

# Mario Kart™ 8

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Thank you for selecting Mario Kart™ 8 for Wii U™. This software is designed only for use with the European/Australian version of the Wii U console. Please read this manual carefully before using this software. If the software is to be used by young children, the manual should be read and explained to them by an adult.

Before use, please also read the contents of the  Health and Safety Information application on the Wii U Menu. It contains important information that will help you enjoy this software.

### Language Selection

The in-game language depends on the one that is set on the console. This title supports eight different languages: English, German, French, Spanish, Italian, Dutch, Portuguese and Russian.

You can change the in-game language by changing the language setting of your console.

You can change the console language in

 System Settings.

### Age Rating Information

For age rating information for this and other software, please consult the relevant website for the age rating system in your region.

PEGI (Europe):

[www.pegi.info](http://www.pegi.info)

USK (Germany):

[www.usk.de](http://www.usk.de)

Classification Operations Branch (Australia):

[www.classification.gov.au](http://www.classification.gov.au)

OFLC (New Zealand):

[www.censorship.govt.nz](http://www.censorship.govt.nz)

## Controllers

The following controllers can be used with this software when they are paired with the console.



- ◆ To play multiplayer modes, each player needs a separate controller.
- ◆ Only one Wii U GamePad can be used with this software at a time.
- ◆ A Wii Remote Plus can be used instead of a Wii Remote.
- ◆ A Classic Controller can be used instead of a Classic Controller Pro.

### Pairing Controllers

Open the HOME Menu and select CONTROLLER SETTINGS ⇒ PAIR. Follow the on-screen instructions to pair your controller.




## Accessories

The following accessories can be used with this software.




## Surround Sound




This software supports Linear PCM 5.1 surround sound.


To enable surround sound output, select the TV option in the  System Settings application, then set the sound type to SURROUND.

- ◆ To use surround sound with this software, please connect your Wii U console to supported audio equipment using an HDMI™ cable.
- ◆ For information on compatibility and settings, please consult the documentation for your audio equipment.



Connect to the internet to enjoy these features:

- Online play
- In-game chat with friends
- Mario Kart TV  16
- Exchange of Time Trials ghost data
- Miiverse™





- ◆ For information about connecting your Wii U console to the internet, refer to the Wii U Quick Start Guide and the Internet section of  System Settings.
- ◆ To use the above features you must first connect to the internet, and for some of these features you will need to set up Miiverse.
- ◆ For information about Miiverse, refer to the Miiverse section of the Wii U Electronic Manual. To view the Wii U Electronic Manual, press  while on the Wii U Menu to open the HOME Menu, then select .
- ◆ If you choose to upload your play data to Nintendo Network™, the details of any Mii™, character and vehicle you use, any course you select, as well as Time Trials ghost data, highlight reels, play results, the names and welcome messages of tournaments you create, and your country and region, may be seen by people all over the world.
- ◆ If you participate in online matches, highlight reels of such matches might be uploaded to YouTube by other participants, where they may be seen by people worldwide.

Parents and guardians can restrict certain features of the Wii U console through  Parental Controls on the Wii U Menu.

The following features can be restricted:

Name	Description
Online Interaction in Games	Restricts communication features, such as in-game chat with friends, online play, uploading highlight reels  or ghost data  and Mario Kart TV.
Miiverse	Restricts posting on Miiverse and/or viewing other players' Miiverse posts. It is possible to restrict posting only, or to restrict both posting and viewing.



Single Player	Choose from four different single-player modes.
Multiplayer	Compete with two to four players.
Online - One/Two Player	Use your internet connection to compete against players around the world.  14
Mario Kart TV	Upload highlight reels and download ones uploaded by your friends, or download highlight reels from particular tournaments.  16
 (Post)	Press  to post to Miiverse.

### Drive as Your Mii

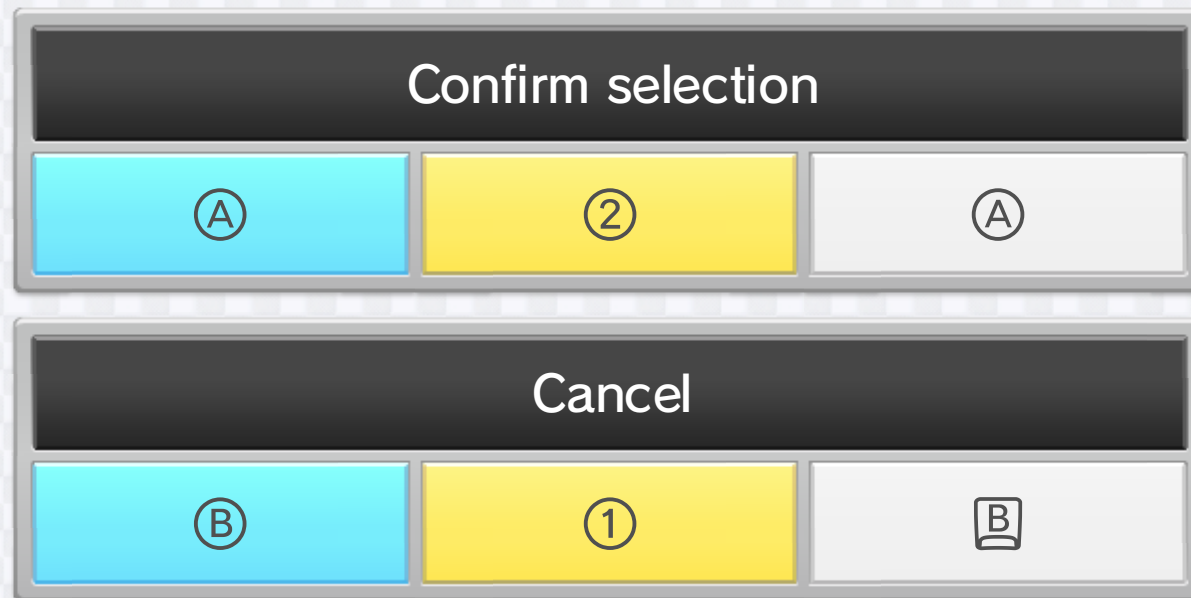
As you progress through the game, you can unlock the ability to drive using Mii characters.

## Menu Navigation



Select menu item






- ◆ When using the Wii U GamePad, you can also navigate menus by touching the icons displayed on the touch screen.
- ◆ When playing with the Wii U Pro Controller the game controls are the same as when using the Wii U GamePad.

## Saving

This game has an autosave feature. At various points, such as when you finish a race, your current results and other data will be saved automatically.

- ◆ Save data is stored separately for each user. After turning on your Wii U console, make sure that the correct user Mii is selected.

## Deleting Save Data

To delete save data, open System Settings by selecting  on the Wii U Menu, then select DATA MANAGEMENT.

- ◆ Once deleted, data cannot be recovered, so make sure you have selected the correct content to delete.



## Accelerate

Y/A

2

A

## Brake/Reverse

B

1

B

## Steer

L/+↔

Tilt the Wii  
Remote left  
and right

C↔

## Hop

ZR/R

1 (while  
holding 2)B (while  
holding A)

## Look behind

Hold X

Hold A

Hold C

## Horn (when not holding an item)

ZL/L

+










Z










## Use item




ZL/L

+




Z

Throw item forwards		
Press  while holding  +  + 	 + 	 +  + 

Throw or drop item behind vehicle		
Press  while holding  +  + 	 + 	 +  + 

Equip item		
Hold 	Hold 	Hold 

Control gliding height		
 +  + 	Tilt the Wii Remote backwards and forwards	 + 

Open pause menu		
		

- ◆ The Wii U GamePad instructions are for when the GamePad is set to Stick Controls, and the Wii Remote instructions are for when the Wii Remote is set to Motion Controls.
- ◆ You can switch the control method separately for each controller from the pause menu.
- ◆ When playing with the Wii U Pro Controller the game controls are the same as when using the Wii U GamePad.

## Using the Touch Screen

The GamePad screen has a number of special functions:



1 | Position and item held by each contender

2 | Sound the horn

Touch to blast the horn.

3 | Play view

The on-screen action displays simultaneously on this tab. Touch it once to fill the GamePad screen, and touch the screen again to switch back to the default view.

4 | Map

Touch to expand or shrink.

5 | Change control method

Touch to switch between Stick Controls and Motion Controls.

Here are some driving techniques to help you get the most out of Mario Kart 8.

◆ The following instructions are for the Wii U GamePad.



## Rocket Start

Get off to a Rocket Start!  
To launch from the starting grid at a high speed, press and hold **A** at just the right moment during the countdown.



## Drift

Drift round sharp corners without reducing speed!  
With **A** held down, hold **ZR** and use **L** to turn.




## Mini-Turbo

Maintain a drift for long enough, and your vehicle will start to give off blue sparks. Release **ZR** at this point to get a brief speed boost.




## Super Mini-Turbo

Continue drifting a little longer, and the blue sparks will turn orange. Releasing  at this point will give you a longer-lasting boost than the Mini-Turbo.



## Jump Boost

Press  when jumping from ramps and similar objects to perform a trick in mid-air. Getting the timing right is the key! A successfully executed trick will give you a brief speed boost.






## Spin Turbo

Colliding with an opponent in an antigravity zone will cause you to bounce away from each other, giving you both a slight speed boost.



## Spin Turn

When stationary, press  and  while steering left or right with  to turn on the spot.





## U-Turn

When drifting, release **(A)**  
while continuing to hold  
**(ZR)** to do a U-turn.



◆ You can only use this technique during battles.

## Obtaining Items


Pass through one of the item boxes found throughout the courses to get an item.



If you already have an item, passing through an item box will not give you a second one.

## Ways to Use Items

### Equipping Items

Some items can be equipped and used as shields against items such as Red Shells. 



### Throwing Items


Some items can be thrown forwards or backwards.



Each item has its own special properties.

◆ The following instructions are for the Wii U GamePad.



◆ The ★ symbol indicates an item that can be equipped by holding down .


## Banana ★



Will send anyone who hits it into a spin.

## Triple Banana



Three Bananas that orbit your vehicle.  
Press  to use them one by one.

## Green Shell ★



Green Shells travel in a straight line and knock over the first driver they hit.


## Red Shell ★



Red Shells lock onto and pursue the vehicle in front of you, knocking over the first driver they hit.

## Triple Green/Red Shell



Three shells that orbit your vehicle. Use  to throw them one by one.



## Spiny Shell



Pursues the leading vehicle, knocking over any other vehicles it hits along the way. This one won't stop until it catches up with the leader!

## Bob-omb ★



Once used, a Bob-omb will explode after a short time or upon impact with a vehicle. Anyone caught in the blast will spin out of control or be knocked over!


## Dash Mushroom



Gives you a temporary speed boost.


## Triple Dash Mushroom



Three Dash Mushrooms that orbit your vehicle. Press  to use them one by one.

## Golden Dash Mushroom



For a short time, allows you to use a Dash Mushroom every time you press .

## Bullet Bill



Temporarily transforms you into a Bullet Bill, which will zoom automatically towards the finish line. Any vehicle you make contact with will be knocked over.

## Blooper



Squirts ink on the vehicles ahead of you, briefly obscuring the drivers' view.

## Lightning



Strikes all opponents with lightning and causes them to lose their items. It also temporarily shrinks them, reducing their speed!


## Super Star



Makes you temporarily invincible and increases your speed. Any vehicle you hit will be knocked over.

## Fire Flower



Lets you throw fireballs for a short period by pressing . Any vehicle you hit will spin out of control.

## Boomerang Flower



Gives you a boomerang that can be thrown up to three times. Any driver it hits will spin out of control.

## Piranha Plant



Attaches temporarily to the front of the vehicle. When the Piranha Plant bites at something, the momentum of its lunge provides a slight speed boost.


## Super Horn



Sends nearby vehicles and items flying with a high-volume honk.

## Crazy Eight



Eight items that orbit your vehicle. Press  to use the one closest to the front at that moment.

## Coin



Gives you two extra coins.  11

Enter one of eight cups, each consisting of four courses, and compete for the highest overall score!

## Game Screen



1 Item held

2 Lap counter

3 Coins held

4 Current position

## Coins

Collect the coins found on the courses (up to a maximum of 10) to increase your speed. If you get knocked over or spin out of control you will drop some of your coins.



## Antigravity Zones

Some of the courses feature antigravity panels, which signal the start of an antigravity zone. While in an antigravity zone, your vehicle will be able



Antigravity panel

to follow the track along the roof and walls, and slamming into your opponents or certain blue-glowing objects will yield a Spin Turbo speed boost!

## Results Screen

The results are displayed once the race is over. Each driver is awarded points based on their position, with their total points for the four races determining their place in the final standings. At the end of the Grand Prix your driving technique will receive a rating out of three stars, and if you finished in the top three you will receive a trophy.



## Time Trials

Select a course on which to race solo, aiming for the fastest possible time. You can also view or race against ghost data.



Ghost

◆ Time Trials can only be played in single-player mode.

## Creating a Ghost

When you complete a course faster than the existing record, your run will automatically be saved as ghost data.

### Uploading Ghost Data

You can upload ghost data to the internet. Uploaded ghost data will be shared with players all over the world.  3

## More Ghosts

You can download ghost data uploaded by your friends or other players. Up to four ghosts can be downloaded per course, and up to sixteen can be downloaded in total.

## VS Race

Choose which courses, how many races and various other options to create a custom challenge!



Use items to pop your rivals' balloons, while protecting your own. When the time is up, the winner is decided based on the number of balloons they popped and the number of balloons they had remaining.



1

Number of balloons you've popped plus number of balloons you have remaining


2

Time remaining


By connecting to the internet, you can compete online against players around the world.

## Choose Opponents

Choose who you would like to play against.

Global	Play against people from all over the world.
Regional	Play against people from within your region.
Friends and Rivals	Play against people who are registered as your friends, or people you met while playing online.
Tournament	Take part in a tournament.  15

## In-Game Chat with Friends

To switch the in-game chat feature on or off when playing with friends, press  while waiting in the pre-game room.

- ◆ In order to use this feature, you must use the Wii U GamePad. When participating in in-game chat, the other participants' voices will be heard through the GamePad speakers.
- ◆ When using the in-game chat feature, please avoid giving out personal information or saying anything that could make others uncomfortable.

Join in-progress tournaments and pit yourself against other players online! You can also create tournaments of your own.

Create a Tournament	Create a tournament, choosing the game type and rules.
Search Using a Code	Find a specific tournament by entering a tournament code.
Search by Tournament Type	Find a tournament that uses particular rules.
Search Active Tournaments	Show a list of tournaments that are running right now.

## Taking Part in Tournaments

Enter a tournament to compete against the other participants. While a tournament is open, the points of all participants are uploaded and used to create the ranking. When the tournament is closed you can still take part, but it will be viewed as practice and your points won't count towards the ranking.

## Creating Tournaments

You can set the rules for tournaments you create and choose when they will be active. Give your tournament code to other players so they can find it with the Search Using a Code feature.

- ◆ Only the creator of a tournament can change its settings. Please note that tournaments cannot be edited or deleted while they are active.
- ◆ You can hold up to four tournaments at a time.

## Mario Kart TV

View your own highlight reels or ones uploaded by your friends. You can also upload and download highlight reels.



### Recent

The 12 most recent highlight reels are saved here automatically, and can be viewed by other users of your Wii U console, too. Older highlight reels are replaced as new ones are created.

### Favourites

When ★ 0/6 is displayed you can press ⊕ to save that highlight reel to Favourites. Each user can save up to six highlight reels. Press ⊖ to remove a highlight reel from Favourites.

#### Uploading Highlight Reels to YouTube

Highlight reels can also be uploaded to the internet video sharing service YouTube.

◆ A Google account is required.

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A system update may be required to play.

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5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under

Section 6, whether or not they are linked directly with the Library itself.

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b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in

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