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# MARIO KART™



# MARIO KART™



UNASSEMBLED.

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**HOTWHEELS.COM**



GCP27-0970  
1102047666-DOM

AGE  
**5+**

REQUIRES 4 D SIZE (LR20) ALKALINE BATTERIES (NOT INCLUDED). DISPOSE OF BATTERIES SAFELY.  
PLEASE KEEP THESE INSTRUCTIONS FOR FUTURE REFERENCE AS THEY CONTAIN IMPORTANT INFORMATION.



## INSTRUCTIONS

## MARIO CIRCUIT TRACK SET



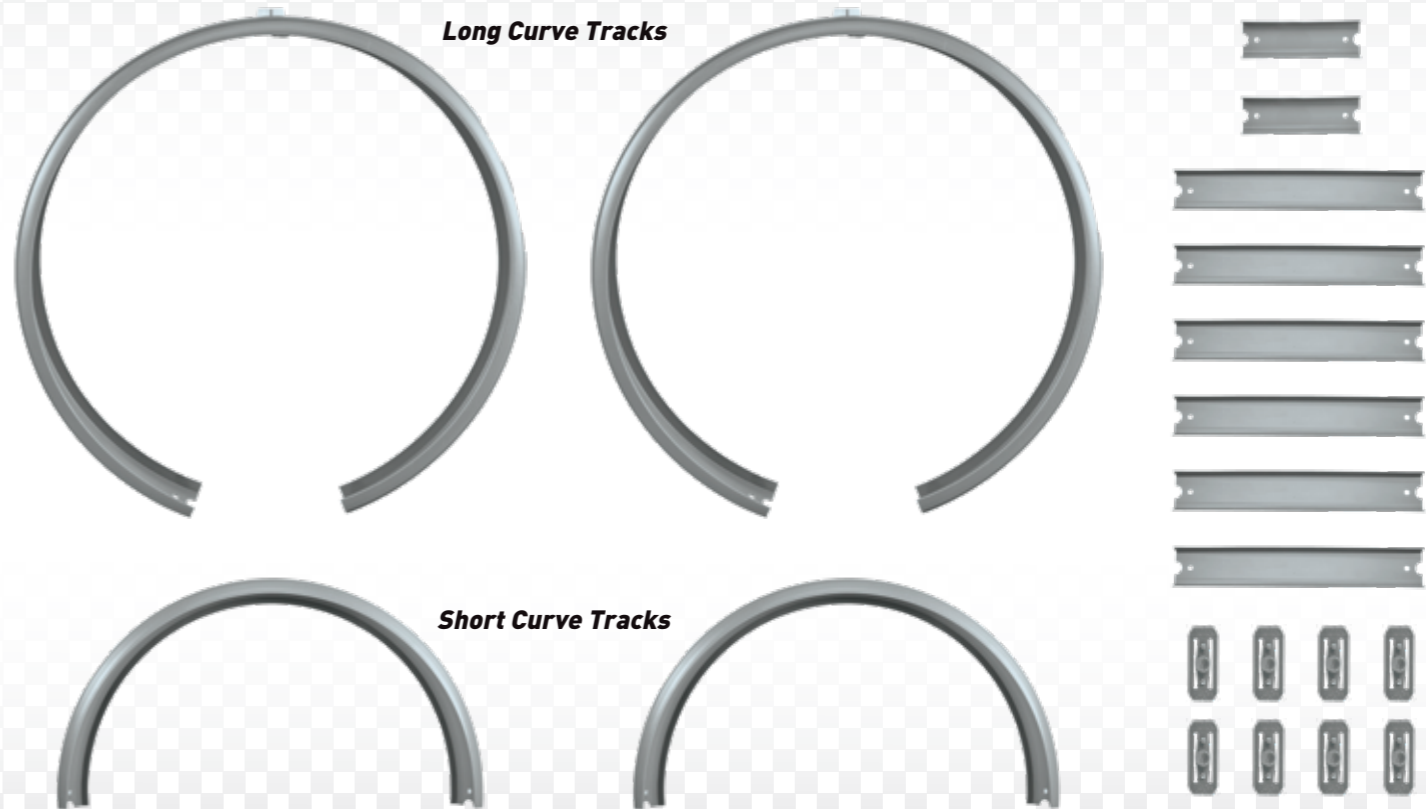
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HERE'S WHAT YOU GET!

HERE'S WHAT YOU GET!



2

MARIOKART

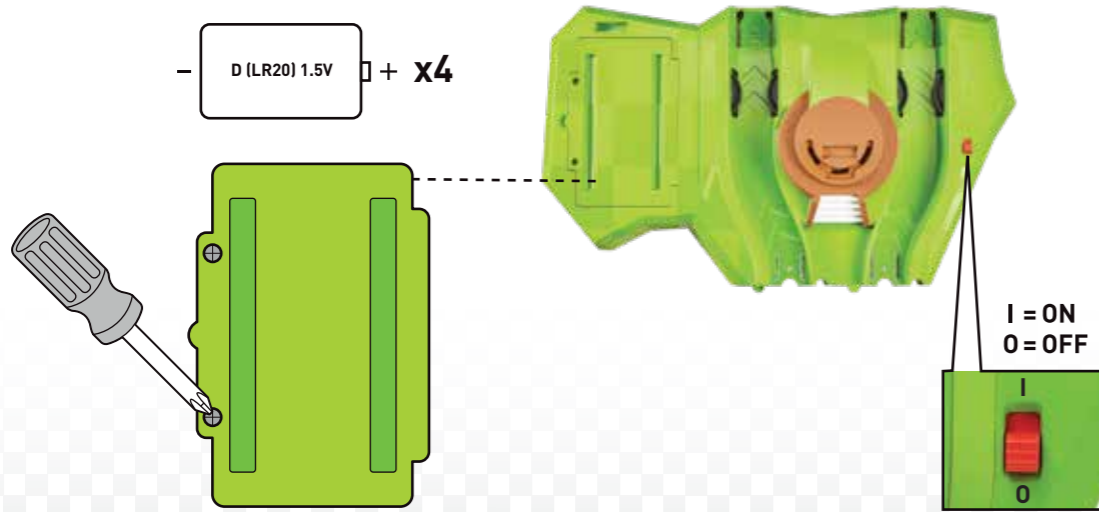
3

MARIOKART

# BATTERY INSTALLATION

# APPLY LABELS

- Unscrew the battery cover with a Phillips head screwdriver (not included).
- Install 4 new D (LR20) alkaline batteries (not included) in the battery box.
- Replace the battery cover and tighten screws.
- Replace batteries if the booster can no longer propel vehicles through the track set.
- Dispose of batteries safely.
- For longer life, use alkaline batteries.
- When exposed to an electrostatic source, the product may malfunction. To resume normal operation, remove and reinstall the batteries.

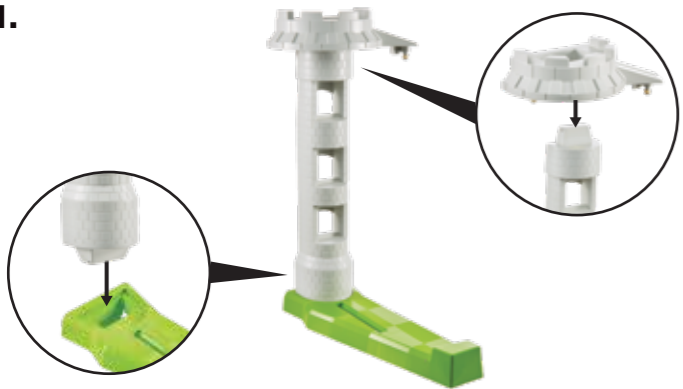


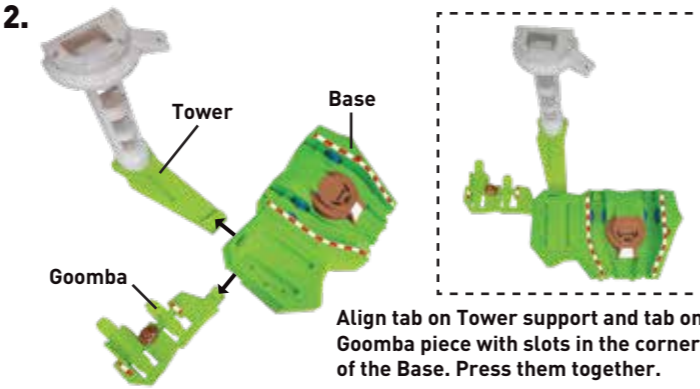
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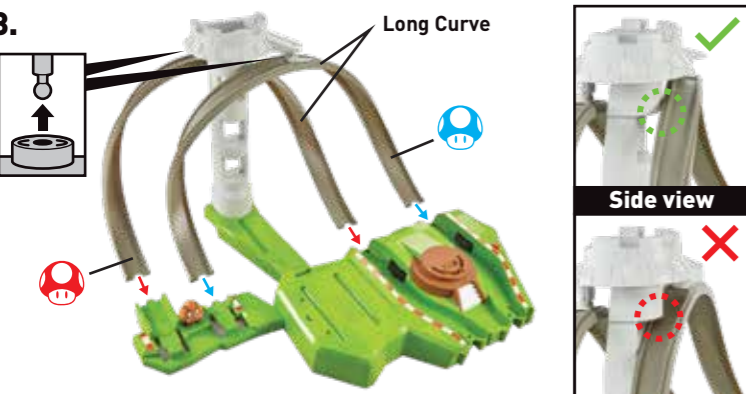
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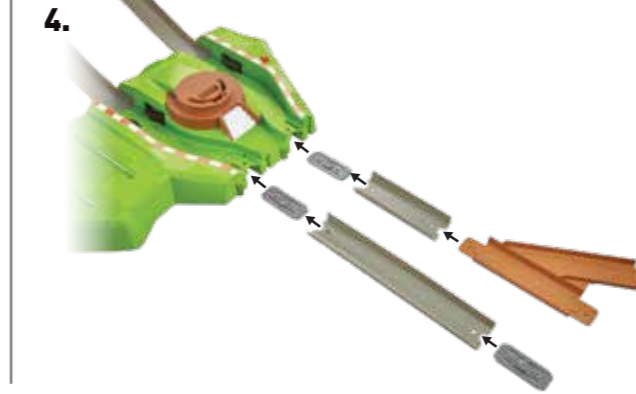
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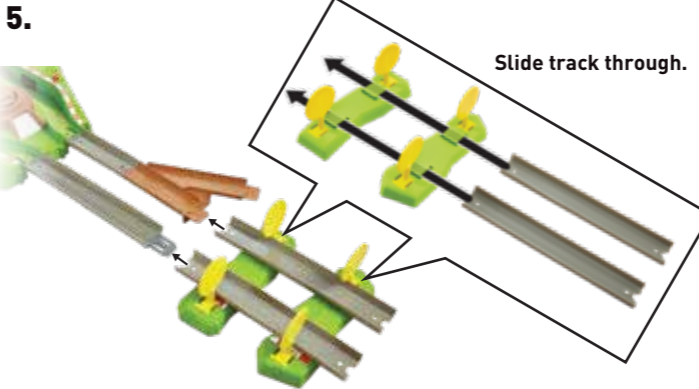
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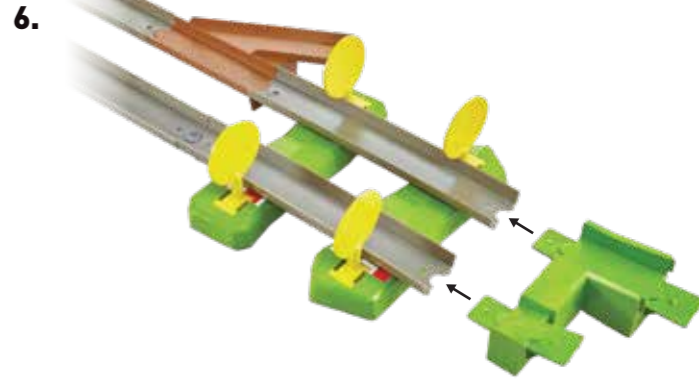
**1.** 

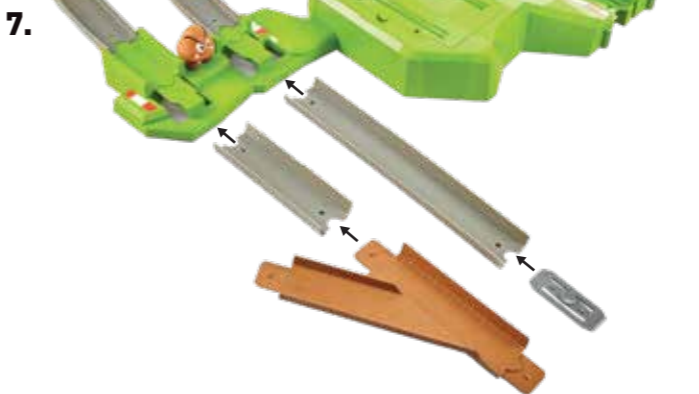
**2.**   
Tower  
Base  
Goomba  
Align tab on Tower support and tab on Goomba piece with slots in the corner of the Base. Press them together.

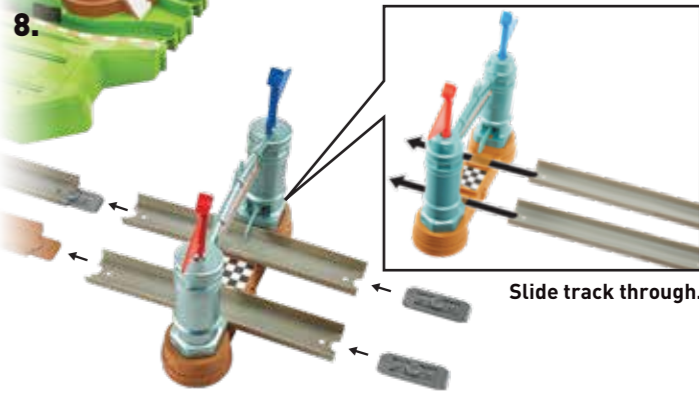
**3.**   
Long Curve  
Side view

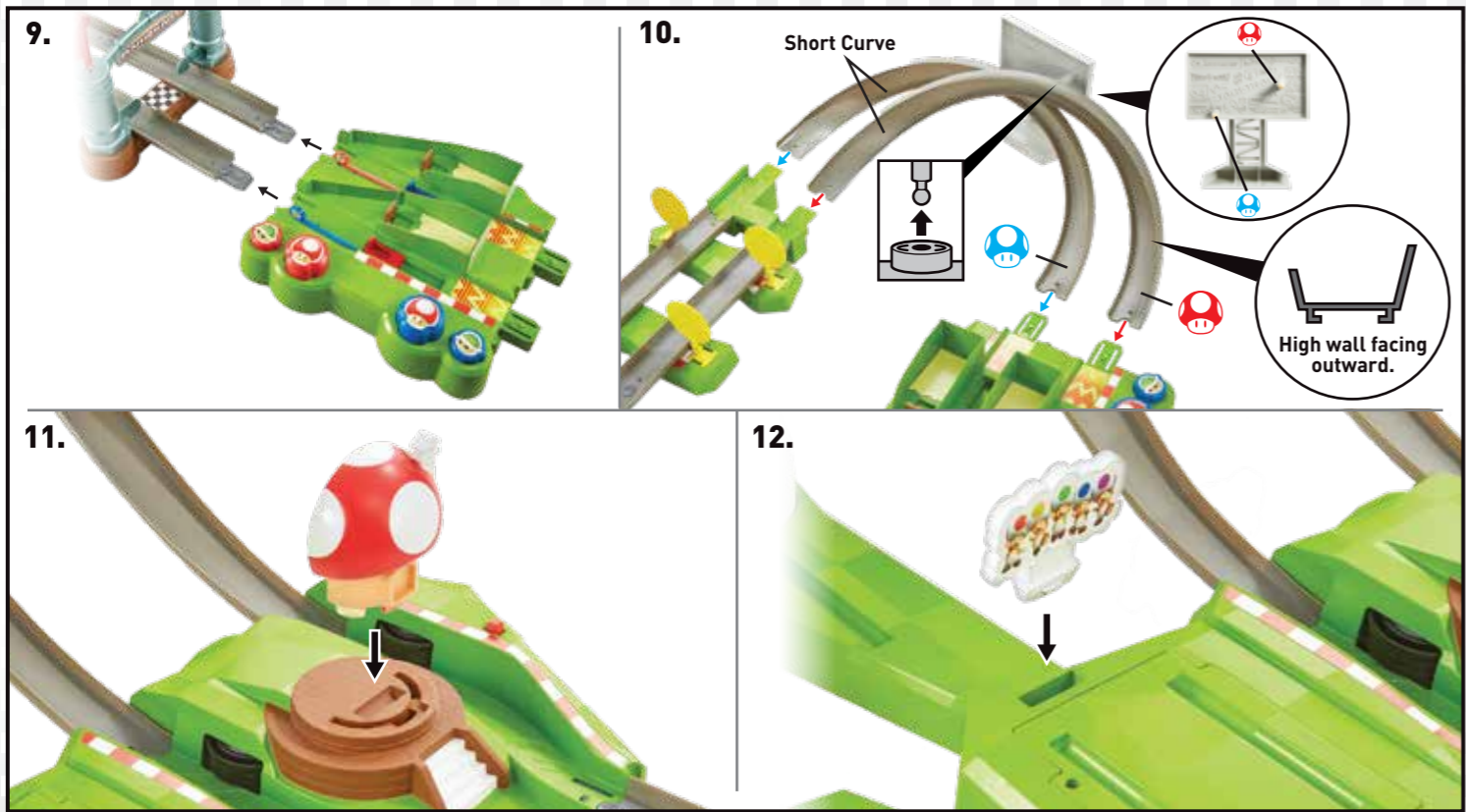
**4.** 

**5.**   
Slide track through.

**6.** 

**7.** 

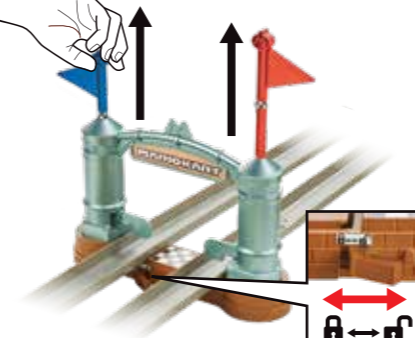

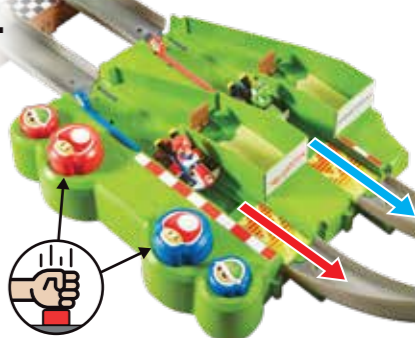



**8.**   
Slide track through.



Save extra track connectors to add expansion track sets.

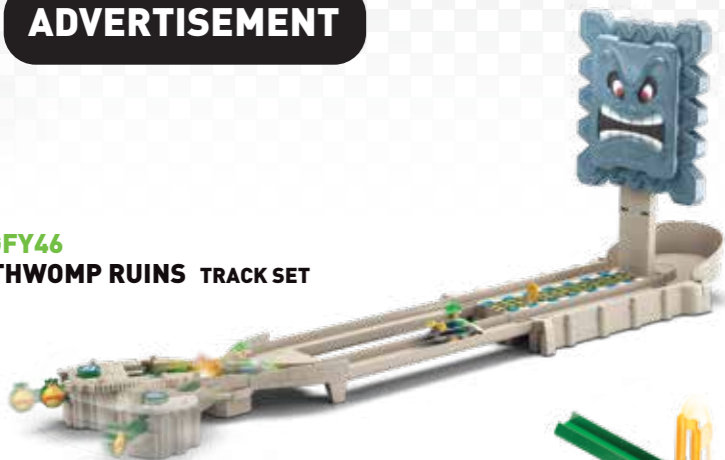




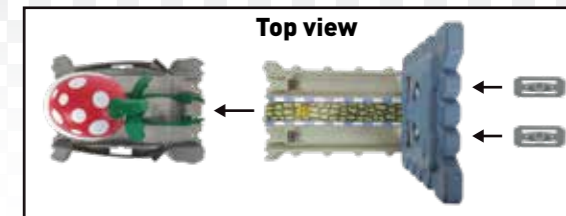
<p>1. </p> <p>Lift both flags to the top and choose the race mode.  <b>( I ) = 6-lap race. ( O ) = Non-stop race.</b></p>	<p>2. </p> <p>Load your karts onto launchers and switch on the booster.</p>	<p>3. </p> <p>Player(s) slam large <b>RED</b> and <b>BLUE</b> Super Mushroom buttons ( M ) to start the race!</p>
<p>4. </p> <p>Flag drops down one notch each time you finish a lap.</p>	<p>5. </p> <p>Hit the small Green Shell button ( G ) on your side to force your opponent into the pit! If your kart gets trapped, crashes, or falls off the track, relaunch with Super Mushroom button to catch up!</p>	<p>6. </p> <p>( I ) First to complete <b>6 laps</b> wins and loser will be stopped by the gate!          ( O ) Race goes on continuously, track gates will not close.</p>

ADVERTISEMENT

GFY46  
THWOMP RUINS TRACK SET



GFY47  
PIRANHA PLANT SLIDE TRACK SET

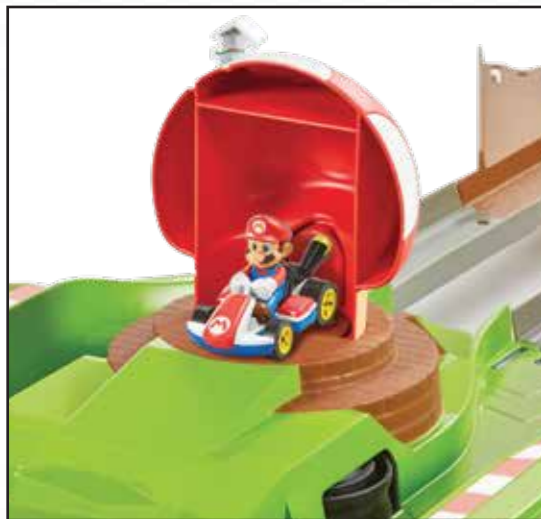


Additional tracks and sets sold separately, subject to availability. Colors and decorations may vary.

Refer to each expansion track set instructions for assembly details and play features.

Use extra track connectors as needed to build your favorite layout!

**PARK ADDITIONAL MARIO KART™ VEHICLES IN THE SPECTATOR ZONES TO CHEER ON THE RACERS!**



**Q.** Why isn't my kart speeding up after passing through the booster?

**A.** The booster battery level is too low and the booster can no longer propel your kart through the track set. Switch off the booster and install new batteries.



**Q.** Why does my kart keep crashing off the track?

**A.** Make sure track is on a flat, hard surface. Check to make sure all track pieces are properly assembled. Clear all obstructions on the track and adjust track side walls at each connection point to ensure each piece is firmly attached.



**Q.** Why is my kart having trouble getting past the tower?

**A.** The inner long curve track may be obstructed when it is attached incorrectly to the tower. Adjust the curve track to ensure it is attached to the tower in the correct position.



Not for use with some Hot Wheels® vehicles. Two vehicles included. Additional vehicles sold separately.