

72043 Interactive LEGO Mario & Standard Kart

Adapted by Arturo and tested by Hannah Kinsey.

Let kids create their own racetrack and team up with LEGO® Mario™ in his Standard Kart for interactive races with this brick-built Mario Kart™ toy playset (72043). A fantastic LEGO® Super Mario™ gift toy for boys, girls and gamers aged 7 years old and up, the building set features an interactive LEGO Mario toy figure and a Standard Kart with drifting action and a shell-launching function for racing fun and pretend play. There is a start area, connectible track barriers, traffic cones and a winner's circle to make a racetrack. Drive the Standard Kart with LEGO Mario to trigger Mario Kart sounds and visual effects, earn digital rewards from the Item Box, defeat the Bob-omb and Thwomp and see how LEGO Mario reacts to the green and red LEGO plates. Explore the full range of LEGO Super Mario: Mario Kart toy playsets (sold separately) for more vehicles and characters to expand the fun.

The packaging captures the bright racing energy of Mario Kart, with Interactive LEGO Mario driving the Standard Kart through a colorful Super Mario course scene filled with enemies, course pieces, and interactive elements. The front of the box shows the completed red, blue, black, white, yellow, and dark bluish gray Standard Kart angled as if it is driving forward, with Interactive LEGO Mario seated behind the steering wheel and looking ready to race. The kart has a red front with the white round tile printed with Mario's red "M," a blue base, black tires with yellow wheel details, twin exhaust pipes at the back, and a shell launcher built into the side/front area. Around the kart, the box shows the brick-built Bob-omb, the blocky gray Thwomp on its base, the Item Box, a start area, a podium, red and blue traffic cones, connectible track barriers with red, white, and blue accents, a banana peel, and the red and green shells arranged like items on a racecourse. The background shows a cheerful Mario Kart track with bright green grass, blue sky, curved road markings, coins, motion lines, and playful course scenery, making the whole scene feel like an active race rather than a static display. On the top left corner, we have the classic LEGO logo, followed by the Super Mario logo, with the Mario Kart branding also visible nearby. Along the front, the set information is also visible, including the age rating, the set number, the set name, and the piece count. The front also highlights some of Interactive Mario's reactions (which include racing sounds, visual effects, and item rewards) to some of the interactive elements of the set. The left of the box continues the colorful LEGO Super Mario visual style, with branding elements and side-panel artwork connected to the Mario Kart theme. The back of the box shows another view of the finished course setup, now focusing more clearly on how the set is played with. Namely, small inset images highlight the main functions, including placing Interactive LEGO Mario in the Standard Kart, driving and drifting the kart across the course, launching the red and green shells from the shooter, reacting to the Item Box, interacting with the Bob-omb and Thwomp, and using the green and red plates to trigger different digital reactions. The back also shows the Standard Kart positioned among the course elements, with the track barriers, start area, winner's circle, cones, and enemies arranged to suggest that kids can build their own small Mario Kart course. On the top left corner, we have the LEGO logo. To its right, we can see highlighted the minifigures included in the sets, which are, from left to right, Bob-Omb, Interactive Mario, and Thwomp. The right side of the box has a warning in several different languages that states that the set contains small parts and it is therefore not recommended for children younger than 3 years old. The top of the box has the classic LEGO logo, the name of the set in several other languages and an image of Interactive LEGO Mario on a 1:1 scale. The bottom of the box is a tidy strip that contains the barcode as well as a few technical bits: the LEGO logo, Super Mario, Nintendo, and Mario Kart copyright and trademark information, the set number, recycling information, battery and packaging notices, and other manufacturing details.

Welcome to Text-Based Building Instructions from Bricks for the Blind. Here is some helpful information on how to best use screen readers and browsers: bricksfortheblind.org/help-with-screen-readers. Before you start building, here are some terms we will be using:

- In Front of/Front: towards you.
- Behind/Back: away from you.
- Up: towards the ceiling.
- Down: towards the floor.
- Stud: the bump on a LEGO brick. Example: A 2x1 brick has two studs on it.
- Vertically: with the longest side going from front to back
- Horizontally: with the longest side going from left to right.
- Upright: pointing up towards the ceiling.
- Standing upright: The piece is perpendicular to the ground, like a wall.
- Lying flat: The piece is parallel to the ground, like a piece of toast which fell off the table.
- That one/ppp: previously placed piece.
- Plate: piece with studs.
- Tile: smooth piece without studs (unless otherwise specified)
- A jumper plate is a 1x2 plate with a single stud on top, or a 1x3 plate with only two studs on top.
- Hollow stud: a bump on a LEGO brick with a hole, which allows attaching bars.
- "Anti-stud" is a term for the portion of a LEGO piece which accepts studs, like the bottom of a plate or brick.
- Left/right wedge parts: these are parts that when placed in front of you and are pointing to the back, their wedge is on the left/right side of the part.
- Symmetrically: a mirror image. Example: If you place a 2x1 brick with technic connector on the front wall at the right, connector to the front, and then place another such piece symmetrically on the back wall, at the right, the technic connector of the second piece should point to the back, since it will be placed symmetrically.
- Centered-vertically: even amount of space in front of and behind piece
- Centered-horizontally: even amount of space left and right of piece.
- Row: studs lined up horizontally (left to right/side to side).
- Column: studs lined up upright or vertically (top to bottom/back to front).

A note on LEGO Technic™ part names. These parts are somewhat different from regular LEGO bricks. Here are some definitions in case the builder or helper is not familiar with LEGO Technic™.

Axles - An axle is a connector which has an X shaped cross-section. Because their cross section is not round, anything connected to an axle using an axle-hole will rotate with that axle. Axles are longer than they are wide, and the length of an axle corresponds with how many bricks long it is. Aka a 3L axle is three bricks long. Axles come in a variety of lengths, with a 2L axle being the shortest available. They may be combined with pins, or have circular stops on them. A stop prevents the axle from sliding through an axle-hole at a specific point on the axle.

Pins - A pin is a connector which has a circular cross section and a flanged notch out of one or both ends. This flanged notch allows them to click into bricks with a pin-hole. Pins come with and without friction ridges, which are small bumps on the pin which prevent them from rotating freely. For standard pins, black is a high friction pin, and gray is a low friction pin. A standard length pin is two brick lengths long, with a stop in the middle. This prevents a brick from being pushed from one side of the pin to the other. A 1L pin is one brick long and still retains the stop, however it also includes a hollow stud at the other end. A 3L pin is three bricks long, and only contains a stop at one side, allowing two bricks to be pushed onto the other side of the pin. Pins may also have one side which is an axle.

Technic brick - a brick which contains one or more holes which accept technic pins.

Lift-arms - A lift-arm is a basic structural element, similar to a brick or a plate, but usually without any studs. It is a beam with rounded ends and with holes in it, with the same spacing as the studs on a LEGO brick. lift-arms come in a variety of lengths, including a 1x1 lift-arm which looks like a cylinder. Thick lift-arms are as wide as a LEGO brick, and thin lift-arms are half as wide as a LEGO brick, but not the same thickness as a LEGO plate! The holes in a lift-arm may accept axles or pins. They also come in a variety of shapes, including tees, ells and triangles.

Gears - A gear is a functional element. They are typically discs with teeth on the outside, there are also worm gears which look like a spiraling cylinder! Gears connected by axles transmit or even transform rotational motion!

Axle and Pin Connectors - These elements are typically smaller than lift-arms and are used to connect some combination of pins or axles. They might have pins or axles, as well as axle or pin-holes. They have a lot of different angle combinations! The simplest just connects two axles or pins together in a straight line.

Bushes/Bushings - LEGO Technic™ uses bushes largely as spacers, but they also can reduce friction between rotating parts, or can form useful elements such as handles. Bushes are typically light gray, generally cylindrical, and have an axle-hole running through the middle. They have a flange at the front and back to make them easier to pull on and off

For builders with low vision, or a sighted building partner who may want to follow along with the printed visual instructions that come with each kit, PDF versions are always online at LEGO.com:

[<https://www.lego.com/en-us/service/building-instructions/72043>], as low vision users may benefit from viewing the instructions on a personal device where they can zoom in on content and use assistive technologies to enhance the visuals.

Sorting the pieces:

To begin a successful build, it helps to sort the pieces into groups, bags or small containers. Have a sighted friend or family member do this in advance following the instructions below. You will see that the pieces

should be sorted into groups according to the building steps in the set. Doing this in advance makes locating the

pieces for each step easier. See below on how to sort the pieces to correspond to the steps in this set.

Number the containers using letters A-Z, numbers, or meaningful names. The parts will be sorted into one or a small number of steps in the instructions. Example: Steps 1-3 means collect all the parts used in

steps 1, 2, and 3 and put them in one container.

This LEGO set comes with 5 numbered bags and 1 instruction booklet. Sort the pieces into groups or piles as described below. Note that where there are multiple colors of the same brick in a step, the colors will be split into 2 groups to make telling the difference easier for the builder!

LEGO includes a few spare parts in case you lose something. Set these into their own group away from the rest, in case you need them later.

This build is 278 pieces and 78 building steps. The set has 1 sticker sheet and a total of 7 stickers a sighted person will need to help with.

Book 1, bag 1 (2 groups of bricks)

Interactive Mario, Bob-omb

Group 1: pages 4-15

Group 2: pages 16-19

Book 1, bag 2 (4 groups of bricks)

Kart

Group 3: steps 1-10

Group 4: steps 11-18

Group 5: steps 19-23

Group 6: steps 24-30

Book 1, bag 3 (5 groups of bricks)

Kart

Group 7: steps 31-33

Group 8: steps 34-38

Group 9: steps 39-46

Group 10: steps 47-48

Group 11: steps 49-54

Book 1, bag 4 (6 groups of bricks)

Blue course cone, Red course cone, Item box, Course fences, Podium

Group 12: step 1

Group 13: step 2

Group 14: steps 3-4

Group 15: steps 5-6.1

Group 16: steps 6.2-11

Group 17: steps 1-7

Book 1, bag 5 (4 groups of bricks)

Thwomp base, Thwomp minifigure, Starting point

Group 18: steps 1-5

Group 19: steps 6-17.1

Group 20: steps 17.2-18

Group 21: steps 1-5

All right, we are done with sorting. Let's get building!

Building Instructions

Book 1, bag 1:

Group 1 – Interactive Mario

Page 4

Ask a sighted adult to help you install 2 AAA batteries in Interactive Mario's body.

Page 5

Grab Interactive Mario's body so that its face faces to the front. Then, insert it into Interactive Mario's blue pants, so that its side studs face to the front.

Page 6

Locate 2 light nougat 1x1 round tiles. Attach the first one to the left-facing side stud, which is Mario's right ear. Take the second one and repeat symmetrically on the right.

Page 7

Attach 1 yellow 1x1 round tile to each of the 2 front-facing side studs. Then, attach 1 red cap with a capital M on top of Interactive Mario's head, so that it faces to the front.

Pages 8-15

You can turn on Interactive Mario by pushing the ON button located on the bottom of his back. Interactive Mario will react to movement. He will also react when placing him on top of certain colors or interactive tiles. Interactive Mario will turn off automatically after leaving him in his place after a few minutes.

You can update Interactive Mario in the LEGO Super Mario app, which you can download from the following link [<https://www.lego.com/qr/lsm-connected>] to your preferred smart device. You can connect Interactive Mario with the smart device by pushing the Bluetooth button located on the top of his back.

Group 2 – Bob-omb

Pages 16-17

Place 1 yellow 2x2 round plate with 2 feet in front of you, so that its feet face to the front. Find 2 dark bluish gray 1x2x1 2/3 brick with side studs on 3 sides. Place the first one vertically on the left column of the ppp, so that its side studs face to the back, left, and front. Take the second one and repeat symmetrically on the right.

Attach 1 dark blue 2x2 tile with Bob-omb's face (comprised of two white oval eyes) to the front-facing side studs. Ask a sighted friend to make sure that the ppp is attached correctly. Then, place 1 dark blue 2x2 jumper tile on top of the build. Next, place 1 dark azure 1x1 round tile with upright thin bar with hole on top of the ppp. Insert 1 transparent orange flame into the ppp.

Pages 18-19

Attach 1 dark blue 2x2 jumper plate to the back-facing side studs. Then, attach 1 dark orange winder to the ppp. Then, attach 1 dark blue 2x2 tile to the left-facing side studs. Lastly, attach 1 dark blue 2x2 tile with the code "Bob-omb" to the right-facing side studs. Bob-omb is complete!

Book 1, bag 2

Group 3 – Kart

Step 1

Place 2 blue 2x12 plates vertically, one to the right of the other.

Step 2

Place 1 blue 2x4 plate horizontally on the 2 back rows of the 2 ppps.

Step 3

Place 1 red 2x2 round plate with axle hole in front of the ppp, so that it is centered horizontally. Then, locate 2 black 3x3 corner plates. Rotate the first one so that its right angle faces to the front right. Place its 2 back rows to the left of the ppp, so that it overhangs to the left by 2 columns. Take the second one and repeat symmetrically on the right.

Step 4

Place the back row of 1 black 2x2 tile with the code for "START" between the front rows of the 2 ppps.

Step 5

Find 2 blue 2x4 plates. Rotate the first one vertically. Place its back row under the overhanging 2 columns on the left. Take the second one and repeat symmetrically on the right.

Step 6

Grab 3 black 2x3 plates. Rotate the first one horizontally. Place its 2 right columns on top of the 2 middle rows of the ppp. Take the second one and repeat symmetrically on the left. Rotate the last one vertically. Place its back row between the front rows of the 2 ppps.

Step 7

Locate 2 black 3x3 corner plates. Rotate the first one so that its right angle faces to the back right. Place its 2 back rows to the left of the 2 front rows of the ppp. Take the second one and repeat symmetrically on the right.

Step 8

Find 2 black 3x3 corner plates. Rotate the first one so that its right angle faces to the front left. Place its leftmost column in front of the leftmost column of the ppp, so that it overhangs to the front by 1 row. Take the second one and repeat symmetrically on the left.

Step 9

Grab 2 dark bluish gray 1x2 rounded plates with open studs. Rotate the first one vertically. Place its front row on top of the back row of the ppp. Take the second one and repeat symmetrically on the right.

Step 10

Locate 2 dark bluish gray 2x2 triangular tiles. Rotate the first one so that its right angle faces to the front right. Place its rightmost column behind the ppp. Take the second one and repeat symmetrically on the left.

Group 4 – Kart (continued)

Step 11

Find 2 black 2x3 plates. Place them vertically, one to the right of the other, on the 3 back rows, so that together they are centered horizontally.

Step 12

Place 1 black 1x6 plate horizontally in front of the 2 ppps, so that it overhangs to the left and to the right by 1 column.

Step 13

Place 1 blue 1x4 plate horizontally under the back row.

Step 14

Rotate 1 dark bluish gray 2x6 brick with 2x4 cutout and axle holes horizontally, so that its axle holes face to the left and right. Place its cutout under the 2nd and 3rd rows from the back, in front of the ppp.

Step 15

Place 1 blue 4x8 plate horizontally under the 5th to 8th rows from the back.

Step 16

Rotate 1 dark bluish gray 2x6 brick with 2x4 cutout and axle holes horizontally, so that its axle holes face to the left and right. Place its cutout under the 3rd and 4th rows from the front.

Step 17

Grab 2 dark bluish gray 2x2 tiles. Place the left column of the first one on top of the leftmost column of the ppp, so that it also attaches to 1 dark bluish gray 1x2 rounded plate with open studs. Take the second one and repeat symmetrically on the right.

Step 18

Place 1 black 2x2 slope brick between the 2 ppps, so that it slopes to the front.

Group 5 – Kart (continued)

Step 19

We need to assemble a sub-build. Place 1 blue 2x3 plate vertically in front of you. Then, place 1 blue 1x2 plate with stud and upright pin hole vertically on top of the 2 back rows of the leftmost column of the ppp, so that its pinhole is to the back and it faces to the left and right.

Step 20

Insert 1 black 2L pin into the right-facing pinhole of the ppp, so that it protrudes to the right.

Step 21

Rotate 1 red 1x3 plate with 1x2 studs and pinhole underneath so that it is vertical, its antistuds face to the top, and its pinhole is to the front. Slide its left-facing pinhole onto the protrusion of the ppp, so that it overhangs to the back by 2 rows.

Step 22.1

We need to assemble a complementary sub-build. Place 1 blue 2x3 plate vertically in front of you. Then, place 1 blue 1x2 plate with stud and upright pin hole vertically on top of the 2 back rows of the rightmost column of the ppp, so that its pinhole is to the back and it faces to the left and right.

Start Building

Step 22.2

Insert 1 black 2L pin into the left-facing pinhole of the ppp, so that it protrudes to the left.

22.3. Rotate 1 red 1x3 plate with 1x2 studs and pinhole underneath so that it is vertical, its antistuds face to the top, and its pinhole is to the front. Slide its right-facing pinhole onto the protrusion of the ppp, so that it overhangs to the back by 2 rows.

22.4 Put together both sub-builds vertically, one to the right of the other, so that their overhanging plates are together and to the back. Then, place 1 dark bluish gray 1x2 rounded plate horizontally with open studs on the 2nd row from the front, so that it is centered horizontally.

Step 23

Bring back the main build, so that it is vertical and its overhanging rows face to the front. Rotate the sub-build so that its overhanging rows face to the front. Attach the sub-build's back row underneath the bottom of the 2nd row from the front, so that its 1x2 rounded plate with open studs sits between the front row of the 3x3 corner plates. Note that we will not consider the upside down overhanging 1x2 plates on the front when counting rows and columns, since we will change their position soon.

Group 6 – Kart (continued)

Step 24

Place the front row of 1 dark bluish gray 2x2 tile on top of the 2nd and 3rd rows from the front so that it is centered horizontally and it sits in front of the 2x2 slope brick.

Step 25

Flip 1 black 2x2 plate with 1x2 upright side studs upside down, so that its side studs face to the back and its antistuds face to the top. Attach its back row to the front row of the 2 upside down overhanging 1x2 plates on the front.

Step 26

Rotate the ppp from front to back as much as possible, so that it rests on top of the slope of the 2x2 slope brick. This will create a 2x2 studded surface that is facing to the front and to the top.

Step 27

We need to assemble a small sub-build. Rotate 1 white 4x4 trapezoid plate with 2x2 cutout so that its cutout is to the back. Attach 1 black 2x2 plate with pinhole underneath under the 2 front rows of the ppp, so that its pinhole is to the front. The sub-build is complete. Attach it to the main build so that its cutout surrounds the 2x2 studded surface that is facing to the front and to the top from the previous step. This should create a 2x4 surface of side studs face to the front and to the top.

Step 28

Locate 4 blue 2x2 plates with cut corner. Stack the first 2 and rotate them so that their cut corner faces to the front left. Place their back row under the 2 overhanging columns on the left and on the front of the main build. Take the remaining 2 and repeat symmetrically on the right.

Step 29

Find 2 blue 1x1 plates. Place the first one on the rightmost column of the front row. Take the second one and repeat symmetrically on the left.

Step 30

Grab 2 white 2x2 curved corner tiles. Rotate the first one so that its long curved edge faces to the front and to the left. Place its rightmost column on top of the ppp. Take the second one and repeat symmetrically on the right.

Book 1, bag 3

Group 7 – Kart (continued)

Step 31.1

We need to assemble a small sub-build. Place 1 red 2x2 curved slope tile in front of you, so that it slopes to the back.

31.2 Rotate 1 white 2x4 left wedge plate vertically, so that it points to the back. Place its back row under the front left corner of the ppp.

31.3 Take 1 white 2x4 right wedge plate and repeat the last step symmetrically on the right.

31.4 Place 1 red 3x4 trapezoidal plate with 1x2 cutout horizontally on top of the 3 front rows of the sub-build, so that its narrow end faces to the back.

31.5 The sub-build is complete. Place its back row on top of the top row of the front- and top-facing side studs.

Step 32

Place 1 red 1x2 plate with 1x4 side studs hanging down horizontally on the cutout from the sub-build from the previous step, so that its side studs face to the front and to the bottom. Then, attach 1 red 1x2 plate with door rail horizontally upright to the side studs of the ppp, so that its door rail faces to the bottom and to the back. Lastly, place 1 red 1x4 double curved slope tile horizontally on top of the ppp, so that it slopes to the left and to the right.

Step 33

Attach 1 white 2x2 round tile printed with a red "M" to the 2 front rows of front- and top-facing side studs.

Group 8 – Kart (continued)

Step 34

Rotate the build 180 degrees on the horizontal plane, so that the ppp faces to the back and to the top. Insert 1 light bluish gray short pin with stud into the top- and front-facing pinhole located on the 10th row from the front. Then, attach 1 black steering wheel to the ppp.

Step 35

Locate 2 white 2x4 plates. Place the first one vertically on the 2 leftmost columns on the 5th to 8th rows from the front. Take the second one and repeat symmetrically on the right.

Step 36

Find 4 red 2x2 corner plates. Rotate the first one so that it resembles an F in Braille. Place its back row on top of the front row of the ppp. Take the second one and repeat symmetrically on the left. Rotate the third one so that it resembles a D in Braille and place it behind the ppp. Take the last one and repeat symmetrically on the right.

Step 37

Grab 2 red 1x2 curved plates with open studs. Rotate the first one horizontally. Place its leftmost column in front of the rightmost column of the ppp, so that it overhangs to the right by 1 column. Take the second one and repeat symmetrically on the left.

Step 38

Locate 2 red 2x2 jumper plates. Place the back left corner of the first one on top of the rightmost column of the ppp. Take the second one and repeat symmetrically on the right. Find 2 red 2x2 curved slope tiles. Place the first one behind the ppp, so that it slopes to the back. Take the second one and repeat symmetrically on the left.

Group 9 – Kart (continued)

Step 39

Find 2 dark bluish gray 1x2 rounded plates with open studs. Place the first one vertically on the leftmost column of the 2nd and 3rd rows from the front. Take the second one and repeat symmetrically on the right.

Step 40

Rotate 1 black 2x4 plate horizontally. Place its front row between the back row of the 2 ppps.

Step 41

Place 1 black 1x2 curved slope brick horizontally on the back row of the ppp, so that it is centered horizontally and it slopes to the back. Grab 2 black 2x2 tiles with 2 studs and finger clip. Rotate the first one so that its studs face to the back. Place its back row to the left of the ppp. Take the second one and repeat symmetrically on the right.

Step 42

Locate 4 white 1x2 jumper plates. Place the first one horizontally between the front rows of the 2 ppps. Then, place the next 2 horizontally, one to the right of the other, in front of the ppp, so that together they are centered horizontally. Lastly, place the last one horizontally in front of the 2 ppps, so that it is centered horizontally.

Step 43

Find 2 white 1x1 tiles. Place the first one to the left of the ppp. Take the second one and repeat symmetrically on the right.

Step 44

Rotate 1 dark bluish gray 1x2 rounded plate with open studs vertically. Place its front row on top of the jumper plate located on the front row. Note the back row of the 1x2 rounded plate will not be attached to anything. Grab 2 black 1x1 plates with 1x1 slope tile. Place the first one vertically to the left of the ppp, so that it slopes to the front. Take the second one and repeat on the right.

Step 45

Take 1 black 1x1 plate with 1x2 side studs hanging down. Place it on top of the front row, so that it is centered horizontally and its side studs face to the front. Then, attach 1 transparent orange 1x2 tile vertically upright to the side studs of the ppp.

Step 46

Place 1 dark bluish gray 2x3 plate horizontally on the 2nd and 3rd rows from the front, so that it is centered horizontally. Then, place 1 black 2x3 plate with 1x1 cutout horizontally on top of the ppp, so that its cutout faces to the front. Rotate 1 dark bluish gray 1x2 plate with stud and finger clip vertically, so that its stud faces to the back. Place its back row in the cutout of the ppp. Lastly, rotate 1 black 2x3 tile horizontally. Place the middle column of the front row on top of the ppp.

Group 10 – Kart (continued)

Step 47.1

Let's build the kart's exhaust pipes. We need to build two identical sub-builds. You can choose to build them separately or one at a time. Let's begin with the first one. Hold 1 black 2x2x2 inverted cone vertically upright. Then, attach 1 yellow 2x2 round tile with stud on top of the ppp.

47.2 Attach 1 yellow 2x2 inverted radar plate on top of the ppp.

47.3 Insert 1 dark bluish gray 2L bar with ring into the bottom of the sub-build, so that it protrudes to the bottom by 1L.

47.4 Attach 1 dark bluish gray axle connector with locking fingers to the ppp, so that its locking fingers face to the bottom.

47.5 The sub-build is complete. Attach its locking fingers to the locking finger located on the left side of the 3rd row from the front, so that it is vertically upright.

47.6 If you decided to build them separately, assemble a second sub-build by repeating steps 47.1 to 47.5. Then, attach it symmetrically on the right side.

Step 48

Angle the 2 sub-builds from the previous step to the front approximately 45 degrees.

Group 11 – Kart (continued)

Step 49

Grab 2 tan 1x2 axles with pin. Insert the axle of the first one into the left-facing axle hole located on the 2nd and 3rd rows from the front, so that its pin protrudes to the left. Take the second one and repeat symmetrically on the right.

Step 50

Locate 2 large tires with yellow wheels. Attach the first one to the ppp, so that its flat side faces to the left. Take the second one and repeat symmetrically on the left. Find 2 black medium tires. Attach the first one to the left-facing pin located on the back of the kart, so that its flat side faces to the right. Take the second one and repeat symmetrically on the right.

Step 51

Attach 1 light bluish gray 2x2 round plate with axle hole to each of the 4 ppps. Then, attach 1 yellow 2x2 round tile to each of the 4 ppps. Lastly, we need to apply sticker 1 (a yellow circle with a black cross) to each of the 4 ppps. Ask a sighted friend to make sure that the stickers are applied and oriented correctly.

Step 52

Insert the handle of 1 white projectile shooter into the open stud of the overhang of the red 1x2 rounded plate with open studs located on the right of the 6th row from the front, so that its open end faces to the back. Then, insert 1 dark bluish gray trigger vertically into the ppp, so that its thick tab is to the front.

Step 53

Let's assemble the kart's projectile shells. Locate 1 bright green and 1 red 2x2 shell with launch attachment. Attach 1 tan 2x2 inverted round tile with rounded bottom to the bottom of each of the 2 ppps. Then, you can insert the shells' attachment into the projectile launcher of the kart and fire them by pressing the tab. Be careful not to aim or shoot them at anyone's face!

Step 54

Attach the banana peel to the jumper plate located on the opposite side of the projectile launcher. You can throw the banana peel by flicking it with your finger.

Book 1, bag 4

Group 12 – Blue course cone

Step 1

Let's build some course elements. Place 1 blue 2x2 plate in front of you. Then, place 1 blue 2x2 truncated cone on top of the ppp. Next, place 1 white 1½ x 1½ truncated cone on top of the ppp. Lastly, place 1 blue 1x1 cone brick on top of the ppp.

Group 13 – Red course cone

Step 2

Place 1 red 2x2 plate in front of you. Then, place 1 red 2x2 truncated cone on top of the ppp. Next, place 1 white 1½ x 1½ truncated cone on top of the ppp. Lastly, place 1 red 1x1 cone brick on top of the ppp.

Group 14 – Item box

Step 3.1

Let's build an item box. Place 1 light bluish 2x2 round plate with axle hole in front of you.

3.2 Locate 2 transparent clear 1x2x2 panels. Place the first one vertically on top of the leftmost column of the ppp, so that its flat side faces to the right. Take the second one and repeat symmetrically on the right.

3.3 Place 1 medium azure 2x2 round plate with axle hole on top of the 2 ppps.

3.4 Find 2 satin transparent light blue 1x2 bricks with printed white question mark. Place them horizontally, one in front of the other, on top of the ppp, so that their question marks are visible. Ask a sighted friend to make sure that the 2 ppps are oriented correctly.

3.5 Place 1 medium azure 2x2 tile with the code for "ITEM BOX" on top of the 2 ppps. Ask a sighted friend to make sure that the ppp is oriented correctly.

Step 4

Interactive Mario will produce sounds when reading the item box code.

Group 15 – Course fences

Step 5

We need to build three identical sub-builds for the course fences. You can choose to build them simultaneously or one at a time. Let's begin with the first one. Place 1 light bluish gray 2x8 plate horizontally in front of you. Then, place 1 blue 1x2 brick horizontally on the back row, so that it is centered horizontally.

Step 6.1

Grab 2 white 2x2 curved slope tiles and rotate them so that they slope to the front. Place the back row of the first one on top of the 2 leftmost columns of the front row. Then, skip 2 columns to the right and place the back row of the second one.

Group 16 – Course fences (continued)

Step 6.2

Locate 2 red 2x2 curved slope tiles and rotate them so that they slope to the front. Place the back row of the first one on top of the 2 rightmost columns of the front row. Then, skip 2 columns to the left and place the back row of the second one.

Step 7

Place 1 blue 1x1 plate with clip on top of the back right corner of the fence build, so that its clip faces to the right. Then, place 1 blue 1x1 short brick on top of the ppp.

Step 8

Place 1 blue 1x1 brick with bar on the back left corner of the fence build, so that its bar faces to the left.

Step 9

Place 2 blue 1x4 tiles with 2 studs horizontally, one to the right of the other, on top of the back row, so that together they are centered horizontally.

Step 10

Find 2 white 1x1 round tiles. Place the first one on the back left corner of the fence build. Take the second one and repeat symmetrically on the right. Lastly, place 1 blue 1x2 jumper plate horizontally on the back row, so that it is centered horizontally.

Step 11

If you decided to assemble the sub-builds one at a time, build 2 more by repeating steps 5 to 10. Then, place the 3 sub-builds horizontally in front of you, one to the right of the other, so that they slope to the front, and attach them to each other by connecting the right-facing clip of one to the left-facing bar of the other. Feel free to angle them as you wish.

Group 17 – Podium

Step 1

Let's build a small podium. Place 1 bright green 6x6 rounded plate with no studs on corners and on the center. Then, place 1 black 2x2 brick on top of the 2 back rows of the ppp, so that it is centered horizontally.

Step 2

Place 1 white 2x4 brick horizontally in front of the ppp, so that it is centered horizontally. Then, place 1 white 1x2 brick horizontally in front of the ppp, so that it is centered horizontally.

Step 3

Place 1 black 4x4 rounded plate with 2x2 cutout in the center on top of the build, so that it is centered horizontally and vertically.

Step 4

Place 1 black 2x2 tile with the code for "GOAL" in the cutout of the ppp. Ask a sighted friend to make sure that the ppp is oriented correctly.

Step 5

Place 1 white 1x2 brick horizontally on top of the 1x2 brick on the back row. Then, place 1 black 1x2 brick with side studs horizontally on top of the ppp, so that its side studs face to the front. Next, place 2 black 1x1 tiles with upright clips on top of the ppp, so that their clip hands face to the left and right. Continue by attaching 1 yellow 2x2 round tile to the front-facing side studs. Lastly, we need to apply sticker 4 (a round dark blue circle with a mushroom with a red cap with white spots in the middle, surrounded by a checkered black and white half circle on the top half and with the text "MARIO KART" in pearl gold on the bottom half) to the ppp. Ask a sighted friend to make sure that the sticker is applied correctly.

Step 6

Grab 2 black bar holders with clip. Attach the first one to the left clip behind the ppp, so that its bar holder faces to the top and to the left. Take the second one and repeat symmetrically on the right. Insert 1 black 3L into the bar holder of each of the 2 ppps.

Step 7

Attach 1 black 2x2 tile with clips to each of the 2 ppps. Then, we need to apply sticker 2 (a square with black and white checkered pattern) to each of the 2 ppps. Ask a sighted friend to make sure that the stickers are applied and oriented correctly.

Book 1, bag 5

Group 18 – Thwomp base

Step 1

Let's build the Thwomp's base. Place 1 red 4x4 rounded tile with studs on its perimeter in front of you.

Step 2

Locate 2 transparent orange 1x1 round tiles. Place the first one on the front left corner. Then, place the second one on the 2nd row from the front of the rightmost column.

Step 3

Place the back row of 1 light bluish gray 2x2 round plate with axle hole on the back row, so that it is centered horizontally.

Step 4

Locate 2 transparent clear 1x2x2 panels. Place the first one vertically on top of the leftmost column of the ppp, so that its flat side faces to the right. Take the second one and repeat symmetrically on the right.

Step 5

Place 1 dark bluish gray 2x2 round tile with stud on top of the 2 ppps.

Group 19 – Thwomp minifigure

Step 6

Let's build the Thwomp minifigure. Place 1 light bluish gray 2x4 plate horizontally in front of you.

Step 7

Find 2 light bluish gray 2x2 plates with 1x2 upright side studs. Place the first one on top of the 2 leftmost columns of the ppp, so that its side studs face to the left. Take the second one and repeat symmetrically on the right.

Step 8

Place 1 light bluish gray 2x2 plate on top of the build, so that it is centered horizontally.

Step 9

Place 1 light bluish gray 1x2 brick horizontally on the back row, so that it is centered horizontally. Grab 2 light bluish gray 1x1 bricks with side stud. Place the first one to the left of the ppp, so that its side stud faces to the left. Take the second one and repeat symmetrically on the right.

Step 10

Locate 2 dark bluish gray 1x1 bricks with side studs on adjacent sides. Place the first one in front of the ppp, so that its side studs face to the front and to the right. Take the second one and repeat symmetrically on the left. Next, place 1 tan 1x2 brick with side studs horizontally between the 2 ppps, so that its side studs face to the front.

Step 11

Find 2 light bluish gray 2x2 plates with 1x2 upright side studs. Place the first one on top of the 2 leftmost columns, so that its side studs face to the left. Take the second one and repeat symmetrically on the right.

Step 12

Rotate 1 black 2x4 plate vertically. Place its 2 front rows on top of the build, so that it is centered horizontally and it overhangs to the back by 2 rows. Then, place 1 light bluish gray 2x2 tile with the code for "THWOMP" on the 2 back rows of the ppp. Note that we will not consider the overhanging elements when counting rows and columns.

Step 13

Place 1 light bluish gray 1x2 brick horizontally on the back row, so that it is centered horizontally. Grab 2 light bluish gray 1x1 bricks with side stud. Place the first one to the left of the ppp, so that its side stud faces to the left. Take the second one and repeat symmetrically on the right.

Step 14

Grab 2 dark bluish gray 1x1 bricks with side studs on adjacent sides. Place the first one in front of the ppp, so that its side studs face to the front and to the right. Take the second one and repeat symmetrically on the left. Next, place 1 tan 1x2 brick with side studs horizontally between the 2 ppps, so that its side studs face to the front.

Step 15

Locate 12 light bluish gray 1x2 jumper plates. Take the first 4 and attach them horizontally upright, one above the other, to the left-facing side studs. Take the next 4 and repeat symmetrically on the right. Place the last 4 vertically, one to the right of the other, on top of the build.

Step 16

Attach 1 light bluish gray 1x1 pyramid tile to each of the 12 ppps.

Step 17.1

Rotate 1 light bluish gray 2x4 tile with angry red eyes horizontally upright. Attach its top row to the top row of front-facing side studs. Ask a sighted friend to make sure that the ppp is oriented correctly.

Group 20 – Thwomp minifigure (continued)

Step 17.2

Rotate 1 light bluish gray 2x4 tile with angry mouth with white teeth horizontally upright. Attach its top row to the bottom row of front-facing side studs. Ask a sighted friend to make sure that the ppp is oriented correctly.

Step 18

The Thwomp minifigure is complete. Place it on top of its base.

Group 21 – Starting point

Step 1

Let's build the terrain for the starting point. Place 1 bright green 4x4 rounded tile with studs on perimeter in front of you.

Step 2

Place the front row of 1 bright green 2x2 tile with the code "START" on top of the front row, so that it is centered horizontally.

Step 3

Place 1 reddish brown 1x1 round brick on the back right corner.

Step 4

Place 1 reddish brown 1x1 brick with side stud on top of the ppp, so that its side stud faces to the front.

Step 5

Attach 1 medium nougat 2x2 tile with printed wood pattern and red arrow to the front-facing side stud, so that it is centered horizontally and vertically. Ask a sighted friend to make sure that the ppp is oriented correctly.

The build is complete! Place Interactive Mario behind the steering wheel and have fun having him drive his kart anywhere! As advertised at the end of the instructions, if you have any of the interactive figures (Mario, from sets 71439; Luigi, from set 71440; or Peach, from set 71441), you can also use them in combination with this set so that they can produce matching sounds.

At the end of the instructions, you will also find a page advertising 2 other Mario Kart sets: 72039 (Bowser's Castle), and 72038 (Wario & King Boo). Afterwards, you will find some information regarding battery safety in different languages, the set inventory, and on the last page you will find an invitation to share feedback.

Thank you so much for building this set!

Congratulations on finishing your build! Would you like to inspire other blind people to build LEGO sets? Let's feature your build on our [Builders page](#). It's easy and we will do all the work! Just contact us at info@bricksfortheblind.org and together we will make it happen!

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