MARIOKART DS

INSTRUCTION BOOKLET
(CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION)

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.

Original
Nintendo
Seal of
Quality
™

WIRELESS DS SINGLE-CARD DOWNLOAD PLAY
THIS GAME ALLOWS WIRELESS MULTI-PLAYER GAMES
DOWNLOADED FROM ONE GAME CARD.
2 – 8

WIRELESS DS MULTI-CARD PLAY
THIS GAME ALLOWS WIRELESS MULTI-PLAYER GAMES
WITH EACH NINTENDO DS SYSTEM CONTAINING A
SEPARATE GAME CARD.
2 – 8

nintendo
Wi-Fi
connection

NINTENDO Wi-Fi CONNECTION
THIS GAME IS DESIGNED TO USE
NINTENDO Wi-Fi CONNECTION.

Thank you for selecting the MARIO KART™ Game Card for Nintendo DS™ systems.

IMPORTANT: Please carefully read the important health and safety information included in this booklet before using your Nintendo DS system, Game Card, Game Pak or accessory. Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. Important warranty and hotline information can be found in the separate Age Rating, Software Warranty and Contact Information Leaflet. Always save these documents for future reference.

This Game Card will work only with Nintendo DS systems.

IMPORTANT: The use of an unlawful device with your Nintendo DS system may render this game unplayable.

FONT **IC**™ This product uses the LC Font by Sharp Corporation, except some characters. LCFONT, LC Font and the LC logo mark are trademarks of Sharp Corporation.

Contents

In this Instruction Booklet, the Nintendo DS upper screen is framed in **green**, and the Touch Screen is framed in **orange**.

Starting the Game

Confirm that your Nintendo DS™ is turned off, then insert the MARIO KART™ DS Game Card into the Nintendo DS Game Card slot and turn the power on. After the **Health and Safety Screen** is displayed, touch the Touch Screen to continue.

On the **Nintendo DS Menu Screen**, touch the MARIO KART DS NINTENDO Panel and the **Title Screen** will appear.

If the Nintendo DS system has been set to AUTO MODE, the game will load automatically. Please see the Nintendo DS Instruction Booklet for details.

The in-game language depends on the one that is set on the console. In this game you can choose between five different languages: English, German, French, Spanish and Italian. If your Nintendo DS system is already set to one of them, the same language will be displayed in the game. If your Nintendo DS system is set to another language, the in-game default language will be English. You can change the in-game language by changing the language setting of your console. For further instructions about how to change language settings please refer to the Nintendo DS Instruction Booklet.

When playing for the first time, touch the lower screen or press the A Button to reach the **Nickname** and **Emblem Entry Screen**. Enter your desired name and create an emblem for yourself. You can change your NICKNAME and EMBLEM under OPTIONS. After your nickname and emblem have been entered, the **Game Selection Screen** will appear. Select a game mode (p. 13 – 22) by touching it.

If you beat existing racing records in this game, your new results will be saved automatically. You can review your saved records under RECORDS (p. 23).
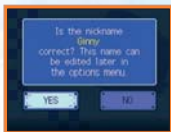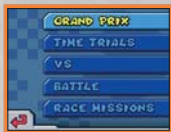
Controls

Please see the following information on how to use the buttons to control your kart in the race. For more details please refer on page 8 and 9 "Driving Techniques".

The Menu Screen

+ Control Pad	Make menu selections.
A Button	Confirm.
B Button	Return to the previous screen.

L or X Button
Use an item
Throwing Items
Up on the + Control Pad + L or X Button:
throw forwards
Down on the + Control Pad + L or X Button:
throw backwards

+ Control Pad
Left and Right:
Steer

START
View the **Pause Menu** (p. 22)

Touch Screen or Y Button
Switch map display

R Button
Low jump
Drift
Press and hold down the A Button, then press the R Button while steering with the + Control Pad.
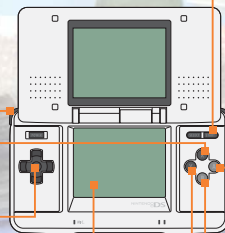
A Button
Accelerate

B Button
Brake / Reverse

Driving Techniques

Here are some driving techniques to help you get the most fun out of Mario Kart DS.

Rocket Start

If you press the A Button and hold just right during the starting countdown, you'll perform a Rocket Start and shoot forwards faster than usual.

Watch your timing, then press the A Button!

Drift

You can send your kart drifting into a sideways power slide by first holding down the A Button, then pressing the R Button while steering either left or right with the ✚ Control Pad. Drifting lets you take corners without losing speed.

Start pressing the R Button as you approach a corner, then turn the wheel!

Mini-Turbo

This technique gives you a split-second turbo burst. While drifting, alternately press left and right on the ✚ Control Pad to shoot sparks from your tyres. Release the R Button to cancel the drift and get a Mini-Turbo boost that will let you dash for a short time.

Hold down the R Button and rock left and right using the ✚ Control Pad! Keep it up until you see sparks, and then…

…let go of the R Button for a Mini-Turbo dash!

Throwing Items

Hold up or down on the ✚ Control Pad and press the L or X Button to throw a selected item forwards or backwards. Make sure you know where your opponent is before tossing out an item!

Items

Get Items from Item Boxes

You can acquire items by running into the Item Boxes you find on courses. The items appear randomly.

If you're already carrying an item when you hit an Item Box, you will not receive any new items. However, you can get new items if you have a special item equipped, as shown on the right.

Spinning Triple Shells   Dangling a Banana

Using Items Wisely

Dangle some items by holding down the L or X Button!

While dangling an item behind your kart, the item acts like a shield. Release the button to use the item.

Items can be dropped when you spin or flip!

If you run into dropped items, you will be affected by those items instantly.

Banana*
Sends rivals into sudden spins.

Triple Banana*
Press the L or X Button to dangle this item. Each press of the button releases one banana.

Green Shell*
These move in straight lines when thrown and flip karts over when they hit them.

Red Shell*
These seek out karts in front of you and flip them over when they strike.

Triple Green Shell / Triple Red Shell
Press the L or X Button to send these twirling around your kart. Press the button again to throw them, one shell at a time. They act just like their single-shell counterparts.

Spiny Shell
Heads straight for the leader of the pack and explodes on impact. Any kart caught in the blast will flip or spin.

Fake Item*
These look just like real Item Boxes, but will flip any kart that touches them.

Mushroom
Gives karts brief speed bursts.

Triple Mushrooms
Use up to three Mushrooms, one with every press of the L or X Button.

Super Mushroom
Lets you use as many Mushrooms as you want within a given time period.

Bob-omb*
Toss this and, after a short delay, it'll explode as it approaches a kart. Any kart caught in the blast will flip or spin.

Bullet Bill
Temporarily transform into Bullet Bill and fly down the track. Bump into karts to flip them over.

Blooper
Throw this item to zoom up to the opponent ahead of you and shoot ink to cloud their vision.

Boo Hoo
Temporarily makes your kart invisible and impervious to your opponents' attacks. It also allows you to steal an item from the rival closest to you.

Thunderbolt
Causes your opponents' karts to spin out and drop their items. Their karts then shrink in size, reducing their top speed.

Star
These make karts temporarily invincible and slightly increase their top speeds. Karts hit by invincible Star-wielding karts will go flying.

* This indicates that an item can be dangled.

Game Modes

MARIO KART DS features five different game modes. As shown in the chart below, there are different game modes available in **Single Player Mode** and **Multiplayer Mode**.

	GRAND PRIX	TIME TRIALS	VS.	BATTLE	MISSIONS
Single Player	Yes	Yes	Yes	Yes	Yes
Multiplayer	No	No	Yes	Yes	No

GRAND PRIX

There are eight cups in **Grand Prix Mode**. Each cup consists of four courses. A race is held on each course with the eight participating karts vying for top honours.

Before the Race Begins

1 Select Engine Class
Choose from 50CC, 100CC, and 150CC.

2 Select Character
Choose from eight different characters.

3 Select Kart
As you progress through the game, you'll be able to choose from three different karts per character. Later you can choose between seven karts including also karts from other characters.

4 Select Cup

Choose which cup to enter: the NITRO GRAND PRIX or the RETRO GRAND PRIX.

5 And they're off!

Screen Information

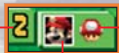Current Item

Current Lap and Total Laps

Current Position

Positions 1 through 8
(Green: Player / Blue: Opponents)

Total Time

Position   Item

Character

Touch the lower screen to switch between a partial course map and the entire course map.

Results Screen

Once a race is over, driver points will be distributed according to the kart's position. The total number of driver points received after four races determines a kart's overall ranking.

Players will attend an awards ceremony if their combined score places them in the top three. The player who finishes in first place wins a gold trophy, second place wins silver, and third wins bronze. At the same time, the player will be ranked on his or her driving technique.

Points by position

1st	2nd	3rd	4th
10 points	8 points	6 points	4 points
5th	6th	7th	8th
3 points	2 points	1 point	0 points

Ranking

★ ★ ★	★ ★	★	A	B	C	D	E
The best!							So-so

TIME TRIALS

You can only race a TIME TRIALS in **Single Player Mode**. This game mode has you racing a selected course to record the fastest time.

Before the Race Begins

1 **Select Character**

2 **Select Kart**

3 **Select a Cup and a Course**

You can adjust GHOST DATA settings while selecting a course. A ghost is a recording of the player's best time on a course during TIME TRIALS.

If ghost data has been saved, you can race on a course alongside your ghost.

4 **And they're off!**

Ghost Menu

NONE

No ghosts will be displayed.

MY GHOST DATA

Displays a ghost of your own record-breaking run.

DOWNLOADED GHOST

Displays a ghost received from a friend.

Screen Information and Saving Ghosts

If you've set a new record as you cross the finish line, your new ghost is saved automatically. If ghost data has been saved, you can race on a course alongside your ghost.
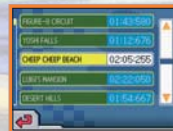
Ghost

Kart Route
- ∧ Normal Route
- ⌃ Drifting
- ∧ Using Miniboost
- 🍄 Using a Mushroom

Ghost Route

You can't save ghost data if a race takes too long, or if a completed race is not faster than the current loaded ghost data.

Saving Downloaded Ghosts

You can save one Player Ghost for each new record on each course. The **Ghost Menu** will not be displayed for courses with no saved ghosts.

- 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.

In **Single Player Mode**, you can race your kart against computer-controlled opponents. In **Multiplayer Mode**, you can use the DS Wireless Communications feature to race head-to-head against a friend.

Before the Race Begins

1 Select Character

2 Select Kart

3 Game Settings

You can adjust the following settings under Game Settings:

CLASS	Choose from 50CC, 100CC, and 150CC.
CPU KART	Sets the level of any computer-controlled karts in the race. Choose from EASY, NORMAL, and HARD.
COURSE	Choose from IN ORDER, RANDOM, and CHOOSE.
RULES	Choose from X-WIN(S), X-RACE-POINT TOTAL and FREE. Set X to the desired number of wins or races.
TEAM	Choose ON or OFF. When TEAM is turned ON, the total number of points for each team decides the winner.

4 Select Cup

5 Select Course (If CHOOSE had been selected on COURSE.)

6 And they're off!

Screen Information

Current Item

Current Position

Current Lap and Total Laps

Opponent
(opponent's name and emblem)

Positions 1 through 8
(Green: Player / Blue: Opponents)

Total Time
As in **Grand Prix Mode**, touch the Touch Screen to switch between a partial course map and the entire course map.

Position

Character

Item

Results Screen

Once a race is over, the winner will be decided according to the racing rules.

Refer to page 26 to learn how to play **VS. Mode** in Multiplayer.

BATTLE

Choose between BALLOON BATTLE and SHINE RUNNERS.

In **Single Player Mode**, you'll face off against computer-controlled karts, while in **Multiplayer Mode**, you can use the DS Wireless Communications feature to play head-to-head against friends.

BALLOON BATTLE

Do battle against your opponents while taking care not to lose the balloons attached to your kart.

Balloons Remaining

- You have 5 balloons to start, only one of which will be inflated.

- Without pressing the A Button, blow into the microphone to blow up a balloon. You can inflate up to 3 balloons at a time. Holding down SELECT will inflate the balloons, but bellowing them up is faster.

Opponent's Position

- If you lose your last inflated balloon, you lose the game, even if you have a deflated balloon in place.

If you find yourself in any of the following situations, you'll lose a balloon. Be careful! Note that you can use method 4 against your opponent to regain balloons of your own.

1 Get hit by an enemy's item attack and spin or flip.

2 Fall off the stage.

3 Get hit and flipped by another kart when it's using a Star.

4 Get hit by another kart when it's using a Mushroom and have a balloon stolen.

SHINE RUNNERS

Pick up as many Shines as possible on the course.

Collected Shines

- A mark appears above karts that have Shines.

- Once someone gets a Shine, another one appears elsewhere in the stage.

Time Remaining

Opponent's Position

- 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.

Shine's Position

- A large mark appears above the kart with the most Shines.

If you find yourself in any of the following situations, you'll lose a Shine. Once a Shine has been dropped, anyone can pick it up.

1 Get hit by an enemy's item attack and spin or flip.

2 Fall off the stage.

3 Get hit and flipped by another kart when it's using a Star.

MISSION RUN

This mode presents you with missions which you complete one by one.

What awaits you in the final stage…?

Missions Examples

• Smash five Item Boxes

• Use shells to defeat all 30 Goombas within the time limit!

• Collect all 15 coins while avoiding the Chain Chomp!

These are just a few of the missions to be completed.

Time Remaining

Pause Menu

Press START during the race to halt the game and display the **Pause Menu**. Different game modes have different pause menus.

CONTINUE	Return to game play.
QUIT	Return to the **Title Screen**.
RESTART	Begin the race again.
CHANGE COURSE	Return to the **Course Selection Screen**.
CHANGE CHARACTER	Return to the **Character Selection Screen**.
CONTINUE REPLAY	Go back to the replay you're watching.
VIEW REPLAY FROM START	View the replay you're watching from the beginning.
SELECT MISSION	Select a new Mission.

RECORDS

View the race records that have been set so far.

GRAND PRIX
View the top records for each cup in **Grand Prix Mode**.

TIME TRIALS
View the top five records for each course in **Time Trial Mode**.

FRIENDS

View your battle history against friends in **VS. Mode**, **Battle Mode** and **Wi-Fi Mode**. You can save up to 60 friends, but once you run out of empty save slots, saving a new record will erase the oldest record saved.

Here you can lock any records you want to keep so they won't be erased. Touch ERASE DATA or press the X Button and choose YES to erase all course records displayed in **Time Trial Mode**. On the **Friends Screen**, records for the selected list will be erased.

Once data is erased, it cannot be recovered. Be careful!

Change your game settings.

Settings

SOUND

Adjust the in-game audio settings. Set the sound output to SURROUND, STEREO, or HEADPHONES.

LOCATE FRIEND

If this setting is ON, a mark will appear to alert you when a player searching for a Multiplayer opponent in MARIO KART DS **Wi-Fi Mode** is found.

Edit

NICKNAME

You can change the NICKNAME you entered at the beginning.

Nickname

Switch Characters
To switch the characters press the Y Button or touch the corresponding Panels on the Touch Screen.

EMBLEM

Create an EMBLEM or change an EMBLEM you've already created.

EMBLEM created

Eraser
Select from three thicknesses.

Pen
Select from three line thicknesses.

Fill
Pick a colour from the canvas.
Fill a closed area on the canvas.

Stamp
Select from many designs.

Undo

Colour

Cursor

Canvas

Change Camera Angle / Kart

Drawing with the Stylus:
Touch the tool and colour you'd like to use, then touch the canvas to draw with them.

Drawing with the Buttons:

L / R Buttons	Move the cursor between the tools, the canvas and the colours
+ Control Pad	Move the cursor
A Button	Confirm tool and colour / draw on the canvas

Erase Data

This erases all save data. Please be careful, because deleted data cannot be restored again.

Multiplayer Mode

In **Multiplayer Mode**, you can select NORMAL and SIMPLE.

Simple Mode

Wireless DS Single-Card Download Play (p. 29)

Every player (up to eight can play) needs his or her own Nintendo DS. You also need at least one MARIO KART DS Game Card for the entire group. Limited courses are available for battle.

	Player 1 (Host System) (with the MARIO KART DS Game Card)	Players 2 through 8 (with the MARIO KART DS Game Card)	Players 2 through 8 (Client Systems) (without a MARIO KART DS Game Card)
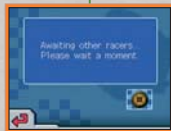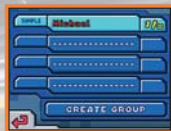
The Host system insert the MARIO KART DS Game Card into his or her Nintendo DS, and touches SIMPLE.

After the complete list of participants is displayed, touch CUT OFF.
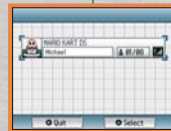
Touch Player 1's name to join the group that Player 1 has created. Wait until your own name is displayed.

Touch DS DOWNLOAD PLAY, then the MARIO KART DS NINTENDO Panel from the **Nintendo DS Menu Screen**.

Without a Nintendo DS Game Card, Shyguy is the only character that can be controlled.

Wireless DS Multi-Card Play (p. 30 – 31)

Every player (up to eight can play) needs his or her own Nintendo DS and MARIO KART DS Game Card. You can battle each other on all the courses available in a Single Player game.

Create a Group		Join a Group

Player 1:
Touch NORMAL.

After the complete list of participants is displayed, touch CUT OFF.

Players 2 through 8:
Touch Player 1's name.

Wait until your own name is displayed.

Touch a game on the **Game Selection Screen** to begin play.

See pages 30 – 31 for information on the rest of the process.
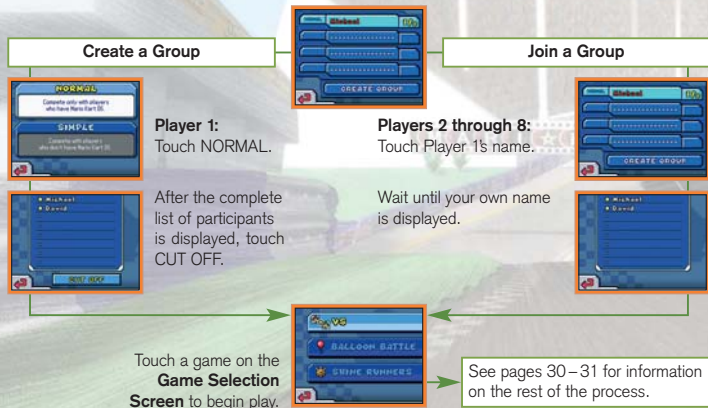
DS Wireless Communications [Single Card Play]

Here is an explanation of how to play using Single-Card Play.

The Things You'll Need

Nintendo DS system	*One for each player*
MARIO KART DS Game Card	*At least one*

Connection Procedures

Host System:
1. *Make sure that the power is turned off on all systems, and insert the Game Card into the system.*
2. *Turn the power on. If the **Start-up Mode** of your system is set to MANUAL MODE, the **Nintendo DS Menu Screen** will be displayed. In case it is set to AUTO MODE, skip the next step and go on with step 4.*
3. *Touch the MARIO KART DS NINTENDO Panel.*
4. *Now, follow the instructions on page 26.*

Client System:
1. *Turn the power on. The **Nintendo DS Menu Screen** will be displayed.*
*NOTE: Make sure the **Start-up Mode** of your system is set to MANUAL MODE.*
*For further details on how to set up the **Start-up Mode**, please refer to the Nintendo DS Instruction Booklet.*
2. *Touch DS DOWNLOAD PLAY. The **Game List Screen** will appear.*
3. *Touch the MARIO KART DS NINTENDO Panel.*
4. *You will be asked to confirm your choice. Touch YES to download game information from the Host System.*
5. *Now, follow the instructions on page 26.*

DS Wireless Communications [Multi-Card Play]

Here is an explanation of how to play using Multi-Card Play.

The Things You'll Need

Nintendo DS system . . . . One for each player
MARIO KART DS Game Card . . . . One for each player

Connection Procedures

1. Make sure that the power is turned off on all systems, and insert the Game Card into each system.
2. Turn the power on. If the **Start-up Mode** of your system is set to MANUAL MODE, the **Nintendo DS Menu Screen** will be displayed. In case it is set to AUTO MODE, skip the next step and go on with step 4.
3. Touch the MARIO KART DS NINTENDO Panel.
4. Now, follow the instructions on page 28.

Guidelines for Communications

For best results when using the wireless communications feature, follow these guidelines.

The 🖵 icon is an indicator of wireless communications. It appears on the **Nintendo DS Menu Screen** or **Game Screen**.

The DS wireless icon indicates that the associated choice will activate the wireless communications function.

DO NOT use DS Wireless Communications in prohibited areas (such as in hospitals, on aeroplanes etc.). For further information regarding the usage of the wireless communications function, please refer to the separate Health and Safety Precautions Booklet included with your Nintendo DS system.

Within 10 metres

The 📶 icon, which is displayed during wireless communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother wireless communications play.

0	1	2	3

Weak ⟵——————⟶ Strong

When wireless communications are in progress, the Power Indicator LED will blink rapidly.

For best results, follow these guidelines:

• Begin with the distance between systems at about 10 metres (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 20 metres (65 feet) or less.
• The systems should face each other as directly as possible.
• Avoid having people or other obstructions between the Nintendo DS systems.
• Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

Characters and Karts

Different Sizes, Different Strengths

Characters are divided into three groups depending on their weight: light, medium, or heavy. In the table below, the more stars they have, the better they are at that skill.

	ACCELERATION	SPEED	HANDLING
Light	★ ★ ★	★	★ ★ ★
Medium	★ ★	★ ★	★ ★
Heavy	★	★ ★ ★	★

As you progress through the game, you'll be able to choose from three different karts per character. Later you can choose between seven karts including also karts from other characters.

Mario — Medium

You know him, you love him – the one and only Mario! He's a well-balanced character who can handle any situation.

Luigi — Medium

Everybody's favourite brother is here, too! He's really got a grip on the track, keeping his kart from spinning out.

Peach — Light

Normally the epitome of grace, once she's on the track, Princess Peach really tears it up. Drifting is her speciality.

Yoshi — Light

Mario's trusty ride is now his talented rival! His grip is first-class.

Toad — Light

He may be small, but this balanced character really knows how to handle a kart.
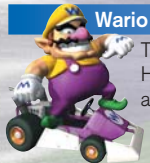
Donkey Kong — Heavy

Donkey Kong uses his simian strength to crush his opponents! He's great at drifting around corners.

Bowser — Heavy

Mario's arch-nemesis. He can really hit high speeds while drifting around corners.

Wario — Heavy

This bad boy really has it in for our man Mario. He's a balanced character who's good at just about everything except accelerating.

Shyguy — Light

What's he doing under that mask? Could he be looking for a chink in his rivals' armour? Shyguy only appears in DS Download Play (p. 26).

Courses

Here's some information on the courses you'll see in GRAND PRIX (p. 13), TIME TRIALS (p. 16), and VS. (p. 18). Finish a GRAND PRIX cup with flying colours and not only will you be able to move on to the next cup, but you'll also be racing on a new course!

NITRO GRAND PRIX

MUSHROOM CUP – FIGURE-8 CIRCUIT

This course is laid out in the shape of the number 8. The road is wide and the corners are broad, so you can run through the whole thing at high speed.

RETRO GRAND PRIX

BANANA CUP – GBA: BOWSER CASTLE 2

This course appeared in MARIO KART SUPER CIRCUIT™ for the Game Boy Advance™. It's a flat course, but the lava trenches all over make it really dangerous.

On some of the courses you will find Dash Panels. Steer your kart over one of these to receive a momentary burst of speed.

Nintendo Wi-Fi Connection

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 WFC 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 connection (such as a wireless router) and an active broadband internet account.
- If you do not have a wireless network device installed on your PC, you need a Nintendo Wi-Fi USB Connector (sold separately). See the separate Nintendo WFC Instruction Booklet for more information.
- You can also play Nintendo WFC compatible games at selected internet hot spots without additional setup.

Select NINTENDO WFC in **Game Mode Screen** to access the **Nintendo Wi-Fi Menu**.

Nintendo Wi-Fi Connection VS

Entering a Match

1 **Match Conditions**

When choosing match conditions, you can choose any of the following opponent options:

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 on Nintendo Wi-Fi Connection against only MARIO KART DS owners who have similar racing skills as you.
CONTINENTAL	Race on Nintendo Wi-Fi Connection against only MARIO KART DS owners who live in the same region as you.
WORLDWIDE	Race on Nintendo Wi-Fi Connection against anyone in the world who owns MARIO KART DS.

2 **Select Character**

3 **Select Kart**

4 **Select Course**

Select a course out of the 20 available. The course chosen by the most players will be used for the race. (In other words, the course with the most "votes" wins.) If there is a 2-2 tie, or if four different courses are selected only once each, a course will be randomly chosen from all selected courses. A new course is selected after every race.

5 **Begin the Race!**

If you close the Nintendo DS while in **Wi-Fi Mode**, the wireless connection will be interrupted and you will be unable to continue the game.

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 assigned the first time you connect to the Nintendo Wi-Fi Connection.

Registering Friend Codes

1 Exchange friend codes with another player and then save that friend code by choosing REGISTER FRIEND CODE.

2 Connect to Nintendo Wi-Fi Connection at the same time as your friend.

3 Your names will be automatically registered in each other's friends rosters.

Once you register a player's friend code, your Nintendo DS will automatically look for that player when you choose to race against friends over Nintendo Wi-Fi Connection.

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 Nintendo Wi-Fi Connection at the same time, the chances of the two of you being matched up for a race increase.

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