Where it all started.

Super Mario Kart was undoubtedly one of the most popular games on the SNES, forming a sub-genre of racing. Rather than focusing on ealism and skill, it added items to the mix. Keeping true Nintendo's philosophy, it was accessible to all, with power-ups balancing the game regardless of track position.

Number of Racers

Release Date

Number of Racers

Sit down, strap up.

The first Mario Kart to come to the

and were treated to over 100

or so in previous iterations.

arcade! In traditional arcade style, players sat in a racing seat with pedals

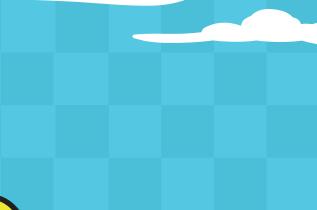
weapons. Compare that to the dozen



14th Nov 2005 Release Date

Number of Racers

he Nintendo DS brought with it the dual screen and Mario Kart DS took omplete advantage, essentially howing the race map on one screen with the character on the other. This vas also the first-time players could race online due to the consoles WIFI



wheel if they so wanted to. Mario Kart

Enter motion controls. As the DS brought WIFI, the Wii brought with it motion controls, making use out of the Wii's steering

Wii also added motorbikes to the mix, making Mario Kart more than 'karting Number of Racers

Winter 2013

Number of Racers

Due to the success of the arcade Mario games, Namco Bandai made a third! It featured a reduction of characters but slightly tighter controls and smoother gameplay, improving on past versions.

Wait, they made three

Back to the present.

Release Date

Everyone knows the sales of the Wii U were poor, but the game Mario Kart 8

was great. So, what better way of itilising the gigantic popularity of the intendo Switch, than by remaking it for the console with portable and docked capabilities? Whack in an extra game mode and a few more tracks and jobs a good'un.

10th Feb 1997 Release Date

Number of Racers

The long-anticipated sequel.

Mario Kart 64 enabled up to 4 players to race simultaneously.
Whilst the roster remained latively similar, there was an troduction of Donkey Kong.

17th Nov 2003

Number of Racers

Release Date

Double the fun!

Double Dash introduced a cool feature which allowed a player to essentially control two characters. Whilst one character was driving the player could switch to the other to throw items. A neat feature which nfortunately never returned!



2008

Number of Racers

Mario Kart Arcade GP 2 was a simple upgrade to the original arcade game, bringing along with it a few new characters and tracks. If it ain't broke

4th Dec 2011 Release Date

Number of Racers

Glide to victory. Mario Kart 7 was a slight upgrade on previous versions of the game, introducing gliders and welcoming a few new characters such as Metal Mario and Lakitu.

Number of Racers

Release Date

the best parts of the Wii version, bikes, motion controls and a huge increase in roster size, to a whopping 30!

Wii U

Did someone say gravity? 30th May 2014

If you thought gliding was crazy, how about physics defying gravity themed courses!? Mario Kart 8 brought back









