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.

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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.

Contents

Starting the Game .................................................. 5
Controls ............................................................... 6
Driving Techniques ............................................... 8
Items ................................................................. 10
Game Modes ......................................................... 13
Multiplayer Mode .................................................. 26
DS Wireless Communications (Single-Card Play) .......... 29
DS Wireless Communications (Multi-Card Play) .......... 30
Characters and Karts .............................................. 32
Courses ............................................................. 35
Nintendo Wi-Fi Connection .................................... 36

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

---

**START**

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

---

**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

---

**Touch Screen or Y Button**

Switch map display

---

Low jump
Here are some driving techniques to help you get the most fun out of MARIO KART DS.

**Driving Techniques**

**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.

**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!
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.

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.

**Get Items from Item Boxes**

**Using Items Wisely**
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.

Bloopers
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.

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.

<table>
<thead>
<tr>
<th></th>
<th>GRAND PRIX</th>
<th>TIME TRIALS</th>
<th>VS.</th>
<th>BATTLE</th>
<th>MISSIONS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Single Player</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Multiplayer</td>
<td>No</td>
<td>No</td>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
</tr>
</tbody>
</table>

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

And they’re off!

Screen Information
Current Item
Current Position
Positions 1 through 8
(Green: Player / Blue: Opponents)

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

<table>
<thead>
<tr>
<th>Position</th>
<th>1st</th>
<th>2nd</th>
<th>3rd</th>
<th>4th</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>10 points</td>
<td>8 points</td>
<td>6 points</td>
<td>4 points</td>
</tr>
<tr>
<td>5th</td>
<td>3 points</td>
<td>2 points</td>
<td>1 point</td>
<td>0 points</td>
</tr>
</tbody>
</table>

Ranking
★★★ ★★ ★
The best! 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.

- **DOWNLOADGED 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.

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**
- **Positions 1 through 8** (Green: Player / Blue: Opponents)
- **Character**
- **Item**
- **Opponent** (opponent’s name and emblem)
- **Total Time**
  - As in **Grand Prix Mode**, touch the Touch Screen to switch between a partial course map and the entire course map.

**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.
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.

- 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 blowing them up is faster.
- 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.

- 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.

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.
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.

**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!
OPTIONS
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.

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.

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

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

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

Colour
Cursor
Canvas
Change Camera Angle / Kart

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.
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.

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.

See “Normal Mode” on page 28 for information on the rest of the process. Without a Nintendo DS Game Card, Shyguy is the only character that can be controlled.

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.
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.

**Normal Mode**

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

Create a Group

- **Player 1:** Touch NORMAL.
- **Players 2 through 8:** Touch Player 1’s name.

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

Wait until your own name is displayed.

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

Join a Group

See pages 30 – 31 for information on the rest of the process.

**Create a Group**

**Join a Group**

**The Things You’ll Need**

<table>
<thead>
<tr>
<th>Nintendo DS system</th>
<th>One for each player</th>
</tr>
</thead>
<tbody>
<tr>
<td>MARIO KART DS Game Card</td>
<td>At least one</td>
</tr>
</tbody>
</table>

**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.

**Client System:**

1. Turn the power on. The Nintendo DS Menu Screen will be displayed.
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.
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.

Guidelines for Communications

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

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.

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.

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 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.

<table>
<thead>
<tr>
<th>Characters and Karts</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Different Sizes, Different Strengths</strong></td>
</tr>
<tr>
<td>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.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th></th>
<th>ACCELERATION</th>
<th>SPEED</th>
<th>HANDLING</th>
</tr>
</thead>
<tbody>
<tr>
<td>Light</td>
<td>★★★</td>
<td>★</td>
<td>★★★★</td>
</tr>
<tr>
<td>Medium</td>
<td>★★</td>
<td>★★</td>
<td>★★</td>
</tr>
<tr>
<td>Heavy</td>
<td>★</td>
<td>★★★★</td>
<td>★</td>
</tr>
</tbody>
</table>

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.

**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.

**Mario**  
Medium  
You know him, you love him – the one and only Mario! He’s a well-balanced character who can handle any situation.
HeavyDonkey Kong
Donkey Kong uses his simian strength to crush his opponents! He’s great at drifting around corners.

HeavyBowser
Bowser is Mario’s arch-nemesis. He can really hit high speeds while drifting around corners.

HeavyWario
Wario is 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.

LightShyguy
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 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 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.

**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.

Nintendo Wi-Fi Connection VS
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.