PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

### WARNING - Seizures
- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:
  - Convulsions
  - Eye or muscle twitching
  - Loss of awareness
  - Altered vision
  - Involuntary movements
  - Disorientation

### WARNING - Repetitive Motion Injuries and Eyestrain
Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:
- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, 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, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### WARNING - Battery Leakage
The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:
- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

### WARNING - Radio Frequency Interference
The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.
- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.
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.

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

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.

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.
Driving Techniques

These are the techniques you need to know to take Mario Kart DS to the next level.

**Rocket Start**
During the countdown to the start, hold down with the right timing to rev up your engine and give yourself a burst of speed off the starting line.

**Drift**
While holding , press and hold and press or to power-slide sideways through turns. Drifting allows you to take corners without decreasing your speed.

**Mini-Turbos**
Using Mini-Turbos are a technique for boosting your speed while drifting. Press and repeatedly while drifting and your tires will start burning. Once they do, release to stop drifting and take off with a short burst of speed.

**Deploying Items**
Some items can be deployed to the front or to the rear by pressing or or or at the same time. Check where your rivals are on the map and then deploy items strategically.

In this manual, the Top Screen and Touch Screen are represented as shown on the left.
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.

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.

Using Items

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

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

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.

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

Items

- **Banana**
  Makes karts spin out when run over.

- **Triple Bananas**
  Press or 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.

- **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.

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

- **Triple Red Shells**

Looks just like an item box, but when you run into it, it knocks you over.
Mario Kart DS features five different game modes. Check the chart on the right to see which modes can be played with multiple players.

<table>
<thead>
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</table>

There are eight different cups, with each cup featuring four different tracks. The cups are a competition for points across all four tracks among eight racers.

**Grand Prix**

There are three engine classes: 50cc, 100cc, and 150cc. Choose one of eight characters. As you play the game, more karts will become available for you to choose from.

First choose either Nitro Grand Prix or Retro Grand Prix. Then choose a cup to enter.

**Entering a Grand Prix**

Select Engine Class

Choose Your Driver

Choose a Kart

Choose a Cup

Begin the Race!
**Time Trials**

This is a single-player mode. The objective is to get the fastest time you can on the chosen track.

**Entering a Race**

- Select a Character
- Select a Kart
- Select a Cup
- Select a Course

When choosing a course, you can also set up ghost data. Ghost data allows you to race against your best time on a given track. If you have ghost data saved, you can have your ghost appear on the track so you can race against it.

**Ghost Setup Menu**

- **None**
  - Do not use ghost data.
- **My Ghost Data**
  - Race against your own ghost.
- **Downloaded Ghost Data**
  - Race against ghost data you downloaded from your friend.

**Results Display**

When the race ends, points are awarded based on final places in the race. Final placing for the cup will be determined by the total points earned over all the races. Gold, silver, and bronze trophies are awarded for first, second, and third place overall. Your driving technique will also be ranked.

**Viewing the Game Screen**

- Current Item
- Current Position
- Race Positions 1-8
- Green: Player  Blue: Rival
- WHEN THE TOUCH SCREEN IS TOUCHED, YOU CAN SWITCH BETWEEN AN OVERALL MAP OR A CLOSE-UP VIEW.

**RANKING**

- Points per place: 10, 8, 6, 4, 3, 2, 1, 0
- Best: ****  A  B  C  D  E
- Worst: 0 1 2 3 4 5 6 7
**Viewing the Game Screen and Saving Ghost Data**

Any time you set a new record on a track, your performance will automatically be saved as ghost data. If you have ghost data saved, you can race against your own ghost to improve your time.

* Note: If it takes you too long to complete the race, or if you fail to beat ghost data you have loaded, new ghost data will not be saved.

* Once ghost data has been overwritten, it can never be loaded again.

**Saving Downloaded Ghost Data**

Choose Send Ghost to send your own ghost data to your friend. Choose Receive Ghost to download ghost data from your friend. See the next page for the steps involved.

- You can save up to 32 of your own ghosts and up to 10 of your friends.
- You can save only one set of ghost data per track. Your best record will be saved as your own ghost data. Your friend’s ghost data will overwrite your ghost data regardless of which one is better.

**Send Ghost**

After choosing the data, choose Yes on the confirmation screen to begin sending that data. Choose No to return to the ghost-selection screen.

**Receive Ghost**

After choosing who you’ll receive ghost data from, choose Yes to begin downloading. Choose No to choose someone else to download from.

Choose the ghost data you want to erase and choose Yes to erase that data. Choose No to select a new person to download from.

Once the download is complete, choose End to return to the Time Trials menu.

**Receive Ghost**

If you already have ghost data saved for the same track, your ghost data will be erased and the new ghost data will replace it.

Choose Send to send your own ghost data to your friend.
**Entering a Race**

**Choose Race Settings**

**Class**
Choose either 50cc, 100cc, or 150cc.

**CPU Kart**
When racing against the CPU, choose either Easy, Normal, or Hard.

**Course**
Choose either In Order, Random, or Choose.

**Rules**
Choose the number of victories to win the match, total points after a set number of matches, or Free.

**Team**
Set this to ON or OFF. When on, victory will be determined by a team's total points.

---

**Viewing the Game Screen**

- **Current Item**
- **Current Lap/Total Laps**
- **Rival Display (Names and Emblems)**
- **Total Time**

**Race Positions 1-8**
Green: Player    Blue: Rival

---

**Results**

When the race ends, the winner of the match based on the chosen set of rules will be announced.

---

In Single Player mode, you'll race against computer-controlled karts. In Multiplayer mode, you'll race against human opponents who play using their own Nintendo DS systems.

---

**VS**

As in Grand Prix mode, touch the Touch Screen to switch your map from a close-up view to an overall view.

---

See pg. 26 about multiplayer VS mode matches.
**Battle**

There are two types of battle matches: Balloon Battle and Shine Runners. In single-player matches, you will battle against CPU-controlled karts. In multiplayer matches, you can play against other Mario Kart DS owners using the Nintendo DS wireless functionality.

### Balloon Battle

Battle against your opponents, taking care not to let your own balloons pop.

- Initially, you have five balloons, only one of which is inflated.
- Blow into the microphone when not pressing \( \text{Up} \) to inflate a balloon. You can have up to three balloons inflated at once. You can also hold \( \text{Up} \) to inflate a balloon, but blowing into the mic will make it inflate faster.
- When all of your inflated balloons are burst, you lose, even if you have unused balloons you can still inflate.

You will lose a balloon in each of the following situations. However, if you perform an action on an opponent, you can steal a balloon:

1. Get hit by an item and spin out or roll.
2. Fall off the stage.
3. Get hit by a kart made invincible by a Star.
4. Get hit by a kart using a Mushroom to boost.

### Shine Runners

Collect the Shine Sprites that appear in the stage.

- A mark appears above karts that have Shines.
- Once someone gets a Shine, another one appears elsewhere in the stage.
- After a set period of time that varies by stage, the players with the least number of Shines drop out. The last driver driving wins.
- A large mark appears above the kart with the most Shines.

You will drop a Shine under the following conditions. Once a Shine has been dropped, anyone can pick it up:

1. Get hit by an item and spin out or roll.
2. Fall off the stage.
3. Get hit by a kart made invincible by a Star.
In this mode, you are given sets of specific missions you must clear in order to move on to the next set of missions. What could await at the end?!

Choose this mode to view all of your race records.

While playing, you can press \textbf{START} at any time to pause your game. The options that appear on the pause menu vary depending on which mode you are playing.

You can lock any record that you do not want erased by selecting it and pressing \textbf{X}. You will be more likely to encounter opponents whose records you have locked when racing on the Nintendo Wi-Fi Connection.
Options
Choose Options to change your game-play settings.

Settings
Sound
Adjust in-game sound settings. Choose from Surround, Stereo, and Headphones.

Locate Friend
Choose this option during Nintendo WFC matches to search for registered friends who are also on Nintendo WFC and are looking for opponents to race against. An icon will appear on-screen to notify you when wireless players are nearby.

Erase Data
Choose this option to erase all saved data. Once erased, saved data cannot be recovered.

Nickname
Choose this option to change the nickname you entered the first time you played the game. Choose a keyboard and select letters. Press to enter a letter or just touch the letter on the Touch Screen.

Emblem
Choose this option to create a new emblem to place on your kart or edit an existing emblem.

Touch Screen Control
- Touch the tool and color you want to use. Then just touch the canvas to start drawing.
- Switch Cursor
- Change Camera Angle/Kart

Button Control
- Switch Cursor
- Choose Tool/Color
- Confirm Tool/Color and Draw on Canvas
- Grid ON/OFF
- Cursor

Paint Can/Dropper
Choose from one of three different thicknesses and use it to draw or erase lines.

Pencil/Eraser Tool
Display Emblem Being Created
Choose this option during Nintendo WFC matches to search for registered friends who are also on Nintendo WFC and are looking for opponents to race against. An icon will appear on-screen to notify you when wireless players are nearby.

* Once the icon appears, you will have to wait until you start a new match before you can race against your friend.
* Even if the icon appears, do not disconnect from the Nintendo WFC mid-race.

Stamp Tool
This tool allows you to stamp one of three patterns onto your canvas.

Stamp Tool
Choose this option to stamp one of three patterns onto your canvas.

Pick up the selected color and use it with the pencil or paint can.
Multiplayer

Multiplayer features two ways to play: Normal mode and Simple mode.

**Normal Mode**

DS Wireless Play (pg. 28)

One Nintendo DS and one Mario Kart DS Game Card per player.

All tracks available in Single-Player mode can be played.

**Simple Mode**

DS Download Play (pg. 29)

One DS per player and one or more Mario Kart DS Game Cards.

Playable courses are limited.

**Multiplayer Multiplayer**

Multiplayer features two ways to play: Normal mode and Simple mode.

In **Normal Mode**, one Nintendo DS and one Mario Kart DS Game Card per player. All tracks available in Single-Player mode can be played.

In **Simple Mode**, one DS per player and one or more Mario Kart DS Game Cards. Playable courses are limited.

**Normal Mode**

- **P1 Create a Group**
  - Touch Normal mode.
  - Once all participating players' nicknames appear in the list, touch CUT OFF.
  - Touch a game on the game-selection screen to begin a match.

**Simple Mode**

- **P1 Create a Group**
  - Player One, the player with a Mario Kart DS Game Card, touches Simple Mode.
  - Once all the participants' nicknames appear, touch CUT OFF.

**Players 1**

Player One (Game Card)

**Players 2-8**

Players 2-8 (Game Card)

Players 2-8 (No Game Card)

- Touch Player One's name to enter his or her group. Your name will appear on the list, so just wait for the game to begin.

- On the Nintendo DS system menu, touch DS Download Play. Next touch Mario Kart DS.

- The remaining steps are the same for Normal mode, listed on the preceding page. When playing DS Download Play, the only selectable character is Shy Guy.

See pages 18 and 20 for the next steps.
This section explains how to establish the link for local wireless play.

**What You Will Need:**

- Nintendo DS systems - One for each player
- Mario Kart DS Game Cards - One for each player

**Steps**

1. Make sure that all DS systems are turned off, then insert a Mario Kart DS Game Card into each system.
2. Turn on the power of all the systems. The DS menu screen will appear.
3. Touch the “Mario Kart DS” panel.

---

This section explains how to establish the link for DS Download play.

**What You Will Need:**

- Nintendo DS systems - One for each player
- Mario Kart DS Game Cards - One

You can enjoy Mario Kart DS even if you do not have enough DS Game Cards for all players.

**Steps for the host**

1. Make sure that all DS systems are turned off, then insert a Mario Kart DS Game Card into the system.
2. Turn on the power of all the systems. The DS menu screen will appear.
3. Touch the “Mario Kart DS” panel.
4. Now follow the instructions on page 27.

**Steps for guests**

1. Turn on the power of all the systems. The DS menu screen will appear.
2. Touch the “DS Download Play” panel. The game-selection screen will appear.
3. Touch the “Mario Kart DS” panel. The game-confirmation screen will appear.
4. When the correct software appears, touch “Yes”. P1 will start the download process.
5. Please follow the instructions on page 27.
Wireless Communication Guidelines:
During wireless game play, an icon will appear on either the upper or lower displays showing the signal strength of the wireless signal. The icon has four modes depending on the signal strength, as shown below.

- Begin with the distance between systems at about 30 feet or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Keep the maximum distance between systems at 65 feet or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the DS systems.
- Avoid interference from other devices. If communication seems to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

Characters & Karts

Size-Specific Characteristics
Characters are divided into three weight classes based on their size—light, medium, and heavy. In the chart on the right, the more stars, the better the rating.

The characters and karts you can choose from will increase as you play through the game. Each character has three karts to choose from, except Shy Guy.

Mario is familiar to racers one and all. With a balance of abilities, he is a racer suited to all situations.
Mario’s younger brother Luigi is ready to race. His superb traction makes it harder for him to spin out.

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

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

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

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

This section describes some of the courses you will race in Grand Prix, Time Trials and VS modes. Completing the cups in Grand Prix mode in spectacular fashion will unlock more courses.

**Bowser**

Mario's arch-enemy is superb at using his drifting skills to race through curves.

**Wario**

As his name implies, he's the anti-hero to Mario's heroism. Other than acceleration, he has no foil.

**Shy Guy**

Shy Guy stares out from behind his mask, his gaze revealing the hidden weaknesses of his opponents. Shy Guy appears only in DS Download Play matches.

**Nitro Cup**

This figure-eight shaped course boasts a wide racetrack with easy corners. It's ideal for constant top-speed racing.

**Mushroom Cup**

This racetrack built in the middle of the desert tends to be quite bumpy.
Some tracks feature dash panels, which will give your kart speed boosts when you drive over them.

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.
- You can also play Nintendo WFC compatible games at selected internet hotspots without additional setup.

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

The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at www.nintendowifi.com/terms.

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**Nintendo WFC Matches**

**Mario Kart DS Nintendo WFC Match Rules**

Players race in four races, earning points based on place in each race. The player with the most points at the end of the match wins.

**Match Conditions**

- **Friends**
  - Race against only Mario Kart DS owners registered in your friends roster (or people on your friends’ friends rosters) who are currently connected to the Nintendo WFC.
  - **Rivals**
  - Race against Mario Kart DS owners who have similar racing skills as you.
  - **Regional Racers**
  - Race on the Nintendo WFC against only Mario Kart DS owners who live in your country.
  - **Worldwide Racers**
  - Race on the Nintendo WFC against anyone in the world who owns Mario Kart DS.

Choose one of 20 courses.

- Choose one of 20 courses.
- The course with the most votes is the one that will be raced.
- In the case of a tie, the course will be chosen randomly from the selected courses.
- A new course is selected prior to the start of each race.

To access Nintendo WFC Setup and change your connection settings, choose the Wi-Fi Settings option. Refer to the Nintendo Wi-Fi Connection instruction booklet for more information.

**Wi-Fi Settings**

Match conditions: choose any of the following opponent options.

- **Friends**
- **Rivals**
- **Regional Racers**
- **Worldwide Racers**

Start Your Engines!
Connecting to Nintendo WFC at the same time is the fastest way to complete friend registration. If you connect to Nintendo WFC before the other player, you will have to reconnect again after the other player has connected to complete friend code registration. Until you do, a warning message will appear beside the name of the player you are trying to register.

If a warning message still appears on-screen even after both you and your friend have connected to Nintendo WFC, there is a possibility that the friend code you entered is incorrect. In that case, erase the code and try re-registering that friend’s code.

You can lock certain data on your friend roster to prevent it from being erased by mistake. If both you and an opponent lock each other’s information on your friend rosters and then choose to race against friends on the Nintendo WFC at the same time, the chances of the two of you being matched up for a race increase.

Friend Codes
You can register any Mario Kart DS player as a friend by entering and saving a player’s unique 12-digit friend code. Use friend codes to register and then race against Mario Kart DS owners who you normally couldn’t race against because they live too far away. Your own friend code is automatically created the first time you connect to the Nintendo Wi-Fi Connection.

Registering Friend Codes
Exchange friend codes with another player and then enter that friend code by choosing Register Friend Code. You will not have a friend code until you enter Nintendo WFC mode.

Both you and the player whose friend code you entered must then connect to Nintendo Wi-Fi Connection. Your names will then be automatically registered in each other’s friends rosters.

• Connecting to Nintendo WFC at the same time is the fastest way to complete friend registration.
• If you connect to Nintendo WFC before the other player, you will have to reconnect again after the other player has connected to complete friend code registration. Until you do, a warning message will appear beside the name of the player you are trying to register.

You can lock certain data on your friend roster to prevent it from being erased by mistake. If both you and an opponent lock each other’s information on your friend rosters and then choose to race against friends on the Nintendo WFC at the same time, the chances of the two of you being matched up for a race increase.

NOTES
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www.nintendo.com
or call 1-800-255-3700
(U.S. and Canada)

Warranty & Service Information

You may need only simple instructions to correct a problem with your product. Try our website at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Repair of operation are 6 a.m. to 7 p.m., Pacific time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

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Nintendo of America Inc. (“Nintendo”) warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo will repair or replace the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo’s satisfaction, that the product was purchased within the last 12 months.

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Please try our website at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

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This warranty shall not apply if this product: (a) is used with products not sold or licensed by Nintendo (including, but not limited to, non-licensed game enhancement and copy devices, adapters, and power supplies); (b) is used for commercial purposes (including, but not limited to, rental use); (c) is modified or tampered with; (d) is damaged by negligence, accident, unreasonable use, or by other causes unrelated to defective materials or workmanship; or (e) has had the serial number altered, defaced or removed. Any applicable implied warranties, including warranties of merchantability and fitness, for a particular purpose, are hereby limited in duration to the warranty periods described above (12 months or 3 months, as applicable). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

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Nintendo’s address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.