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Thank you for selecting MARIO KART™ 7 for Nintendo 3DS™.

This software is designed only for use with the European/Australian version of the Nintendo 3DS system.

Please read this manual carefully before using this software. If the software is to be used by young children, the manual should be read and explained to them by an adult.



Before use, please also read the Operations Manual for your Nintendo 3DS system. It contains important information that will help you enjoy this software.

### Health and Safety Information



#### IMPORTANT

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu.

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

You should also thoroughly read the Operations Manual, especially the Health and Safety Information section, before using Nintendo 3DS software.

For precautions related to wireless communication and online play, please refer to the Operations Manual, "Health and Safety Information".

## Language Selection

The in-game language depends on the one that is set on the system. This title supports eight different languages: English, German, French, Spanish, Italian, Dutch, Portuguese and Russian. You can change the in-game language by changing the language setting of your system. For instructions about how to change the system language, please refer to the System Settings electronic manual.

## Age Rating Information

For age rating information for this and other software, please consult the relevant website for the age rating system in your region.

PEGI (Europe):  
[www.pegi.info](http://www.pegi.info)

USK (Germany):  
[www.usk.de](http://www.usk.de)

COB (Australia):  
[www.classification.gov.au](http://www.classification.gov.au)

OFLC (New Zealand):  
[www.censorship.govt.nz](http://www.censorship.govt.nz)

## Advisories

When you download or use this

software (including any digital content or documentation you download or use in connection with this software) and pay any applicable fees, you are granted a personal, non-exclusive, revocable licence to use this software on your Nintendo 3DS system. Your use of this software is subject to the Nintendo 3DS Service User Agreement and Privacy Policy, which includes the Nintendo 3DS Code of Conduct.

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Furthermore, 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.

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Australia and New Zealand consumers please visit: [support.nintendo.com](http://support.nintendo.com)

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<b>SINGLE PLAYER</b> (p. 8-11)	Choose from four game types for one player only.
<b>LOCAL MULTI-PLAYER</b> (p. 12)	Play with up to seven other people using local wireless.
<b>ONLINE MULTI-PLAYER</b> (p. 13-17)	Play online with friends and other players around the world.
<b>MARIO KART CHANNEL</b> (p. 18-20)	View community information and ghost data received via SpotPass™ and StreetPass™.

### Menu Controls

Select	+ or ○
Confirm	Ⓐ
Cancel/Back	Ⓑ

Note: Menu selections can also be made by touching the lower screen.

### Save Data

The game will automatically save your progress at various times, for example when you finish certain races.

### 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. **Once deleted, save data cannot be recovered, so please be careful.**

### Mii Data

You can unlock the option to use your Mii™ 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 wish to use in this game (p. 18).

### Data Received via StreetPass and SpotPass

This data is saved to the SD Card.






- Do not turn the power off and on repeatedly or remove the Game Card or SD Card while saving. Make sure not to reset the system during saves or get dirt in the terminals. These actions could result in permanent data loss.
- Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.

## 4

## Basic Controls

Accelerate	Ⓨ or Ⓐ
Brake/Reverse	Ⓑ
Steer	Ⓞ (left/right)
Hop	Ⓡ
Drift	Ⓡ+Ⓞ (left/right) while holding Ⓨ or Ⓐ
Use item	Ⓛ or ×
Throw item forwards	Ⓛ or × while holding Ⓞ (up)
Throw/drop item behind vehicle	Ⓛ or × while holding Ⓞ (down)
Adjust glider's height (glide off a jumping platform)	Ⓞ (up or down)
Switch map view	Touch lower screen
Pause	START
Display HOME Menu	🏠 HOME

## First-Person Camera

Press  to switch to the first-person camera, where you can steer by tilting the Nintendo 3DS system left and right. Press  or  to return to the previous camera view and controls.



Note: If you disable the gyro sensor in the Settings (p. 18), **you will not be able to steer by tilting the Nintendo 3DS system.**

This software involves moving the Nintendo 3DS system around while you play.



Ensure that you have adequate space around you and that you hold the system firmly in both hands while playing. Failing to do so could result in injury and/or damage to surrounding objects.

## 5 Driving Techniques

Here are some driving techniques that will allow you to enjoy this game to the fullest.

### Rocket Start

To launch from the starting grid much faster than normal, press and hold **Y** or **A** at just the right time during the starting countdown.



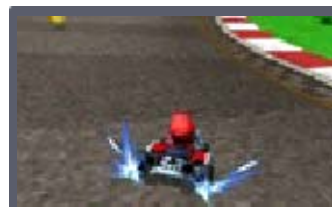
### Drift

Drifting allows you to turn corners sharply without losing any speed. To drift, hold **Y** or **A** to accelerate, then hold **R** and use **C** to turn.



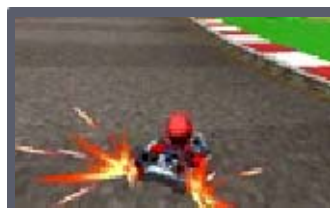
### Mini-Turbo

After drifting for a certain amount of time, blue sparks will appear. Release **R** at this point to execute a Mini-Turbo, which gives you a short speed boost.



## Super Mini-Turbo

Drift for a longer time and the blue sparks will change to orange. Release **R** at this point to execute a Super Mini-Turbo, which gives you a longer speed boost than a Mini-Turbo.



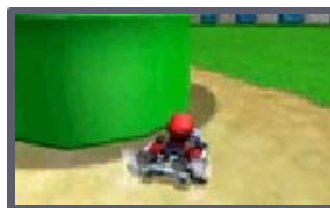
## Jump Boost

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



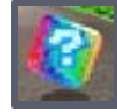
## Spin Turn

When stationary, hold **Y/A** and **B** simultaneously while steering left or right with **C** to turn on the spot.



## Obtaining Items

Pass through one of the item boxes found on the courses and stages to get an item.



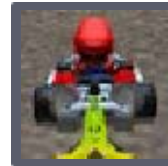
If you already have an item, you cannot pick up a second one unless you equip the first.



## Using Items

### Equipping Items

Some items can be equipped and used as shields against certain items, such as Red Shells (p. 7).



### Throwing Items



Some items can be thrown forwards or backwards (p. 4).

These are the items you can pick up and their various effects.

(: Item can be equipped.)



### Banana



Place these on the course and anyone who runs over them will spin out of control. Hold  or  to equip.



### Triple Banana



Press  or  to equip, then press again to use one Banana at a time.



### Green Shell



Travels in a straight line and knocks over the first vehicle it hits. Hold  or  to equip.



### Red Shell



Automatically locks onto and chases the vehicle in front of you, knocking over the first vehicle it hits. Hold  or  to equip.

### Triple Green Shell/Triple Red Shell



Press  or  to equip (the three shells spin around your vehicle), then press again to use one shell at a time.





### Spiny Shell



Locks onto and chases after the vehicle in the lead, knocking it over on impact and also knocking over any vehicles it hits on its way.

### Bob-omb



Once thrown or dropped, explodes after a short amount of time or when a vehicle comes near it. Any vehicle in the blast radius will spin out of control or be knocked over. Hold  or  to equip.

### Dash Mushroom



Provides a short speed boost.



### Triple Dash Mushroom



Can be used three times, each time providing the same effect as a Dash Mushroom.

### Golden Dash Mushroom



For a short time, allows you to use a Dash Mushroom whenever you press  or .

### Bullet Bill



Temporarily transforms you into a Bullet Bill, which automatically follows the course at high speed and knocks over any vehicles it hits along the way.



## Blooper



Sprays ink on all the vehicles ahead of you, obscuring the other drivers' vision.

## Lightning



Makes all opponents spin out of control, then temporarily shrinks them and lowers their speed.

## Super Star



Makes you temporarily invincible. This increases your speed and causes any vehicle you hit to be knocked over.

## Fire Flower



While activated, allows you to throw fireballs for a short time using **L** or **X**. Fireballs cause vehicles they hit to spin out of control.

## Super Leaf



Makes your vehicle grow a tail, which you can swing using **L** or **X** to knock over opponents or protect yourself against items such as shells.

## Lucky Seven



Press **L** or **X** to surround your vehicle with seven items, then press again to use them one at a time.

## 8

## Grand Prix

Race against seven computer-controlled opponents in eight cups, each featuring four courses.

## Game Screen



① Item held

② Current place

③ Race standings

④ Lap counter

⑤ Coins held

## Coins

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



## Map Screen

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

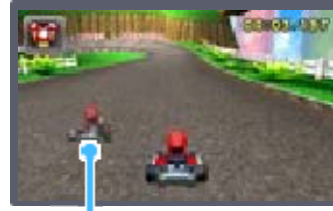
## Results Screen

The results are displayed once the race is over. Each driver is awarded points based on their place, and the total points after all four races determine the final standings. Your driving technique will receive a rating out of three stars, and if you finished in the top three, you will receive a trophy.

## 9

## Time Trials

Select a course on which to race solo, aiming for the best possible time. You can also race against ghost data, which recreates previous performances.



Ghost  
Data

### Saving Ghost Data

Ghost data will be saved automatically whenever you beat your previous best time for a course.

10

## Balloon Battle

The aim of a Balloon Battle is to pop your opponents' balloons using items. The player or team who pops the most balloons within the time limit wins. Your score is reduced every time you lose all of your balloons.



11

## Coin Battle

The aim of a Coin Battle is to collect the coins scattered throughout the stage. The player or team who collects the most coins within the time limit wins. You will lose some coins if you are knocked over or spin out of control and so on.



## 12 Starting a Local Wireless Match

### Versus Mode (Local Play)



Up to eight players can play a local wireless match (requires at least one MARIO KART 7 Game Card and as many Nintendo 3DS systems as players).

Note: Players without a Game Card can join via Download Play.

### You Will Need:

- A Nintendo 3DS or Nintendo 3DS XL for each player (max. 8).
- At least one copy of the software (max. 8).

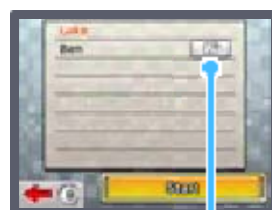
### Creating a Group

#### Player with a Game Card

- 1 From the main menu, select LOCAL MULTIPLAYER, then CREATE A GROUP.



- 2 Once all participating players' names are displayed, select START.



Friend  
Registration  
Icon

- 3 Follow the on-screen instructions.

### Friend Registration

Two players can register each other as friends when they both touch the friend registration icon. They will then be able to play together online. The friend list is accessible from the HOME Menu.

### Joining a Group

#### Players with a Game Card

- 1 From the main menu, select LOCAL MULTIPLAYER, then the name of the player whose group you wish to join.



- 2 Follow the on-screen instructions.



## Players without a Game Card )))

- 1 Open Download Play from the HOME Menu.



- 2 Select NINTENDO 3DS, then MARIO KART 7.



Note: MARIO KART 7 will be displayed once a player with a Game Card creates a group.

- 3 Wait for the game to start.

Note:

- Players without a Game Card will race as Shy Guy.
- You may need to update your system according to the instructions displayed on screen. If you lose connection, you can update the system from the System Settings. Refer to the Operations Manual for more information.

If you connect to the internet, you can play with other players at no additional cost. Please keep the following in mind when you play online:

- When you have wireless connection enabled, the names of your Mii characters or your comments will be publicly available, so please refrain from including any information that can be used to identify you personally or information that may be offensive.
- Friend codes are a part of a system that allows you to play with people you know. If you post your friend codes online or exchange them with strangers, there is a risk that you could receive information or messages with offensive language or inappropriate content, and that strangers may see information about you that you do not want them to see. We therefore recommend that you do not give your friend codes to people you do not know.
- Nintendo reserves the right to suspend the service for users who cause performance issues and/or damage to others through the unauthorised modification of their game data or software.
- Nintendo servers may become

temporarily unavailable without prior notice due to maintenance following any problems. Refer to the official Nintendo website for details.

- Please note that Nintendo will not accept any responsibility for any damages resulting from your usage of wireless communication.
- If you open the HOME Menu or do not perform any action for a prolonged period of time during an online match, the connection between you and other players will be lost.

This software supports Nintendo Network™.

Refer to the sections about Wireless Communication and SpotPass for more information about the Nintendo Network functionality.

### About Nintendo Network



Nintendo Network is an online service which allows you to play with other players all over the world, download new software and add-on content, trade videos, pass messages and much more!

## 14 Starting an Online Match

### Playing Online (Internet)

Connect to the internet and you can challenge players around the world. For more information about connecting your Nintendo 3DS system to the internet, refer to the Operations Manual.

Note: You can restrict online interaction via Parental Controls. For more information, refer to the Operations Manual.

### Choosing Your Opponents

Select one of the following options.



<b>WORLD- WIDE</b> (p. 15)	Play against players around the world.
<b>FRIENDS/ OPPO- NENTS</b> (p. 16)	Play against registered friends, previous opponents and people you have met via StreetPass.
<b>COMMU- NITIES</b> (p. 17)	Play against members of a community.

## 15 Worldwide

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.

## 16 Friends/Opponents

Select who you wish to join from your online friends, previous opponents and the people you have met via StreetPass. Once you join them, you can play against them online.



- If you are unable to join a game, wait a while and then try again.
- Recent opponents and people met via StreetPass can be removed from the list by highlighting them and pressing ⊗. You will no longer be able to see each other's online status, or join each other's games.

### Friend List

You can register and manage your friends using the friend list on the HOME Menu. You can also join



MARIO KART 7 games directly from the friend list. Select any yellow friend card with the status "OK to Join", then touch JOIN FRIEND'S GAME.

- You must have a MARIO KART 7 Game Card inserted in your Nintendo 3DS system to join a game from the friend list.
- The indicator (●) will appear on the HOME Menu friend list icon (☺) when there is a friend online

whose game you can join.

- For information about the friend list, please refer to the Operations Manual.

## 17 Communities

Selecting a community allows you to join and play against only members of that community. You can also create your own communities.



Note: Mario Kart Channel data is required in order to use communities (p. 18).

<b>CREATE COMMUNITY</b>	Create a community and choose the settings for it.
<b>ENTER CODE</b>	Enter a community code received from another player and join their community.
<b>Favourites</b>	Select a community from a list of those you have previously joined.
<b>Recommendations</b>	Select a community recommended by the Mario Kart Channel.



## Participating in a Community

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 "Let's start the game!" message.

## Creating a Community

Create a community and you can choose the game settings for it. Your community will be assigned a code which you can tell your friends. By selecting ENTER 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.

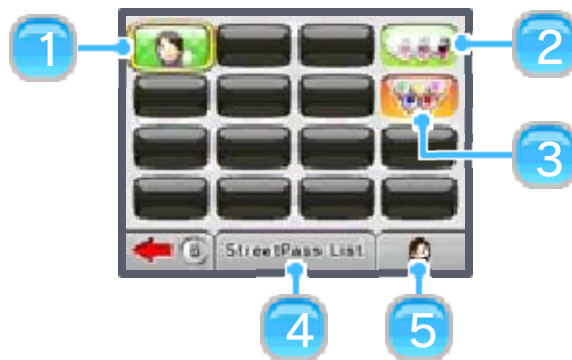
## Community Rating

This is determined by the results from the last month of games played in the community.

## 18 Mario Kart Channel

The Mario Kart Channel allows you to exchange data with other players using StreetPass and SpotPass. 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



#### ① New profiles

Check profiles newly received via StreetPass. You can join these players and play online.

#### ② Ghost data

Challenge ghost data downloaded via SpotPass and StreetPass.

#### ③ Community recommendations

View recommended communities.

#### ④ StreetPass list

View a list of players you have met via StreetPass.

## 5 Edit profile

### ● Change Mii

Change the Mii that you use in the game.

### ● Edit Message

Edit the message which will be sent through StreetPass. Please do not give out any important personal information or write messages which could cause offence or discomfort to others.

### ● Customise Vehicle

Set your customised vehicle. This is the vehicle that your Mii will drive when it appears on the screen of the people you have met through StreetPass.

### ● Create Grand Prix

Select four favourite courses and create your own Grand Prix. People you have met via StreetPass can race against your Mii in your custom Grand Prix.

### ● Settings

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

## Exchanging Information (StreetPass)

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

Note: 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 Operations Manual.

#### ● Activation Procedure

Select MARIO KART CHANNEL from the main menu. Follow the on-screen instructions to activate StreetPass for this software.

Note: You can restrict StreetPass functionality via Parental Controls. For more information, refer to the Operations Manual.

### Deactivating StreetPass

To deactivate StreetPass, open the System Settings and select DATA MANAGEMENT, then STREETPASS MANAGEMENT. Touch the icon for this software title, then select DEACTIVATE STREETPASS.



You can restrict online interaction via Parental Controls.

Note: For more information about Parental Controls, refer to the Operations Manual.

## Receiving Information (SpotPass)

Whilst the system is in Sleep Mode, it will automatically search for a wireless access point and connect to the internet, downloading ghost data from players around the world, community recommendations and so on.

SpotPass is active only when the system is in Sleep Mode and within range of a compatible internet access point.

Note: An SD Card is required to use SpotPass.

## Using SpotPass

To use SpotPass, you must first:

- Accept the Nintendo 3DS Service User Agreement and Privacy Policy
- Set up an internet connection

For information on these, refer to the Operations Manual.

Note: An SD Card is required in order to use SpotPass.

### ● Activation Procedure

Select MARIO KART CHANNEL from the main menu. Follow the on-screen instructions to activate SpotPass for this software.

## Deactivating SpotPass

- Deactivation Procedure
- ① Select MARIO KART CHANNEL from the main menu.
- ② Select your Mii icon to edit your profile.
- ③ Touch SETTINGS.
- ④ Set SpotPass to DEACTIVATED.
- ⑤ Select OK.

For product information, please visit the Nintendo website at:

[www.nintendo.com/countryselector](http://www.nintendo.com/countryselector)

For technical support and troubleshooting, please refer to the Operations Manual for your Nintendo 3DS system or visit:

[support.nintendo.com](http://support.nintendo.com)