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



Please read this manual carefully before using the software. Please also read your Nintendo 3DS Operations Manual for more details and tips to help you enjoy your playing experience.

### Health and Safety Information



#### Important

Before using this software, read all content within the Health and Safety Information application on the HOME Menu.

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

### Protecting Your Privacy

This software allows you to connect to online services to play matches and exchange certain game data with players from around the world. Keep the following in mind regarding the

use of this feature.

- To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, e-mail, or home address when communicating with others.
- Friend codes are a part of a system that allows you to play with people you know. If you exchange friend codes with strangers, there is a risk you could share information with people you do not know or exchange messages that contain offensive language. We therefore recommend that you do not give your friend codes to people you don't know.

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 license to use this software on your Nintendo 3DS system. Your use of this software is subject to the Nintendo 3DS Service User Agreement, which includes the Nintendo 3DS system Privacy Policy and the Code of Conduct.

Single Player (see p. 8-11)	Choose from four game types for one player only.
Local Multiplayer (see p. 12)	Play with up to seven other people using local wireless.
Online Multiplayer (see p. 13-16)	Play online with friends and other players around the world.
Mario Kart Channel (see p. 17-19)	Access community recommendations, ghost data, and other data exchanged via SpotPass™ and StreetPass™.

## Menu Controls

Select	+ or ○
Confirm	Ⓐ
Cancel	Ⓑ

**Note:** Menu selections can also be made by tapping the Touch Screen.

Closing your system during game play will make the system enter Sleep Mode. When your system is in Sleep Mode, the battery consumption is kept to a minimum. When the system is opened, it will wake up from Sleep Mode.

## 3 About Saving Data

### Save Data

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

### Deleting Save Data

You can delete your save data by pressing and holding (A)+(B)+(X)+(Y) simultaneously after starting the software, when the Mario Kart 7 logo is displayed. **Save data cannot be recovered once it's been deleted, so please be careful.**

### Mii™ Data

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

## Data Received via StreetPass and SpotPass

This data is saved to the SD Card.

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

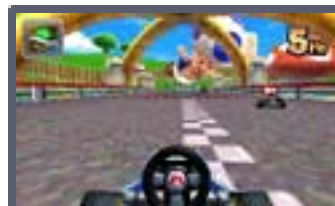




## 4 Basic Controls

Accelerate	Ⓨ or Ⓐ
Brake/Reverse	Ⓑ
Steer	Ⓞ left/right
Hop	Ⓡ
Drift	Ⓡ + Ⓞ left/right (while holding Ⓨ or Ⓐ)
Use item	Ⓛ or ×
Throw item forward	Ⓛ or × (while holding Ⓞ up)
Throw/drop item behind kart	Ⓛ or × (while Holding Ⓞ down)
Switch map view	Tap 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 normal camera.

When tilting the Nintendo 3DS system to steer using the first-person camera, please ensure that you have enough room before playing, and hold the system firmly with both hands while playing. Do not move the system with excessive force, as this could cause injuries, damage to the product, or damage to nearby objects.



## 5 Driving Techniques

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

### Rocket Start

If you press and hold **Y** or **A** at just the right time during the starting countdown, you will launch off the starting line much faster than normal.



### Drift

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



## Mini-Turbo

After drifting for a bit, blue sparks will shoot from your tires. Release **R** when you see these sparks to perform a Mini-Turbo, which gives you a short speed boost.



## Super Mini-Turbo

If you continue to drift after the blue sparks appear, they will turn orange. Release **R** at this point to execute a Super Mini-Turbo, which gives you a bigger speed boost than a Mini-Turbo.



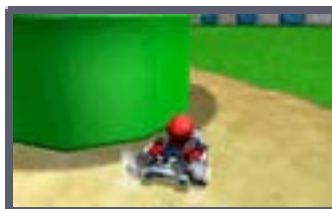
## Jump Boost

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



## Spin Turn

While stopped, press **A** (or **Y**) and **B** simultaneously while moving **○** to the left or right to turn on the spot.



## 6 Using Items

### Obtaining Items

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



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



### Using Items

#### Equipping Items

Some items can be equipped. This allows you to protect yourself from certain items, such as Red Shells (see p. 7).



#### Throwing Items

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





## 7 Item List

The following items can be acquired by driving over an item box.

**Note:** Items with  can be equipped.





### Banana



Karts that run over Bananas will spin out. Hold  or  to equip a Banana, then release  or  to drop it.





### Triple Bananas



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





### Green Shell



Green Shells travel in a straight line and knock over the first kart they hit. Hold  or  to equip a Green Shell, then release  or  to throw it.



### Red Shell





Red Shells home in on the closest kart in front of you. If they hit it, the kart will flip over. Hold  or  to equip a Red Shell, then release  or  to throw it.

## Triple Green Shells / Triple Red Shells



Press  or  to equip (the three shells spin around your



kart), then press  or  again to throw one shell at a time.



## Spiny Shell



Spiny Shells lock on to and chase after the kart in the lead, knocking it over on impact and also knocking over any karts it hits on the way.

## Bob-omb



When thrown, Bob-ombs will explode after a certain amount of time or when a kart runs into them. Karts that hit the explosion will roll or spin out. Hold  or  to equip.

## Mushroom



Mushrooms provide a short speed boost.

## Triple Mushrooms



Triple Mushrooms can be used three times, each time providing the same effect as a Mushroom.



## Golden Mushroom



Golden Mushrooms give you a speed boost whenever you press **L** or **X**, but only for a short time.

## Bullet Bill



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

## Blooper



Bloopers spray ink on all the karts ahead of you and impair their drivers' vision.

## Lightning



Lightning zaps your opponents, causing them to spin out, drop their items, shrink, and drive more slowly for a while.

## Super Star



Super Stars make you invincible for a short time.

While invincible, your top speed increases and you'll knock over any karts you hit.

## Fire Flower



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

## Super Leaf



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

## Lucky Seven



Press **L** or **X** to surround your kart with seven items, then press **L** or **X** 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

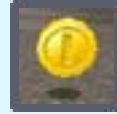
③ Race standings

④ Lap counter

⑤ Coins held

## Coins

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



## Map Screen

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

## Results Screen

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

## 9 Time Trials

Select a course on which to race solo, aiming for the fastest possible time. You can also race against ghost data, which re-creates previous performances.



Ghost  
Data

### Saving Ghost Data

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

## 10 Balloon Battle

The goal 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 popped-balloon count is reduced every time you lose all of your balloons.



## 11 Coin Runners

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



## 12 Starting a Local Wireless Match

You can play against up to seven other people (requires at least one Mario Kart 7 Game Card and as many Nintendo 3DS systems as players). One of the players with a Game Card should tap Create a Room, and the others should join the room when it is open.

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

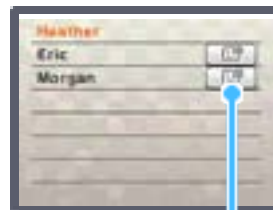
### Creating a Room

#### Player with a Game Card

1 From the main menu, select Local Multiplayer, then tap Create a Room.



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



Friend -  
Registration  
Icon


3 Follow the on-screen instructions.



## Friend Registration

Two players can register each other as friends by both touching the friend-registration icon and starting the game. They can then play each other online. Both players must have first created friend cards in the friend list to do this. The friend list is accessible from the HOME Menu.

## Joining a Room

Players with a Game Card  
(Local Play) 

- 1 From the main menu, select Local Multiplayer, then tap the name of the player whose room you want to join.



- 2 Follow the on-screen instructions.

## Players without a Game Card (Download Play)



- 1 Tap the Download Play icon on the HOME Menu, then tap Open.



- 2 Tap the Nintendo 3DS logo, then tap Mario Kart 7.



**Note:** Mario Kart 7 will be displayed once a player with a Game Card creates a room.

- 3 Wait for the game to start.

**Note:** When playing via Download Play, you'll always play as Shy Guy.

## 13 Starting an Online Match

### Online Multiplayer (Internet)

This software supports online play through an Internet connection.

Players must have wireless broadband Internet access to play online. For information about connecting your Nintendo 3DS system to the Internet, refer to the Operations Manual.

#### Note:

- You can disable online interaction via Parental Controls. For more information, refer to the Operations Manual.
- During online play, if there is no input for a while or if the HOME Menu is kept open for a while, you may get disconnected from your opponent.

## Choosing Your Opponents

Select one of the following options.



Worldwide (see p. 14)	Play against players around the world.
Friends/ Opponents (see p. 15)	Play against registered friends, previous opponents, and people you have tagged via StreetPass.
Communi- ties (see p. 16)	Play against members of a community.

## 14 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.

## 15 Friends/Opponents

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

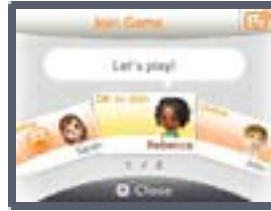


### Note:

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

## Friend List

You can register and manage your friends using the friend list on the HOME Menu. You can also launch the software directly from the friend list, if a friend is playing a game that can be joined. Select any yellow card with the status "OK to Join" of a friend playing Mario Kart 7, then tap Join Game.



### Note:

- You must have a Mario Kart 7 Game Card inserted in your Nintendo 3DS system to join a game.
- When there is a friend online whose game you can join, ● will appear on the HOME Menu friend-list icon ( 😊 ).
- For information about the friend list, including how to restrict the registration of friends using Parental Controls, refer to the Nintendo 3DS Operations Manual.

## 16 Communities

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

Joining a community allows you to play only against members of that community.



**Note:** Mario Kart Channel data is required in order to use communities (see p. 17).

Create Community	Create a community and choose the settings for it.
Search by Code	Enter a community code received from another player and join their community.
Favorites	Select a community from a list of those you have previously played with.
Recommended	Select a community recommended by the Mario Kart Channel.



## Participating in a Community

After you've selected a community to play with, tap Join In. A group of up to eight people, including yourself, will be created from the community members. You can exchange simple messages to communicate with the other players in the group. The game will start when one player sends the "Start the Game" message.

## Creating a Community

When you create a community, you will be able to choose the game settings for your community. Your community will be assigned a code that you can tell your friends. By selecting Search by Code and inputting the code, they will be able to join and play.

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

## Community Leaderboard

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

## 17 Mario Kart Channel

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

### Mario Kart Channel Screen



#### 1 New profiles

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

#### 2 Ghost data

Challenge ghost data downloaded via StreetPass and SpotPass.

#### 3 Community recommendations

View recommended communities.

#### 4 StreetPass list

View a list of players you have tagged via StreetPass.

#### 5 Edit profile

- [Change Mii](#)

Change the Mii character that you use in the game.

- [Edit Message](#)

Edit the message that you'll send to others via StreetPass. Please do not give out any important personal information or write offensive messages.

- [Customize Vehicle](#)

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

- [Create Grand Prix](#)

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

- [Settings](#)

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

## Exchanging Information (StreetPass™)



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

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

### Activating StreetPass

To use StreetPass, you must first accept the Nintendo 3DS Service User Agreement and Privacy Policy. For more information, refer to the System Settings.

- Activation Procedure

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

## Deactivating StreetPass

To deactivate StreetPass, open the System Settings and select Data Management, then StreetPass Management.

Tap the icon for this software title, then select Deactivate StreetPass.

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



## Receiving Information (SpotPass™)



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

## Activating SpotPass

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

- Accept the Nintendo 3DS Service User Agreement
- Set up an Internet connection

**Note:** An SD Card is required 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

To deactivate SpotPass, follow these steps:

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



NEED HELP WITH  
INSTALLATION, MAINTENANCE  
OR SERVICE?

Nintendo Customer Service  
[SUPPORT.NINTENDO.COM](http://SUPPORT.NINTENDO.COM)



The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

## Software Rating



For more information,  
please visit [www.esrb.org](http://www.esrb.org).

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