

NINTENDO DS™

MARIOKART® DS



nintendo
Wi-Fi
connection

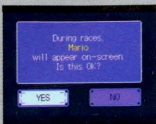
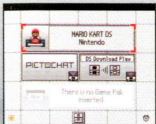
INSTRUCTION BOOKLET

Getting Started

WARNING • HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT:
www.nintendo.com/healthsafety/
Touch the Touch Screen to continue.



Insert your Mario Kart DS Game Card into your Nintendo DS and turn the power ON. When the system start-up screen appears, touch the Touch Screen to proceed.

On the DS system screen, touch the Mario Kart DS panel to display the title screen.

Info

If you have set your Nintendo DS system settings to Auto Mode, the menu screen will not appear. For more information, refer to your Nintendo DS hardware instruction booklet.

The first time you play Mario Kart DS, you will be asked to enter a nickname after you choose a mode. You can enter any name you like, and you can even create your own unique emblem. You can change your nickname and emblem in the Options menu. The nickname you use will be seen by others when playing multiplayer games using Nintendo Wi-Fi Connection.

NOTE!

Any time you set a new personal record in a race, Mario Kart DS will automatically save your progress. Saved racing records can be viewed on the Records screen.

Controls

All buttons on the Nintendo DS are used to control your kart in races. See pgs. 8 – 9 for more information about driving techniques.

L Button	X Button
Use Items	
+ + L	or X = Throw Items Ahead
+ + L	or X = Drop Items Behind

Menu Screens



- + Select Menu Options
- A Confirm Selections
- B Back

R Button
Hop
Drift
Hold A, +, + R

START	START
Pause	(Pg. 22)

A Button
Accelerate

B Button
Brake / Reverse

+ Control Pad	Y Button
Steer	Change Map Display

Items

Get Items from Item Boxes

Drive through the item boxes on the tracks to get the items contained within. The item inside is determined randomly.



NOTE!

If you already have an item, you can't get another one until you use the first. However, as shown on the right, some items can be prepped for deployment, allowing you to get a second item without actually using up the first.



Rotating Triple Shells



Triple Bananas

Using Items

Info

Press and hold **L** or **X** to deploy an item without using it.



Deploying and holding an item toward the rear of your kart has a shielding effect that protects you from some opponents' items. Release the button to drop the item behind you.

Info

If you spin out or get knocked over, you may drop your items.



Running over an item that has been dropped on the track will have the same effect as using or getting hit by the item.



Banana

Makes karts spin out when run over.



Triple Bananas

Press **L** or **X** to deploy behind you. Tap the button again to drop one.



Green Shell

When thrown, this shell travels in a straight line and knocks over the first kart it hits.



Red Shell

These automatically lock onto and chase after the next kart in front of you. When hit, the kart rolls over.



Triple Green Shells

Triple Red Shells

Press **L** or **X** to deploy, then press the button again to launch a shell. Each one has the same effect as a single Green or Red Shell.



Spiny Shell

This shell tracks and chases after the lead kart and blows up when it reaches its target. Any kart in the blast radius will be knocked over or spun around.



Fake Item Box

Looks just like an item box, but when you run into it, it knocks you over.



Bob-omb

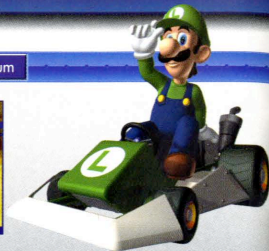
Explodes after a brief pause or when another kart comes near it. Any kart in the blast radius will be knocked over or spun around.

= Items that can be dragged behind you.

Luigi

Medium

Mario's younger brother Luigi is ready to race. His superb traction makes it harder for him to spin out.



Peach

Light



A generally genteel princess, the heart of a competitor burns deep within her. She is adept at drifting.

Yoshi

Light

While Yoshi is usually ridden by Mario, this time he's ready to race. Yoshi's traction is excellent.



Light

Toad



Toad uses his tiny stature to his advantage as he skillfully weaves in and out of traffic on the track.

Donkey Kong

Heavy

DK overwhelms opponents with his jungle instincts. He drifts through corners like a mad-man...or a mad-ape!



III Retro Cup

Shell Cup SNES Mario Circuit 1

Pulled straight from the SNES version of Super Mario Kart, this narrow track is further complicated by the pipes that protrude from its surface.



Banana Cup N64 Frappe Snowland

This popular Mario Kart 64 track returns with its snow-covered road. The snowmen that block the path will knock you over if you hit them.



NOTE I

Some tracks feature dash panels, which will give your kart speed boosts when you drive over them.



Nintendo Wi-Fi Connection

The Nintendo Wi-Fi Connection allows multiple Mario Kart DS owners to play together over the internet—even when separated by long distances.

- To play Nintendo DS games over the internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions on setting up your Nintendo DS.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL internet account.
- If you do not have a wireless network device installed on your PC, you can order a Nintendo Wi-Fi USB Connector directly from Nintendo. See the separate Nintendo WFC instruction booklet for more information.
- Nintendo Wi-Fi Connection gameplay uses more battery power than other gameplay. You may prefer to use the AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC compatible games at selected internet hotspots without additional setup.

NOTE I

For additional information on the Nintendo WFC, setting up your Nintendo DS, or a list of available internet hot spots, visit www.nintendowifi.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

**NEED HELP WITH INSTALLATION,
MAINTENANCE OR SERVICE?**

**NINTENDO CUSTOMER SERVICE
WWW.NINTENDO.COM**

or call 1-800-255-3700

*MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
(Times subject to change)*



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PRINTED IN USA