SNS-MK-USA-1

SUPER MARIO KART™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM®

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY.

Official Nintendo Seal of Quality

This official 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.

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Thank you for selecting the Super Mario Kart™ Game Pak for your Super Nintendo Entertainment System®.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this book for future reference.

TABLE OF CONTENTS

INTRODUCTION 2
CONTROLLER OPERATIONS 3
TO THE STARTING LINE 5
RACING RULES 9
SECRET WEAPONS FOR WINNING 18
COLLECT THE COINS 19
THE 8 KART DRIVERS 21
PERFORMANCE CHART 25
THE CIRCUITS 27
LIST OF COURSE MAPS 29
MASTER TIPS 33

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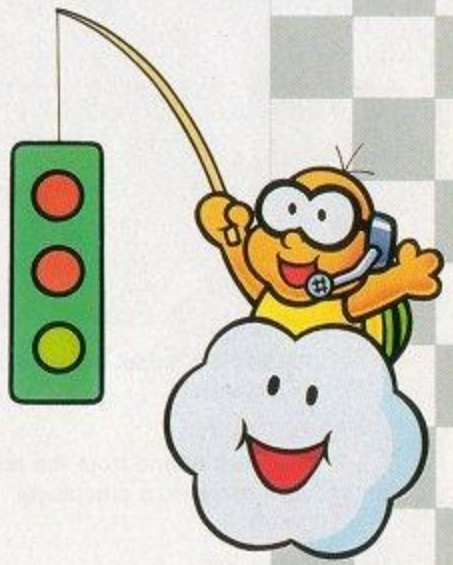
INTRODUCTION

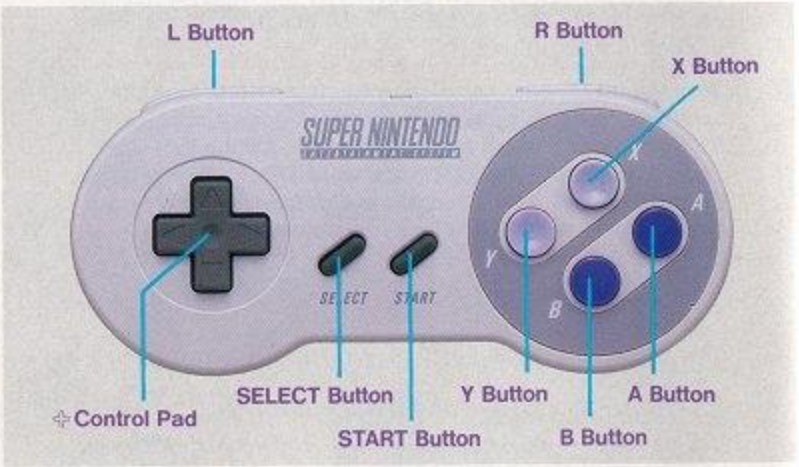
Hi everybody! Thanks for dropping by the Super Mario Kart race track. My name is Lakitu, I run this track. If you need my help, I'll be around.

We race one seater, metal pipe frame go carts here. There are two engine sizes to choose from: 50cc or 100cc. All of the go carts are more or less the same, it's the individual drivers that make the difference when it comes to winning. Each driver has their strengths and weaknesses. Try using different drivers until you find the best one for you.



This Game Pak has a battery backed memory that saves the best Time Trial times and keeps track of which trophy cups you have earned. If you switch this Game Pak ON and OFF repeatedly, you may erase the saved information.

CONTROLLER OPERATIONS



Y Button
Brakes.

START Button
Pauses the game and enters selections.

SELECT Button
Switches to and from the rear view mirror in a one player game.

Control Pad
Steers your go cart and moves cursor on selection screens.

L Button
Makes your cart hop or do a power slide.

Race Status

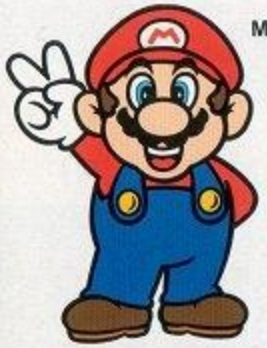
Rear View Mirror

R Button
Makes your cart hop or do a power slide.

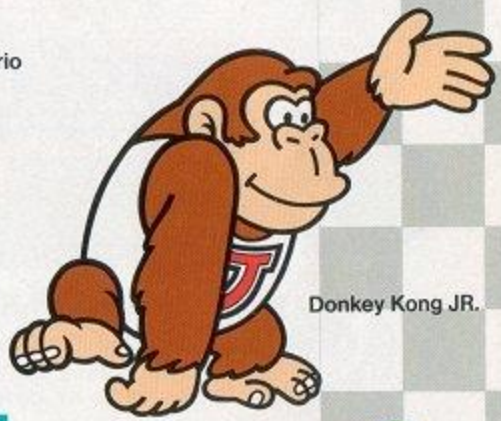
X Button
Switches to rear view mirror in a one player game (same as SELECT Button) and cancels entries on selection screens.

A Button
Use items.

B Button
Acceleration and entering on selection screens.

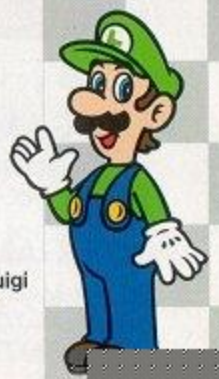


Mario



Donkey Kong JR.

If you press the L or R Button, your cart will make a small hop. If you use the Control Pad at the same time, you can do a power slide. See page 18 for more information.

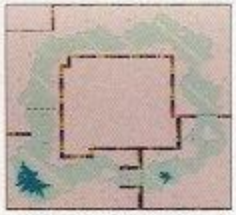


Luigi

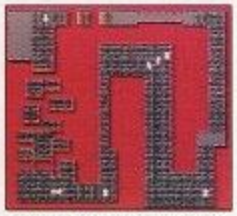
STAR CUP RACE

KOOPA BEACH 1

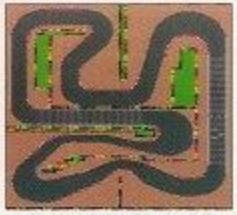
CHOCO ISLAND 2



VANILLA LAKE 1



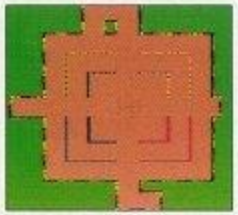
BOWSER CASTLE 3



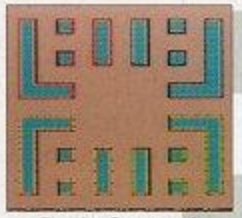
MARIO CIRCUIT 4

The dark blue water around Koopa Beach is very deep. Be careful!

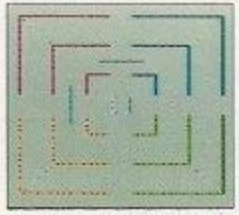
BATTLE MODE



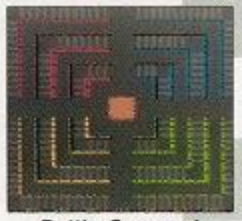
Battle Course 1



Battle Course 2



Battle Course 3



Battle Course 4

Battle Course 1 is a practice course.

MASTER TIPS

- ☆ If you are skidding in a corner, let up on the gas to regain control.
- ☆ These carts cannot go in reverse. If you need to turn around, hop with the L and R Buttons.
- ☆ You cannot hop over obstacles such as Banana Peels. Use a feather and jump over them.
- ☆ If you fall into the water, you can still move slowly. But never fear! I will rescue you with my trusty fishing pole. Even if you fall off the edge of a GHOST VALLEY track or into the lava on one of the BOWSER CASTLE tracks, I'll quickly reel you in to safety.
- ☆ Items cannot be picked up when you are off the ground.
- ☆ If you race well enough in the TIME TRIALS, then choose the same course again, you may be able to race against yourself!
- ☆ If you're going the wrong way, I will swoop onto the screen with a yellow "X" flag.
- ☆ There is a special challenge waiting for you if you can get the gold trophy in the 100cc Special Cup.

REV-D

WARRANTY AND SERVICE INFORMATION

90-DAY LIMITED WARRANTY

HARDWARE*, ACCESSORIES, GAME PAKS ("PRODUCT")

*HARDWARE ONLY: TO EXPEDITE AUTHORIZATION OF ANY REQUIRED WARRANTY WORK, WE RECOMMEND THAT YOU COMPLETE AND RETURN YOUR WARRANTY CARD WITHIN 10 DAYS OF PURCHASE (OR RECEIPT AS A GIFT).

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Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that this product shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

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To receive this warranty service or to receive service after warranty expiration:

1. **DO NOT** return your product to the retailer.
2. Please call the **NINTENDO WORLD CLASS SERVICE®** Center Consumer Assistance Hotline at: **1-800-255-3700**. Our hours of operation are from 4:00 am to Midnight, Pacific Time, Monday through Saturday, and from 6:00 am to 7:00 pm, Pacific Time on Sundays (times subject to change). If the Nintendo Service Representative is unable to solve the problem over the telephone, you will be referred to the nearest **AUTHORIZED NINTENDO WORLD CLASS SERVICE®** Center for prompt, professional warranty service or repair and replacement components. You may also refer to your yellow pages directory under the heading of *Video Games - Service & Repair*, for the nearest location.

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