You can register and

manage your friends using the friend list on the HOME Menu. You can also launch the software directly from the friend list, if a friend is playing a game that can be joined. Select any yellow card

with the status "OK to Join" of a friend playing Mario Kart 7, then tap

Join Game.

Note: You must have Mario Kart 7

software accessible on your system to join a game. When there is a friend online

whose game you can join, . will appear on the HOME Menu friendlist icon (U).

For information about the friend list, including how to restrict the registration of friends using Parental Controls, refer to the Operations Manual.

Communities

Players with wireless broadband Internet access can create and join communities. Joining a community



allows you to play only against members of that community. Note: Mario Kart Channel data is

(see p. 17).	
Create Community	Create a community and choose the settings

for it.

Enter a community Search by Code join their

code received from another player and community.

Select a community from a list of those you have Favorites previously played with. Select a community

Recomrecommended by the Mario Kart mended Channel. Participating in Community

After you've selected a community to play with, tap Join In. A group of up to eight people, including yourself, will be created from the community members. You can exchange simple messages to

communicate with the other players in the group. The game will start when one player sends the "Start

the Game" message. Creating a Community When you create a community, you will be able to choose the game

settings for your community. Your community will be assigned a code that you can tell your friends. By selecting Search by Code and inputting the code, they will be able

to join and play. Note: Once a community is created, the settings cannot be changed. For this reason, please take care when creating communities.

Community Leaderboard

The Community Leaderboard rankings are determined by the results of the last month of games played in the community.

Mario Kart Channel

The Mario Kart Channel allows you to exchange certain game data with other players using the StreetPass™ and SpotPass™ features. The first time you use the Mario Kart Channel, follow the on-screen instructions to create data on the SD Card and configure settings for StreetPass and SpotPass.

Mario Kart Channel Screen



New profiles

Check the latest profiles that you received via StreetPass. You can join these players and play online.

2 Ghost data

Challenge ghost data downloaded via StreetPass and SpotPass.

Community recommendations View recommended communities.

4 StreetPass list

View a list of players you have

tagged via StreetPass.

6 Edit profile

Change Mii Change the Mii character that you

use in the game.

Edit Message

Edit the message that you'll send to

others via StreetPass. Please do not give out any important personal information or write offensive messages.

Customize Vehicle

Set your customized vehicle. This is the vehicle that your Mii will drive when it appears on the screen of the people you have tagged via StreetPass.

Create Grand Prix

Select four favorite courses and create your own Grand Prix. You can then race against people you have met via StreetPass in your custom Grand Prix.

Settings

Here you can configure various options, such as StreetPass, SpotPass, region and gyro sensor settings, and whether others can see when you are online.

Exchanging Information (StreetPass™) 🙌)

This software supports the exchange of player names, ghost data, information about Mii characters, and communities you have joined via StreetPass (local wireless

communication).
To communicate using this feature, all players must activate StreetPass for this software.

Activating StreetPass

To use StreetPass, you must first

accept the Nintendo 3DS Service User Agreement and Privacy Policy. For more information, refer to the System Settings.

• Activation Procedure

Activation Procedure Select Mario Kart Channel from the main menu. Follow the on-screen instructions to activate StreetPass for this software.

Deactivating StreetPass

To deactivate StreetPass, open the System Settings and select Data



Management, then StreetPass Management.

Tap 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.

Receiving Information (SpotPass™) 🐾

This software supports the automatic download of ghost data from players around the world and community recommendations via an Internet connection.

Activating SpotPass

Before you can use SpotPass, the following steps are required. For more information, refer to the Operations Manual.

- Accept the Nintendo 3DS Service

Note: An SD Card is required to use

User Agreement

SpotPass.

Activation Procedure
Select Mario Kart Channel from the

Set up an Internet connection

main menu. Follow the on-screen instructions to activate SpotPass for this software.

To deactivate SpotPass, follow these

Deactivating SpotPass

- steps:

 Select Mario Kart Channel from
 the main menu.
- Select your Mii icon to edit your profile.
- Tap Settings.
 Set SpotPass to Deactivated.
- Tap OK.

Nintendo Customer Service SUPPORT.NINTENDO.COM USA/Canada: 1-800-255-3700 Latin America/Caribbean:

(001) 425-558-7078

1 Important Information	
Getting Started	
2 Main Menu	
3 About Saving Data	
Controls	
4 Basic Controls	
5 Driving Techniques	
Items	
6 Using Items	
1 Item List	
Single Player	
8 Grand Prix	
9 Time Trials	
10 Balloon Battle	
111 Coin Runners	
Local Multiplayer	
12 Starting a Local Wireless Match	
Online Multiplayer	
13 Starting an Online Match	
14 Worldwide	
15 Friends/Opponents	
16 Communities	
Mario Kart Channel	
17 Mario Kart Channel	
18 StreetPass	
19 SpotPass	
Troubleshooting	
20 Support Information	