

"Above all, video games are meant to be just one thing: fun. Fun for everyone."

-Satoru Iwata



Step 1 (1)

1st STEP

FAMILIARIZE
YOURSELF WITH
THE CHARACTERS!



Characters



Every character in Mario Kart 8 is separated into 1 of 3 different weight classes: lightweight, middleweight, and heavyweight.

- Lightweight characters are the slowest, but have the best handling and acceleration.
- Middleweight characters have all-around good stats, but don't excel in any one category.
- Heavyweight characters have the best top speed, but have low acceleration and are difficult to handle.

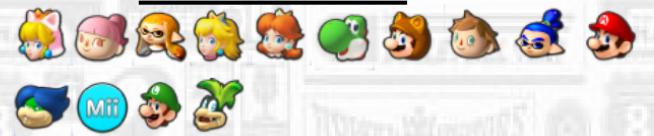


Step 1 (2)

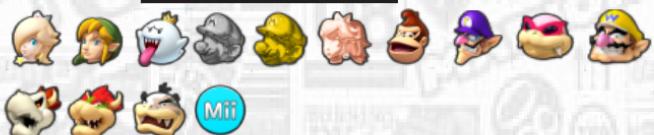
LIST OF LIGHTWEIGHT CHARACTERS



LIST OF MIDDLEWEIGHT CHARACTERS



LIST OF HEAVYWEIGHT CHARACTERS



Step 2(1)

2nd STEP

CUSTOMIZE YOUR VEHICLE!

Kart Parts

Mario Kart 8 offers many different kart, tires, and gliders, allowing the player to experiment with different combinations and find what works for them. Mario Kart 8 adds a feature where the player can press + to view their vehicles stats as they change different components. Make sure to use this feature to get the stats you want.



Changing Stats

Different parts change certain stats for the vehicle. The character you choose will also have a big impact on the stats depending on if they're a lightweight, middleweight, or heavyweight



Step 3(1)

3rd STEP

LEARN ABOUT THE ITEMS!

Items

After you've found your favorite character, it is important to become familiar with the items to learn how to use them effectively and how to dodge them.

Items in this game function on a negative feedback loop, meaning that racers in the back have a better chance of getting good items that will help them pull ahead and players in the front will get some of the more basic items.

To the right is a list of the items and their functions.



Step 3(2)



Coins can be obtained through an item box or scattered throughout the track. Collecting these gives you a slight speed boost and can be used to unlock new items.

Bananas can be held behind you or thrown forward or back. This can be used to trip up opponents or provide defense against shells. Placing these on a narrow path will make it tricky for opponents to avoid.



Green Shells can be thrown forward or backwards and can be used to hit opponents. Alternatively, they can hold behind you to defend against other shells.



Mushrooms give you a small speed boost when used, allowing you to easily pull ahead of other players or cut through off-road areas. These are essential for accessing many shortcuts.



Red Shells can be thrown forward or backwards and can be used to hit opponents. Unlike Green Shells, these will home in on opponents, making them very hard to avoid.



Step 3(3)



Triple Bananas is a group of bananas that rotates around the racer. They can be used as regular Bananas or be used to bump into other players, causing them to skid out.

Triple Green Shells is a group of bananas that rotates around the racer. They can be used as regular Green Shells or be used to bump into other players, causing them to skid out.



Triple Mushrooms is a group of 3 mushrooms that can be used whenever. It is important to save these to access many shortcuts throughout a race.

Blooper, when used, sprays ink on the screen making it difficult for other players to see. This effect only lasts for a few seconds.



Bob-omb can be thrown forward or backwards and blows up after a few seconds, causing any racers in the radius to spin out. If any racer makes contact with it during the few seconds, it will blow up.



Fire Flower allows the racer to shoot a limited number of fireballs in front or behind them. This will cause the hit racers to spin out.



Boomerang Flower allows the racer to throw a boomerang in front of them 3 times, hitting other racers on its way out, as well as its way back.



Piranha Plant spawns on the front of the user's vehicle when used. It automatically chomps racers within its vicinity. When there are not racers around, its chomps will give the racer a speed boost.



Triple Red Shells is a group of bananas that rotates around the player. They can be used as regular Red Shells or be used to bump into other players, causing them to skid out.



The **Golden Mushroom** functions as a regular mushroom, but it can be used repeatedly for a short amount of time.



Step 3(5)



Lightning will shrink every other racer when used, slowing them down and giving the non-shrunken racers an advantage.

Super Star provides the racer a constant speed boost, as well as making them invulnerable for a short period of time. Other racers will be damaged if they are bumped into in this state..



The Blue Spiny Shell will automatically target the racer that is currently in first place when used, causing them to spin out. This item can't be avoided without a Super Horn.

The Super Horn functions as the only defense to the Blue Spiny Shell, but can also be used to attack other players by creating a blast radius around the player.



The Crazy 8 acts as a wild card item, where it spawns 8 different items that rotate around the racer. The racer will use the item that is currently in front when they activate it.



Step 3(6)



Bullet Bill will speed the user up drastically while automatically steering for them. This item will allow racers in last place to quickly catch up.



Mario Kart 8 Deluxe added two brand new items to the game, which can be seen below.



Feather

The Feather is exclusive to Battle Mode and allows the racer to hop over short obstacles when used.



Boo

When used, Boo will turn the player transparent as well as steal an item from another racer.

Step 4(1)

4th STEP

LEARN ABOUT DRIFTING!

Drifting

Drifting is one of the most helpful techniques in Mario Kart 8 as it not only allows players to cut corners easily, but it also gives a small speed boost, which can help greatly throughout a race. In the harder difficulties, drifting can be essential in pulling out a victory.

A drift can be activated by holding left or right of the control stick directly after hopping with the R button. Once you begin a drift, there are 3 different stages that determine how big your speed boost will be. Blue sparks indicate the smallest boost, orange sparks indicate a medium boost, and purple sparks indicate the largest boost.

Step 4(2)



Step 5(1)

6th STEP

PRACTICE, PRACTICE, PRACTICE!

Now that you've learned about the game's mechanics and techniques, all that's left is to practice. You may not be great at first, but keep working hard and 1st place will be yours in no time. See you on the race track!



Step 5(2)

