

# STARTER GUIDE



NINTENDO  
SWITCH™



# How To Drive



Following the fine tradition of the games that came before it, *Mario Kart 8 Deluxe* has a robust selection of single-player and multiplayer game modes for kart racing fans to test their skills on the track with their favorite Nintendo characters!



# GAME MODES

## Grand Prix



With a whopping twelve cups with four tracks each, and with all speed classes open from the

start to boot, *Mario Kart 8 Deluxe* pits twelve racers against each other in some of the wildest kart racing yet! Winning the cups and collecting Coins while racing will unlock new parts for vehicles. Completing all cups at the speed-demon-certified 200cc class will unlock a very special racer and kart.

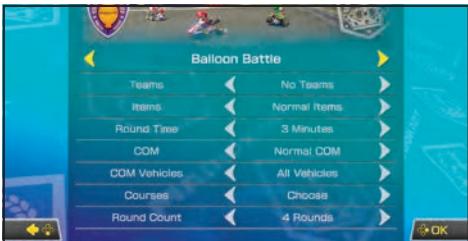
## Time Trial



It's just you, the track, and the clock in Time Trial mode! Complete the course of your choice as fast

as possible, collecting Coins early to reach maximum speed while taking the most efficient racing lines you can. Time Trials don't have Item Boxes, but you'll start with Triple Mushrooms, a vital tool for using shortcuts to shave seconds off in the quest for new records. Compete against your own times and ghost data, upload your data for others to see, battle ghost data straight from the pros at Nintendo, and against ghost data from friends online.

## Battle Mode



Battle Mode has five ferocious modes spanning eight arena-style tracks. In addition to the classic Balloon Battle, there's the cops-and-robbers Renegade Roundup mode, the explosive Bob-omb Blast, competitive Coin collection in Coin Runners, and a kind of chase-the-leader mode with Shine Thief.

## VS Race



Race the way you want to, turn off items you don't want to deal with, and set up your own cup to race the computer racers or your friends!

## Multiplayer



*Mario Kart 8 Deluxe* on Nintendo Switch offers unprecedented multiplayer flexibility. In a first for the series, and for any major game really, the console can instantly become a split-screen tabletop setup for two people, using Joy-Con (L) and Joy-Con (R) held sideways, like SNES pads. If you want to play this way on the go, pack the Joy-Con wrist straps—they really help a lot for holding the controller sideways and for pushing SL and SR for items, hopping, and drifting. Two players can even get online together this way over wifi! What's more, groups of friends with multiple Switch systems and game copies can network up to 12 consoles together for local multiplayer. (There's a lot of variability: 12 players max, 12 Switches networked together max, and two players max per Switch console.)

Docked, the system supports local four-player splitscreen, and two-player splitscreen online.

# DRIVER'S MANUAL

*Mario Kart 8 Deluxe* can be played many different ways, whether the console is docked or on-the-go. Players can choose to use sideways Joy-Con, either with wrist straps or racing wheels attached. Or Joy-Con (L) and (R) can be used together (whether when holding the console like a portable system, or holding the Joy-Con loose upright in Wii-style “nunchuck” fashion, or connected via the Joy-Con grip). And of course there’s also the Pro Controller to consider. And all of these allow for gyroscopic steering control, if desired. Play how you want, where you want.



There's even more flexibility than pictured.

In any config, the X button (or where X would be, in the case of sideways Joy-Con) gives you a rear-view behind your racer.

While A is the main acceleration button, Y will accelerate too, if you prefer that button position. With Joy-Con (L) and (R) together, or a Pro Controller, the right analog stick can also be used as your throttle control. If you prefer digital steering to analog, you can also steer on the Pro Controller using the +Control Pad, or using the directional buttons on an upright Joy-Con (L).



When using a single sideways Joy-Con, digital directional-button steering obviously isn't an option, nor right analog throttle control. And keep in mind that, although your buttons won't be labeled correctly compared to a Pro Controller or an upright Joy-Con (R), the functions of the relative button positions stay the same.

## Driving Techniques

There are a number of special techniques outside of “Keep Accelerating, Steer As Necessary” that are essential to success in *Mario Kart 8 Deluxe*.

### Rocket Start



#### Note on tilt controls

Tilt controls replicate the experience of using a steering wheel to tackle the craziness of *Mario Kart 8 Deluxe*. Joy-Con users can attach the Joy-Con Wheel (sold in sets of two) to the small controllers to enhance the feel of steering. It can take some getting used to, but with enough practice you'll be able to keep up with the competition!

Timing a perfect Rocket Start can determine the whole nature of a Grand Prix race's first lap, and this technique is essential for posting record-breaking Time Trials. Pay attention to Lakitu's countdown, and begin accelerating immediately after the “2” appears onscreen, accompanied by a tone. Properly done, you'll rocket off the line with a Mushroom-like boost. If you begin accelerating too soon, as the tone sounds and the 2 appears, rather than just after, you'll stall at the starting line.

## Braking



Braking is under-appreciated! If it seems like you're about to go out of control and hit a wall or

an obstacle on the track, by tapping the brakes you can regain some maneuverability to get away from danger—at the cost of speed.

An advanced technique called Drift Braking, which is useful mainly during 200cc races, involves applying the brake during sparking drifts—enough brake to slow the lateral movement of the drift and keep the car on-track, but not so much brake that the drift dissolves into a mere slow turn. This technique is paramount to 200cc race success, can be helpful on the nastiest corners in 150cc races, and can be disregarded at the 100cc level or lower.

## Jump



The drift button doubles as a jump button. Jumping won't take you over items on the

road, but it can lift you over small gaps in the road. You can cut corners that overlook bottomless pits this way, but it can be quite risky to try.

## Drift

Drifting allows you to tackle turns without losing speed. To enter a drift, point the nose of your vehicle into a turn, then hold R. The vehicle will hop into the turn, lose traction, and continue sliding with the same inertia as before, though the nose is pointed inward. The sharper your vehicle's nose is turned in

while drifting, the faster you'll build up blue sparks, then orange, and eventually purple, allowing you to set off a Mini-Turbo, or a Super/Ultra Mini-Turbo. When R is released to activate a built-up turbo boost, traction is suddenly restored and the vehicle will cease lateral travel and surge forward toward where the nose is pointed. Note that the various vehicle chassis heavily affect how you drift.



## Sparks and Mini-Turbo



While drifting would be useful anyway for the way it lets you tackle turns, it's even more useful for all

the extra speed it can create. As you sustain a drift, sliding sideways through a turn while pointing the nose inward, sparks will begin to build up under the tires. Releasing a drift once sparks are happening results in a Mini-Turbo boost! It should soon become second-nature to be drifting into Mini-Turbo boosts off of most turns, only resorting to standard turn-and-brake cornering if the turn is too sharp or short for a solid drift, or the kart isn't going fast enough to initiate a drift (like after eating an enemy's item or smacking a wall).



The color of the sparks indicates how long the drift has been held, and how powerful the follow-up boost will be. Drift until blue sparks appear for a Mini-Turbo boost. Drift even longer for orange sparks, leading to a Super Mini-Turbo, which lasts about twice as long as a Mini-Turbo. On the longest turns, you can even drift long enough to build up to purple sparks, resulting in an Ultra Mini-Turbo boost, basically a free Mushroom! (However, unlike a Mushroom, it's important to note that Mini-Turbos won't carry you through off-road terrain like Mushrooms will.)

Purple sparks can only occur if Steering Assistance is disabled. It's not automatically better to hold a drift longer just to achieve orange or purple sparks—this can result in a risky or inefficient line, as you slide into the far walls of a turn trying to hold out for the next level of Mini-Turbo when basic blue sparks would've sufficed. Holding a drift longer for better turbo can make your movement more predictable in turns, leaving you open to item attacks or drafting. Use whichever level of Mini-Turbo gives you the best racing line in a given moment.



## Jump Boost



By jumping just as you hit a ramp of some kind, you'll perform a Jump Boost, which will give a short burst of speed. You can determine

the trick your racer executes by pressing a direction on your analog stick or control pad. There are lots of things on every race course that you can Jump Boost off of, even if it doesn't look obvious. Examples include coming over small hills, lips, or shelves in the track, so your vehicle gets a little more loft than an R button hop—a slight drop gives an opening for a Jump Boost just like a small jump does.

## Drafting



If you stick behind a racer for a short period of time, you'll gain a significant burst of speed by riding their slipstream.

Drafting can be

tough to pull off, as most racers will simply not let you stay behind them without a fight. Make sure you don't accidentally run into any items a rival might be trailing when trying to draft behind them!

Drafting is obviously opportunistically good, used when the opportunity presents itself to slide in behind an opponent and benefit from their wake, ultimately passing them. But it's also cannily good toward the end of races when you're neck-and-neck with another frontrunner. If you intentionally let them have first place, then hang in right behind them, not only will you be well-positioned to make a passing play at the end, but you'll also be shielded if laggards trying to catch up fire a homing blue Spiny Shell at the frontrunner. If you drafting in right behind someone barreling toward the finish line, keep a sharp eye out for any Spiny Shells circling above them, so you can ditch drafting them and swerve wide—Spiny Shells have splash damage. Finish your plate, don't come this far in your plan just to also take the hit!

Of course, this strategy harbors the obvious risk that maybe no one fires a Spiny Shell at the frontrunner, and maybe you fail to pass them with the slipstream boost, and you come in second on the power of being too clever by half. But, on the other hand, had you simply raced all-out and taken the lead on racing merit against your 1-2 rival, and then someone fired a Spiny Shell...

## Ramming



There's no special button to press when you want to ram an opponent—just steer into them! Heavyweight racers can

typically run any other racer off the track with a few good bumps. But with enough speed, even the lightest racer is able to push aside heavier rivals.

## Spin Boost



While driving on antigravity portions of a track, ramming racers will reward you with a Spin Boost. The increase in speed does come at a cost: steering can be a challenge while caught in a Spin Boost. You can also trigger a Spin Boost by driving into a Spin Boost pillar.

Don't be afraid to apply the brakes briefly but firmly during a Spin Boost if you're drifting or sliding wide on the track. It's a lot better to get your kart back under control, at the risk of being a little conservative in play, than it is to get greedy or out-of-control and smack the wall or fly off the track, losing time, position, and Coins to boot.

## Spin Turn

This is a technique mostly reserved for Battle Mode. If you come to a complete stop and then hold brake and accelerate, you can turn in place quickly. This is a good way to reverse direction to try and ambush racers that you know are closing in. But you should never really have need to Spin Turn during a standard race, unless you have no other way around an obstacle you're stuck against.

## U-Turn

The U-Turn is a special technique allowed only in Battle Mode! To U-Turn, commence a drift. While you drift, let go of the accelerate button to whip your racer around to face anyone closing in from behind. This move lets you stay mobile, and allows you to better aim any ranged items you have rather than blindly firing them behind you and hoping for the best.

# TERRAIN

Courses in *Mario Kart 8 Deluxe* have a variety of terrains that you'll drive over (or fly over) during the progression of a race. These all affect your vehicle performance somehow, so it's important to know about them, and know how best to handle them.

## Road



The main roads of any course are where you will traditionally get the best performance out of your chosen kart, bike, or ATV.

Road surfaces allow for drifting and Mini-Turbos, and are often where the action is.

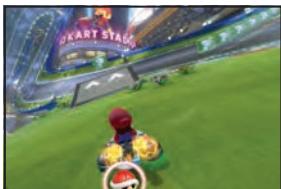
It should be noted that not all roads are equal. Courses such as Sherbet Land take place in icy and snowy environments, and your overall handling will reflect this!

## Antigravity Roads

*Mario Kart 8 Deluxe* includes antigravity roads and antigravity panels. When a course begins to twist into strange angles and shapes, typically an antigravity panel will be there to trigger your vehicle's special drive system that will let you stick to any surface, even if it's upside down. Antigravity roads change your handling quite a bit. Your turns will seem floaty and be less sharp, and your momentum carries more through your drifts, which can make your turn exits wider.



## Off-Road



Off-road portions of a course, broadly speaking, are any parts of the course that are not the main track. For example, this

can be grass, rough sand, or deep snow. Most of the time, you don't want to be off-road. Even when you maximize a vehicle's potential off-road performance, you lose too much speed crossing these parts of a course. You can't drift while off-road, or even come close to your max speed, unless you're flying over the rough terrain with a Mushroom or Super Star.

If you realize you're going to go off-road, but only very briefly, like over a brief patch of grass encroaching on the middle of a curve in the track, you can eliminate most of the damage to your momentum by timing a jump to avoid as much of the off-road patch as possible (sort of like using jumps to leap over very small gaps in the track). If you're not in contact with the off-road surface, you're not losing speed. That said, by the time you've spent even a moment traveling in the patch, it's too late, and repeated jumps won't help anything when you're really bogged down off-road.

## Water



Some courses will send you into the water as part of the race, and in these sections you'll have to adjust for more sluggish handling.

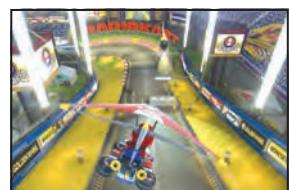
Your turns will not be as sharp as usual. Some courses featuring water will also have multiple instances where you jump out of the water and dive right back in, costing you some speed in both cases.

Interestingly, taller karts will often go on two wheels more easily during drifts underwater, which can help you in cutting corners as tightly as possible.

## Air

Flying through the air is accomplished with glider parts that make up your vehicle. Before a flight, you're typically launched from dash panels and glide ramps. Performing a Jump Boost off the glider launch is possible; see Glide Ramps below. Depending on the course, you will either be sent flying "on rails" to the next section, or you will have complete control of your flight in order to determine how and where you land. Some shortcuts require you to make maximum use out of a flight in order to bypass rough terrain.

Like with jumping, catching air is great for aerodynamics, since you're not losing some of your forward energy through friction between your tires and the ground. When you're in total control of a glide path over the track, the choice between staying airborne as long as possible (keeping the nose pointed up) or landing early (pointing the nose down and descending) comes down to whether there are Item Boxes or Coins below you want to collect.



# COURSE ELEMENTS

Every course features specialized panels or obstacles that actually help boost your speed, or assist you in overtaking, attacking, and defending yourself against other racers.

## Dash Panels



Dash panels help send you flying across the course at high speed. Occasionally, you'll find dash panels on ramps to help extend how far

you go from the ramp. In some cases, the dash panels are on moving platforms and might require you to do some fancy driving in order to hit them. Ironically, sometimes taking a route indicated by dash panels is not the fastest route through a track.

## Ramps

Ramps are either very obvious constructs placed on sections of a course, or seemingly innocuous parts of the environment, like the crests of hills formed by a track being rocked by shockwaves or pipes lying lengthwise across the ground. You can Jump Boost off a ramp for extra speed.



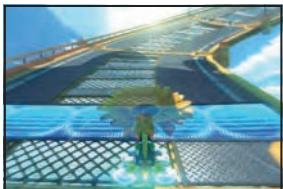
## Glide Ramps



A glide ramp will always be found before any mandatory gliding sections of a course, but some shortcuts in the game are only

possible due to glide ramps placed off the beaten path. Gliding can help you bypass more complex parts of a course, or avoid obstacles and off-road sections.

## Antigravity Panels



Antigravity panels are found before the crazier sections of a course, but they also help enable alternate routes.

Remember that the handling of your vehicle changes when under the effects of antigravity, so be prepared to compensate for that.

## Spin Boost Pillars



Found on antigravity roads, these pillars provide the same Spin Boost you get when making contact with another racer on

these sections of a track. However, you lose some control of your vehicle while enjoying the boost provided by a Spin Boost pillar. Spin Boost pillars don't share the same appearance across all the tracks they show up on, but they all do the same thing.

## Coins

Coins are spread throughout every course in *Mario Kart 8 Deluxe*, with the exception of tracks inspired by *F-Zero*.



Collecting a Coin provides a boost to your maximum top speed. At ten Coins, you reach your maximum potential speed. Just because you've hit the ten-Coin cap doesn't mean you shouldn't pick up more during a Grand Prix race. You not only want Coins for yourself—you want to deny them to your rivals! However, during a Time Trial, you don't want to go out of your way to collect Coins once you've reached the maximum. Concentrating on a good racing line is more important.

Coins regenerate on a course after a short time in most game modes. However, in Time Trials Coins do NOT regenerate after being collected.

## Item Boxes



Appearing in all game modes outside of Time Trials, Item Boxes contain your primary offense and defense against other

racers on the track. As with Coins, you not only want Item Boxes for yourself, you also want to deny your enemies a chance at items. Also in common with Coins, Item Boxes regenerate after a short period of time. New to *Mario Kart 8 Deluxe*, double Item Boxes will refill both item slots at once, for double the firepower.

# ITEMS

Items are your primary means of offense and defense on the track. Using an item is as simple as tapping the item button on your Joy-Con or Pro Controller (on a sideways Joy-Con, this is SL, while on an upright Joy-Con (L) or a Pro Controller, both L and ZL work to throw items. Racers that are hit by items (or course hazards) will have three Coins knocked away from them onto the track, which adds to the inconvenience of getting hit by limiting their top speed.

There are two distinct types of items that are handled in different ways.

## Equipable Items



Equipable items appear behind or around your racer when you either hold down the item button (for single items like Bananas or Shells)

or tap it once (for Triple Bananas or Shells). You can use these items to protect yourself from incoming attacks to the rear, attack racers in front of you, fire at racers closing in from behind, or leave on the track as traps.



Items that are held behind your racer require you to hold down the item button to keep them placed there. Don't forget this, as it is a

cornerstone to defending yourself in a race! If you're the frontrunner in a race, especially toward the end, it's usually more valuable to use whatever item you have on hand as a shield to your rear (blocking Shells and whatnot) than as a weapon itself.

### Banana



One of the most common defensive items available, Bananas cause racers to spin out if they make contact with them. You can drop one behind you, or toss it far out in front of you. However, one of best uses of a Banana is to hold on to it, dragging it behind your racer to absorb incoming attacks. It will only absorb one strike, and can't stop things like the Spiny Shell or Boomerang, but it can be a clutch defense to break out and keep the lead with!

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Tossing a Banana forward requires you to hold up on your analog stick or control pad while tapping the item button. Simply tapping the item button, or releasing it after being held, will drop the item behind you.

### Triple Bananas

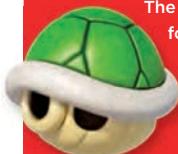


Once you tap the item button, the Triple Banana surrounds your racer with a rotating barrier of three Bananas. You can throw these Bananas forward or leave them behind you.

Your defense from attacks via shells is less sound, especially when you have only one or two Bananas orbiting your racer, but the Triple Banana makes a great enhancement to any ramming attacks you try out!



## Green Shell

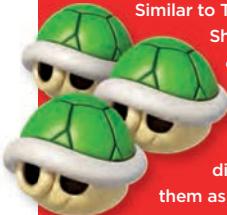


The Green Shell fires straight forward when you hit the item button, or backward if you hold down on the analog stick or control pad. As with the Banana, you can hold the Green Shell behind you to defend against attacks from behind, or clip racers with it as you pass them up.



What makes the Green Shell so awesome (and frustrating) is that when you fire it, if you miss your intended victim, it can bounce off walls for quite some time before it eventually breaks. A bouncing Green Shell will ALWAYS seem to bounce at you at all the wrong moments, but you'll also feel smooth as heck when you score a perfect bank shot off a wall to hit the first-place driver just before the finish, and take the lead for the win as a result.

## Triple Green Shells



Similar to Triple Bananas, Triple Green Shells will orbit your racer once you trigger the item, providing defense and offense simultaneously, with the same disadvantages shared between them as you work through the arsenal. The biggest threat with three Green Shells is that you can clog up a section of a course with three bouncing hazards.



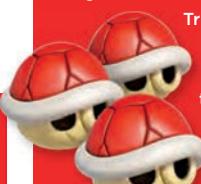
## Red Shell



Red Shells can be fired forward and backward, just like a Green Shell, and they can be used for defense in the same manner. A big difference is that Red Shells do not bounce off walls—they shatter immediately. The other big difference is that they will home in on the nearest target in front of the racer that fired it. Red Shells will pursue a racer almost anywhere, so always keep in mind this potential threat, and save some items to defend yourself with!



## Triple Red Shells



Triple Red Shells provide the same defensive benefits as the Triple Green Shells, but in terms of offense you want to be more deliberate in how you use them. Don't fire them all at once at a target! Fire them steadily, one at a time, making sure you clear any defensive items your opponent might have before your second or third shell strikes home!



## Bob-omb



Just like other equipable items, you can hold on to the highly explosive Bob-omb, or toss it far forward like you would a Banana. Compared to a Banana, the Bob-omb has a slightly larger effect radius. On contact with a racer, or after its short fuse is burned out, the Bob-omb goes off with a colossal explosion. Racers hit directly by the Bob-omb will be sent flying upward, while those who touch the blast before it fades will spin out. One cruel trick is to drag the bomb behind you, drift in front of a racer, and Mini-Turbo away just as you drop the bomb in their face!



## Crazy 8



The Crazy 8 provides eight items in an orbit around you: a Green Shell, Red Shell, Banana, Mushroom, Bob-omb, Blooper, Super Star, and Coin. You can ruin the days of many racers before you're through with a Crazy 8! The item that is used when you tap the item button will be the one that is at the front of your racer, so pay attention in order to use the item you want!



Be careful when you have the Crazy 8 equipped! Getting hit will cause you to drop all of your remaining items

onto the track for others to collect. Additionally, the Bob-omb you carry can be triggered by items on the track or other racers while it spins around you. We recommend you get rid of it ASAP, especially if you're in the middle of the pack!

## Tactical Items

Tactical items are items that you can't equip for defense. Once you use them, they last until their effects wear off, and that is that. As such, you need to time the use of these items well, as they can greatly affect the outcome of a race!

### Mushroom



A Mushroom provides a powerful, lengthy speed boost when you press the item button. You're going so fast with a Mushroom, rough terrain doesn't slow you down, and at the peak of the boost, you can shove aside any racer, regardless of their weight class compared to yours! Some of the best shortcuts in the game require you to make use of a Mushroom.



Mushrooms are also one of the ways you can escape a Spiny Shell. Drawing upon reserves of mana, luck, and perfect timing, if you fire off a Mushroom just as the Spiny Shell is about to land on you, you can escape, just barely ahead of the shell's detonation!

### Triple Mushroom



Instead of one Mushroom, you get three. The effects are the same with each Mushroom used. If you need to use them to catch up with a rival, it's best to not fire them rapidly, and instead let the boost from one start to subside before triggering the next. The Triple Mushroom is notable for being the one item you get during Time Trials. In this game mode, you must use the Triple Mushroom wisely if you want to break records.



## Golden Mushroom



The Golden Mushroom is a rare item that you'll likely see in situations where you're near the back of the pack. Like its standard cousins, the Golden Mushroom boosts you forward at a high rate of speed. However, until the item finally fades away on its own, you can boost as many times as you want! Just make sure you don't fly into a bottomless pit or crash into any items while boosting.



## Coins



The Coin item allows you to add two Coins to your total. There are no defensive or offensive properties to this item whatsoever, but it can be useful if you're struggling to keep the Coins you're collecting off the track during an intense race!

## Bullet Bill



If you're far enough behind, there's a chance that you can get a Bullet Bill item. This temporarily morphs your racer into, you guessed it, a Bullet Bill, and launches you down the track at a high rate of speed. You don't even have to worry about turning—this power-up will handle it for you! Any rivals unfortunate enough to be in your way will be rammed aside effortlessly.



## Blooper



Using a Blooper will send one of these squids to every other racer on the track. After a short delay, the Blooper will spray ink all over the racers, obscuring their vision. This sudden loss of sight can cause some very unfortunate accidents, with racers running into threats they'd normally avoid with ease. The ink fades on its own, but if you use any Mushroom, or use a dash panel, or drive into a body of water, the ink will be stripped away so you can see again.



## Boomerang Flower



The Boomerang Flower grants you a powerful ranged weapon that you can throw forward or backward like a shell. The big difference is that the Boomerang will return to you twice, assuming it doesn't hit anything that destroys it before it comes back. You can hit enemies with the Boomerang twice in one toss: once on the way out and a second time on the way back.



## Fire Flower



The Fire Flower grants you the temporary ability to throw fireballs at your enemies. You can fire them forward or backward, and they move fast enough that you don't have to lead a target too much to hit them.

Better yet, you can bank shot the fireballs off walls and other obstacles to hit rival racers! Unfortunately, the fireballs do have a limited range compared to any shell, and will fizz out after a few seconds.



## Piranha Plant



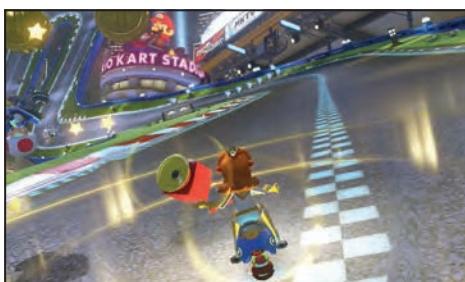
Acting both as a speed increase and a weapon, the potted Piranha Plant bites at any items and racers in its path, even chomping down on Coins to add them to your total! With every bite, you get a small speed boost. The plant will attack anything it can reach without your prompting, but you can also hold down your item button to make the plant bite constantly for a steadier boost in speed.



## Super Horn



The rare Super Horn is one of the few items in the game that can outright stop a Spiny Shell from striking a race-ruining blow! Only capable of one blast, the Super Horn emits a very short-range shockwave all around you, blasting away any items that might be close to you, including those relentless Spiny Shells. Racers caught in range will also spin out. If you manage to get yourself a Super Horn and are in the lead, hold on to that horn for as long as you can! There's always a Spiny Shell with your name on it.



## Super Star



Super Stars tend to be granted to players near the back of the race pack. Using one gives you a short window of greatly increased speed, and total invincibility to anything on the track! Anyone who touches you will spin out and lose Coins, and thanks to your increased speed even going off-road will hardly slow you down.



## Lightning



This portable Lightning Bolt strikes every other racer on the course with a shrinking blast of electricity. The effects of being shrunk eventually wear off, but the user of this item can gain a few spots easily. Note that the higher in the ranks a racer is, the longer the Lightning effect will last.

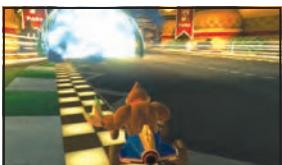


If you've been shrunk by Lightning, don't get run over by other racers, as recovering from getting flattened takes time, costs you a lot of speed, and might even cost you the race!

## Spiny Shell



Responsible for sundered friendships and broken dreams of first place, the Spiny Shell has returned to once again be the bane of the front-runner! Once fired, a Spiny Shell streaks along the ground, batting aside anyone or anything unlucky enough to be in its way as it seeks out the first-place racer. When it gets close to its target, it pops up into the air before diving down to unleash an enormous blue explosion that tosses the intended victim into the air, and spins out anyone unfortunate enough to be caught in the blast.



The Spiny Shell, as problematic as it is, CAN be beaten! A well-timed Mushroom can send you out of harm's way as the

shell begins its terminal dive. The Super Star shrugs off the blue menace. The Super Horn can shatter the Spiny Shell if it's in range. However, if you do not have any items, your only other option is to fall back to second place. If you do that early enough, the Spiny Shell will aim for the new first-place racer and ignore you!

## Feather



New to *Mario Kart 8 Deluxe*, the Feather makes its return for the first time since the SNES! Available only in the revamped Battle Mode, using the Feather results in a spinning super jump that can avoid other cars and items on the ground, and pop balloons above an opposing motorist's head.

## Boo



Also new to *Mario Kart 8 Deluxe*, when deployed, Boo will steal a random opponent's item, placing it in your possession. Spooky!



# The Tracks





# MUSHROOM CUP



## Mario Kart Stadium



The starting course of your *Mario Kart 8 Deluxe* career, the Mario Kart Stadium features long stretches of track connected by easy-to-drift-through turns. While it's not a particularly difficult track to race on, it's a good preview of what you can expect in later race courses in this cup and in future cups!

### CAUTION: ROADSIDE UNASSISTANCE



**Pipes:** Scattered on the grassy and sandy corners of the track are pipes. By themselves they are harmless, but if you're trying to cut corners and end up hitting a pipe head-on, you'll come to a complete stop!

#### Grass and

**Sand:** All vehicles slow down when going off-road, but with the right parts you can limit how much speed you lose. Stay on the track unless you're using a Mushroom to boost off-road to cut a corner.



### Grand Prix



The second turn of the race provides an example of a common *Mario Kart 8 Deluxe* dilemma: taking the corner wide will push you along a series of dash panels and a set of Coins. Taking the inside route is faster, but has no Coins. Your first laps in every race should be about building up your Coin count. Afterward, consider the inside path every time.



You can cut this corner with a Mushroom, if you have one. Just mind the pipes!



Just past the second turn is an antigravity panel that lets you stick to the track as it twists around.

The next corner

can also be cut with a Mushroom if you have one, and has a ramp you can Jump Boost off of.

### Grand Prix Mode





The hairpin turn near the end of the antigravity section of track leads to a small ramp that will let you glide over a chasm. If you're far behind and have a Lightning Bolt, you can send racers into the chasm as they try to glide across. Don't miss collecting Coins on the way over the gap!

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## Time Trial



Lap 1 of any Time Trial should be focused on snagging as many Coins as possible. Turn 1 has a pair of Coins to snag, followed by four more on the outside of Turn 2. It's actually faster to ignore those Coins on the outside of Turn 2, and instead take the inside of the turn as close to the grass as possible. You can use a Mushroom to cut across the grass, but you might want to save that for later.



It is reasonable to want to use one of your Mushrooms to hit the ramp on the grass on the inside of Turn 3.

However, this is not the best use of a Mushroom on this Time Trial.



Turn 4 has five Coins located on it: two on the inside line and three on the outside. Stay inside on the first lap, and every lap thereafter. Ideally you should have eight Coins after navigating this turn.



Alternatively, you can cut the corner even tighter by using a Mushroom and going through the sand. Many pipes are set up here, so be careful about how you blast through this area. This is also a good tactic to defeat incoming Red Shells, as they might hit the pipes.



Set up your drift on the Turn 5 hairpin as early as you can. You can score a Super Mini-Turbo or Ultra Mini-Turbo and boost back downhill toward the glide ramp.



Mid-air from the glide ramp, you have some work to prepare for the end of the lap. On Lap 1, you can snag your final Coins to reach ten while in mid-air.

As you're gliding down, avoid the ramp at the center of the course. As you pass up the ramp, drift toward the sand and the pipes on the inside of the final turn. You should be able to pull off a Mini-Turbo just as you reach the sand.

### Time Trial Mode



**Nintendo's Best 200cc Time Trial Time: 1:21.984**

**Player: Nin\*Sophia**



Racer: Gold Mario



Body: Gold Standard



Wheels: Gold Tires



Glider: Gold Glider

**Nintendo's Best 150cc Time Trial Time: 1:53.191**

**Player: Nin\*Chris**



Racer: Mario



Wheels: Standard



Body: Sports Coupe



Glider: Super Glider



# Water Park



An aptly named course, Water Park introduces a new twist to the gravity-defying racing in *Mario Kart 8 Deluxe*, while also having players deal with the changes to vehicle handling underwater.

## CAUTION: ROADSIDE UNASSISTANCE



**Spin Boost Pillars:** Found at the front of Sub Coasters that travel through a portion of the race course, these pillars give you a Spin Boost of speed at the cost of some control.



**Water Hazards:** A good chunk of this course takes place underwater, which will significantly change how your vehicle drives.

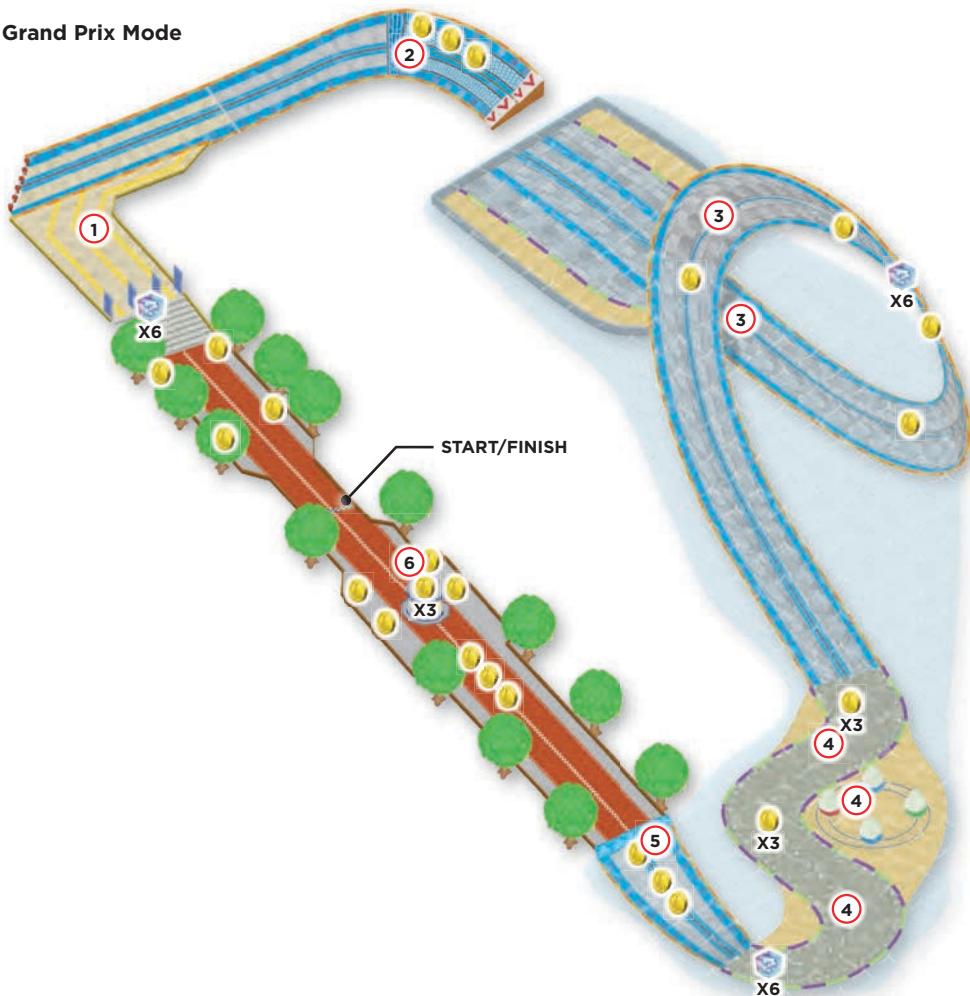
## Grand Prix



Just after the start line, you pass through one of three entrances under the Sub Coaster sign into a hard right turn. You can cut this turn significantly on the right side and line yourself up for the upcoming twin ramps.



The two ramps after the first right lead directly to an antigravity section of track. Be sure to Jump Boost off the ramp you choose for some extra speed going into the water.

**Grand Prix Mode**

The Sub Coaster can be encountered on almost any section of the antigravity track. If you brush past the front of the coaster, you can gain some speed from the Spin Boost pillars. Other coasters can traverse this section of the course, so keep an eye out for them.



The Marine Coaster track ends as it dips back into the water, straight into an S-curve that passes by an Aqua Cup ride. With a Mushroom, you can cut through the Aqua Cup area to avoid having to navigate the S-curve yourself.



The home stretch starts with a launch ramp that will deploy your glider. Guide yourself underneath the Ferris wheel to finish the lap, taking care to avoid the ticket booth just beyond it. It's possible to land on top of the ticket booth, but beware of other racers setting Bananas there!

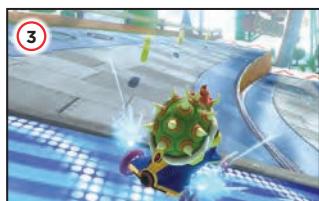
## Time Trial



As soon as you start the Time Trial, collect one of the two Coins on either side of the track in front of the start line. Collect the other set during Lap 2.



Turn 1 can and should be cut extremely tight—the course is designed for it!



This long antigravity curve is a good spot to use a Mushroom and fire off a Super Mini-Turbo or an Ultra Mini-Turbo.



Another chance to use one of your Mushrooms is when you re-enter the water near the Aqua Cup ride. You can cut across the spinning platform to the left of the S-curve, but you miss out on some Coins in the process.



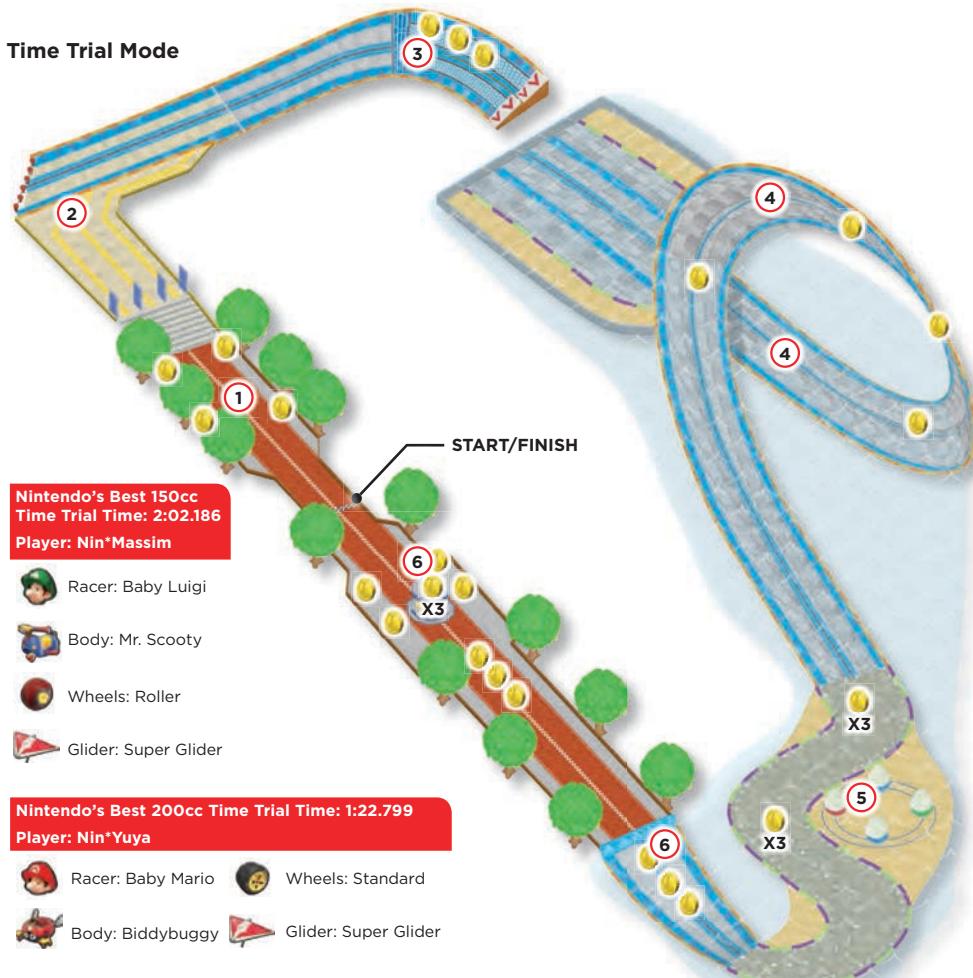
The glide ramp that launches you toward the Ferris wheel is a critical point of the lap. If you have enough speed and are properly lined up, you'll be able to land on top of the ticket booth beyond the Ferris wheel.

If you take this shortcut, start drifting right as you cross the ride to align yourself for the glide ramp.



Jump Boost off the edge of the booth for the final push to the finish line.

### Time Trial Mode





## Sweet Sweet Canyon



A step up in challenge even over Water Park, this canyon is a sugary, high-speed course, featuring a massive jump that connects both halves. Numerous sharp hairpin turns await during the latter half. Sweet Sweet Canyon will teach you the importance of proper drifting and the use of Mini-Turbos, if you want to score a first-place finish.

### CAUTION: ROADSIDE UNASSISTANCE



**Arguably Delicious Frosting:** Going off-road here is sweeter, but not any faster than the dirt found outside of normal tracks. Much of the course is lined with frosting near the retaining walls.



**The Long Jump:** Early on in a lap, you cross a massive chasm via glider. Racers are vulnerable to Lightning Bolts, Red Shells, and Spiny Shells while crossing this gap.



**No Walls:** Portions of the course have no retaining walls. Mind your drifts in these situations!



**Piranha Plants:** The final set of curves are guarded by massive Piranha Plants, which will try to bite at any racer who gets too close.

## Grand Prix



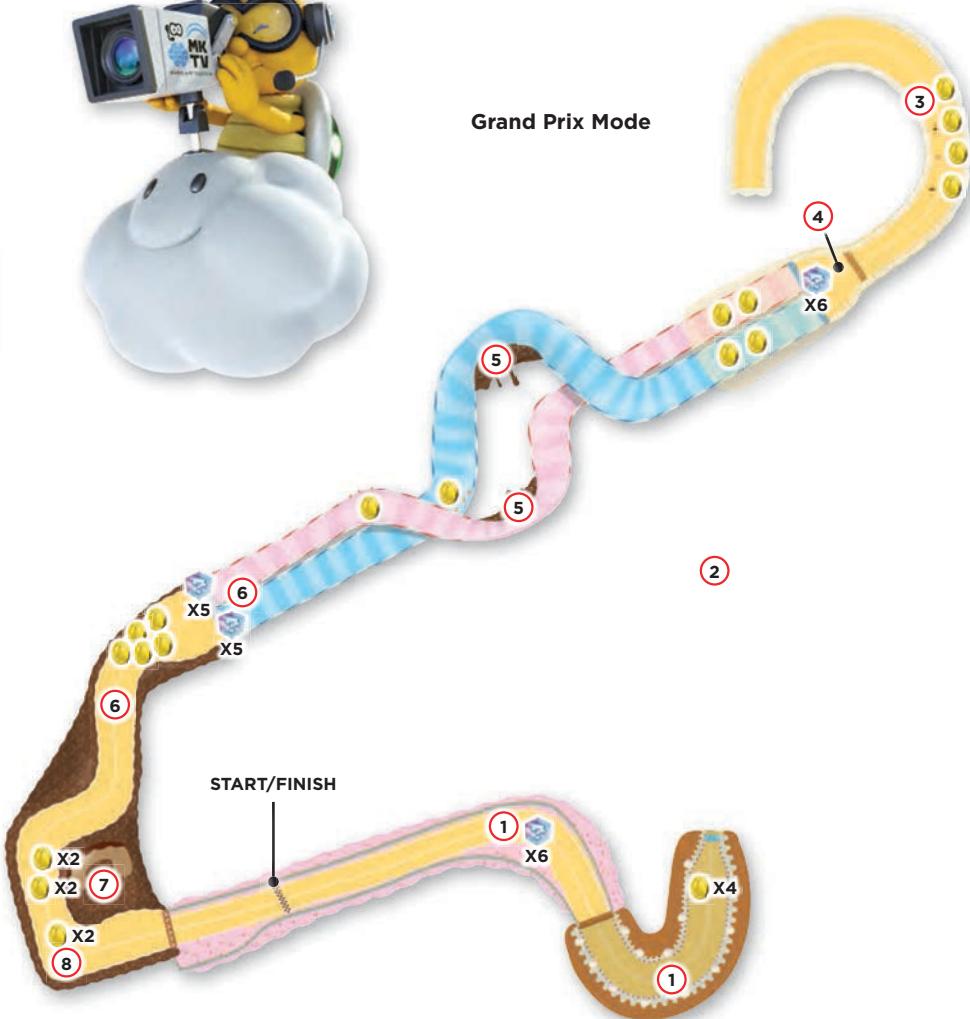
The first turns of the course take you into the tunnel that will eventually launch you across the chasm to the main part of the course.



The chasm flight goes quickly, and you don't have to worry about steering around obstacles. Your biggest threat will be other racers, particularly those with a Lightning Bolt or Spiny Shell. Getting hit by items here will send you into the waters below, and can send you back to the launch ramp!



**Grand Prix Mode**





The ice cream cones on the track here are harmless. You can easily bowl them over with no problems.

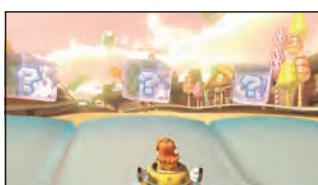
Concentrate more on collecting the Coins lining the road here.

The antigravity section of the canyon offers you two routes, left and right. You can Jump Boost off the antigravity panels for some extra speed before starting these winding sections. They are essentially mirrors of each other, so there isn't necessarily a best path to take.



Both of the antigravity track sections consist of three alternating sharp turns, the second of which you can cut across the frosting with a Mushroom if you wish. However, you may want to save your Mushroom for another, superior shortcut.

Jump Boost off the ramps at the end of the split track section, then get ready to avoid the Piranha Plants flanking the road. The S-curves here are easy to drift wide on if you're careless, right into range of a Piranha Plant!



The most important shortcut of the track is just beyond the second Piranha Plant, marked by a donut arch.

If you have a Mushroom, shoot through the donut, then make a sharp left and Jump Boost off the ramp to power across the finish line. Computer racers will try to use this shortcut often, so if you're not able to take it, try to set Bananas on the approach to it to trip them up.



The last turn, if you can't take the shortcut, is the sharpest on the track, and can be tougher for

heavier-weight racers to drift through without hitting the walls. Start your drift early to hug the inside line.

## Time Trial



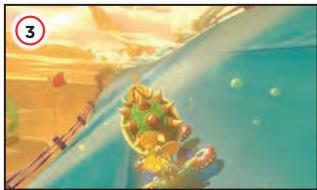
Turns 1 and 2 are critical to your Time Trial. Mini-Turbo drift through Turn 1, and go for the Super



Mini-Turbo drift on Turn 2. If you are aligned right, you can snag two of the four Coins before you reach the glide ramp.

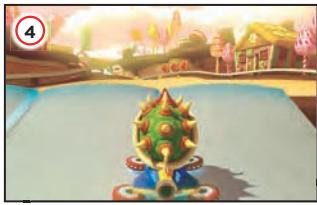
After landing from the long jump, the massive curve follow-up has four Coins to collect. However,

it is faster to hug the wall to the right and go for Mini-Turbos. It is possible to do a standard Mini-Turbo before trying for the Super Mini-Turbo before you get to the track split. It is also possible to do one Ultra Mini-Turbo here instead of two separate Mini-Turbos.

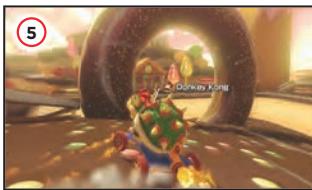


The split routes through and over the water are functionally the same. The right path

tends to line you up better for the section beyond, but there is no best choice. Each route features three Coins to collect. If you reach this section on Lap 2 without ten Coins, remember to take the path that you missed to collect the Coins there.



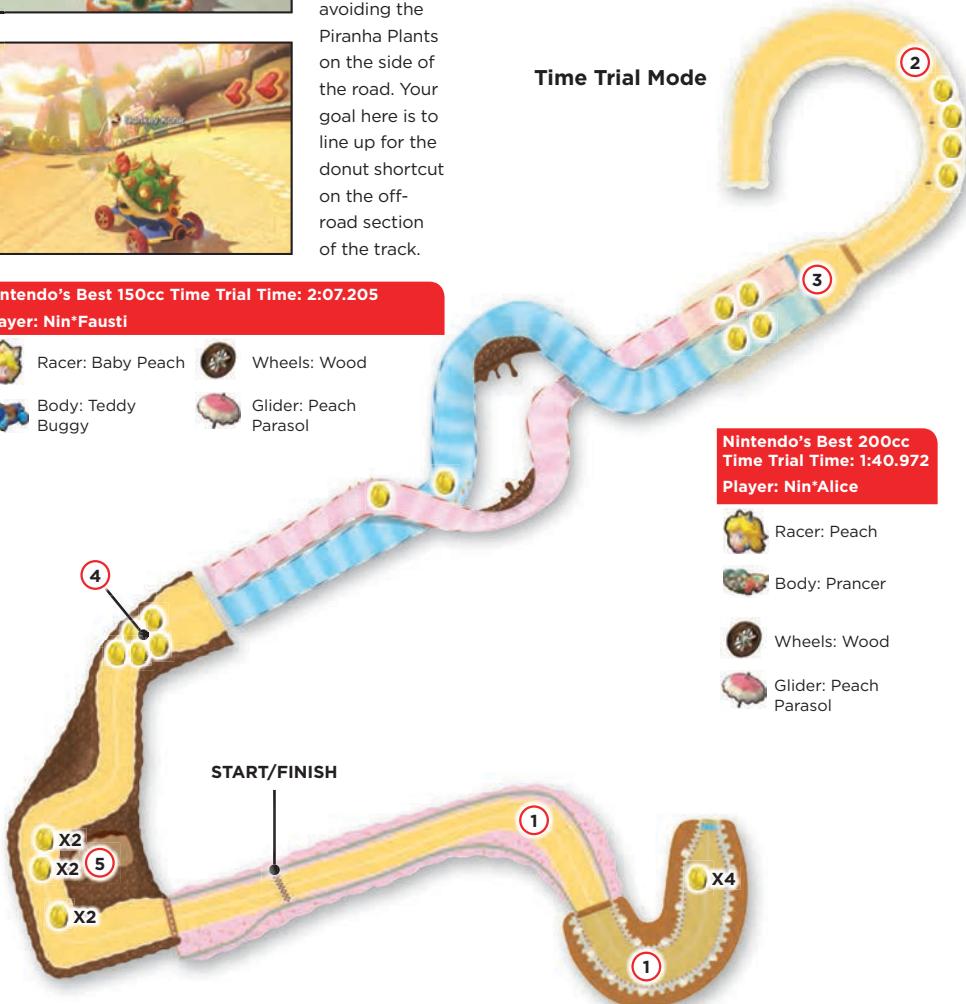
This is where things get exciting. As you leave the split track, collect some Coins while avoiding the Piranha Plants on the side of the road. Your goal here is to line up for the donut shortcut on the off-road section of the track.



The shortcut requires you to use a Mushroom to boost through the donut hole. The real trick here is that as you're boosting through the donut, you need to already be drifting to the left, otherwise

you'll be unable to correct your course in time and will likely hit the far wall. The Mini-Turbo off the drift should straighten you back out for the final stretch. Don't forget to Jump Boost off that last ramp!

### Time Trial Mode



**Nintendo's Best 150cc Time Trial Time: 2:07.205**

**Player: Nin\*Fausti**

- |  |                   |  |                       |
|--|-------------------|--|-----------------------|
|  | Racer: Baby Peach |  | Wheels: Wood          |
|  | Body: Teddy Buggy |  | Glider: Peach Parasol |

**Nintendo's Best 200cc Time Trial Time: 1:40.972**

**Player: Nin\*Alice**

- |  |                       |
|--|-----------------------|
|  | Racer: Peach          |
|  | Body: Prancer         |
|  | Wheels: Wood          |
|  | Glider: Peach Parasol |



# Thwomp Ruins



A fast course that favors aggressive risk taking, the Thwomp Ruins are a perfect finale to the Mushroom Cup. Featuring multiple routes to follow across many sections of the whole course, skilled racers are afforded many different ways to overtake their opponents with more than just items.

## CAUTION: ROADSIDE UNASSISTANCE



**Thwomps:** Big, blocky, and more than happy to crush you or otherwise impede your progress, Thwomps are scattered throughout the aptly named ruins.



**Rollers:** The rollers don't make their appearance until Lap 2, and only on a very specific stretch of the course. It's possible to outrun them, or drive around them as necessary. Rollers can help open a path that can cut past parts of the track for a more direct route, so they are not all bad news.

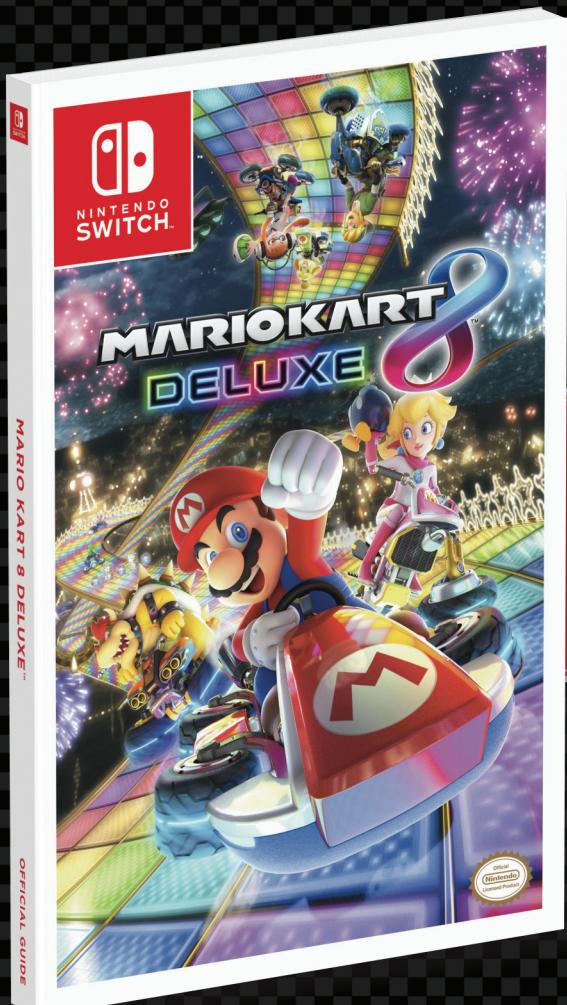
## Grand Prix



The first turn just beyond the start line can be bypassed with a Mushroom. Aim for the stone ramp on the grassy field on the inside of Turn 1. Be careful for Bananas that computer drivers might try to use to block the approach to the ramp.

# MARIOKART™ DELUXE 8

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