

Mario Kart 8

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1

Important Information

Thank you for selecting the Mario Kart™ 8 game for the Wii U™ system.

Important Information

Please read this manual carefully before using this software. If the software will be used by children, the manual should be read and explained to them by an adult.

Also, before using this software, please read the content of the  Health and Safety Information application on the Wii U Menu. It contains important information that will help you enjoy this software.

2 Controllers and Accessories

Supported Controllers

This software can be used with any of the following controllers once they have been paired with the console.



- ◆ To play multiplayer modes, each player needs a separate controller (additional accessories sold separately).
- ◆ Only one Wii U GamePad controller can be used.
- ◆ A Wii Remote™ Plus controller can be used instead of a Wii Remote controller.
- ◆ You can use a Classic Controller™ instead of a Classic Controller Pro™.

Pairing Controllers

From the HOME Menu, select **Controller Settings** to display the screen shown to the right. Select **Pair**, and then follow the on-screen instructions to pair the controller.




Supported Accessories

The following accessories make the experience even better.



Wii Wheel






Information about Audio Output

This game supports 5.1-channel linear PCM surround sound. In order to experience surround sound, select  (System Settings) from the Wii U Menu, choose the **TV** item, and then change the audio-output type to **Surround**.

- ◆ In order to experience surround sound with this software, you will need to connect your Wii U console with a receiver that has a built-in HDMI™ port using a High Speed HDMI Cable. For more information about how to configure and connect your receiver, see the instruction manual for the receiver.


3 Online Features




Connecting your system to the Internet lets you enjoy the following features:

- Online play
 - In-game chat with friends
 - Mario Kart TV  16
 - Exchange of Time Trials ghost data
 - Miiverse™
 - Purchasing DLC  17
- ◆ See the Internet Connection Requirements section of the printed Wii U Operations Manual for more information about the equipment required to connect to the Internet. Once you have all the required equipment, select **Internet** from  (System Settings) in the Wii U Menu to configure an Internet connection.
- ◆ You need to connect to the Internet and set up Miiverse first.
- ◆ See the Miiverse section of the Wii U electronic manual for information about Miiverse. For the electronic manual, press  on the Wii U Menu and choose  (Manual) from the HOME Menu.
- ◆ Details of any Mii™, character, or vehicle you use and any course you select will be sent to Nintendo's servers, 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. It is possible this data will be seen by people all over the world.
- ◆ Please be aware, highlight reels uploaded to YouTube may be viewed by other people around the world.




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Note to Parents and Guardians

You can restrict use of the following features by selecting  (Parental Controls) from the Wii U Menu.

Item	Content
Wii U Shopping Services	Restricts the purchase of DLC  17 .
Online Interaction in Games	Restricts communication features, such as in-game chat with friends, online play, sharing highlight reels  16 , uploading/downloading ghost data  12 , 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.

- ◆ Access to this game (as well as other games) can also be restricted through the Game Rating item in Parental Controls.

Single Player	Choose from four different single-player modes.
Multiplayer	Compete with two to four players.
Online - One/Two Player	Use an 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 .
Shop	Downloadable content can be purchased here → 17 .
 (Post)	Touch this icon to post to Miiverse.
 (Play Stats)	Press ⊖ to view your gameplay statistics.
 (amiibo)	Press ⊕ to access amiibo features → 18 .

Drive as Your Mii

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

Navigating the Menu



Select menu item



Confirm selection



Cancel




- ◆ 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

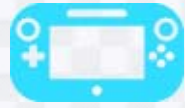
This game has an autosave feature. At various points, such as when you finish a race, your current results and other data will be saved automatically.

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

Deleting Save Data

To delete save data, open System Settings by selecting  on the Wii U Menu, and then select Data Management.

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



Accelerate

Y/A

2

A

Brake/Reverse

B

1

B

Steer

L/+↔

Tilt the Wii Remote left and right

↔

Hop

ZR/R

1 (while holding 2)

B (while holding A)

Rear view

Hold X

Hold A

Hold C

Horn (when not holding an item)

ZL/L

+































Z

Use item

ZL/L

+

Z

Throw item forward		
Press  /  while holding  /   	 	  + 
Throw or drop item behind vehicle		
Press  /  while holding  /   	 	  + 
Equip item		
Hold 	Hold 	Hold 
Adjust gliding height		
 /   	Tilt the Wii Remote backward and forward	  
Open pause menu		
		
Display map		
	---	---

- ◆ 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 tilt 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.
- ◆ You can only turn the map display on or off using the Wii U GamePad.

Using the Touch Screen

The Wii U GamePad controller's touch screen has a number of special functions:



1 | Position and item held by each contender

2 | Horn

Touch to honk 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

Control method

Touch to switch between stick controls and tilt controls.

8 Driving Techniques

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 around sharp corners without reducing speed! With (A) held down, hold (ZR) and use (L) to turn.




Mini-Turbo

If you maintain a drift for long enough, your vehicle will start giving off blue sparks. Release (ZR) at this point for a brief speed boost.




Super Mini-Turbo

If you continue drifting, the blue sparks will turn orange. Releasing  at this point will give you a greater boost than the Mini-Turbo.



Jump Boost

Press  when jumping over ramps and similar objects to perform a trick in midair. Get the timing right to get a brief speed boost when you land.






Spin Boost

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

While stopped, 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

→ 13 .

Acquiring Items


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



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

Using Items

Equipping Items



Some items can be equipped to protect you from items such as Red Shells  10 .



Throwing Items

Some items can be thrown in front of or behind you  7 .

There are a number of items you can pick up, each with its own special properties.

- ◆ The following instructions are for the Wii U GamePad .
- ◆ The ★ symbol indicates an item that can be equipped by pressing and holding .


Banana ★



Will send anyone who hits it into a spin.

Triple Bananas



Three Bananas that spin around your vehicle. Press  to use them one at a time.

Green Shell ★



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


Red Shell ★



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

Triple Green/Red Shells



Three shells that spin around your vehicle. Use  to throw them one at a time.



Spiny Shell



Pursues the driver in 1st place, 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!


Mushroom



Gives you a brief speed boost.

Triple Mushrooms



Three Mushrooms that spin around your vehicle. Press  to use them one at a time.

Golden Mushroom



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

Bullet Bill



Temporarily transforms you into a Bullet Bill, making you zoom automatically toward the finish line while knocking over any vehicle you make contact with.

Blooper



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

Lightning



Strikes all opponents with lightning, causing 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 time by pressing . Any vehicle you hit will spin out of control.

Boomerang Flower



The boomerang 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 an ear-splitting 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 .

11 Grand Prix

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

Game Screen



1 Current item

2 Lap counter

3 Current coins

4 Current position

Press \ominus on the Wii U GamePad to display a map of the course. Press \ominus once more to hide the map.

◆ You can use the map in the other modes too, not just in Grand Prix mode.

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 to race along the ceiling and walls, and slamming into your opponents will yield a Spin Boost!



Antigravity panel

Results Screen

The results are displayed once the race is over. Drivers are awarded points based on their positions, and their point total after all four races determines 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

Saved ghost data can be uploaded to the Internet and shared with players all over the world 3 .

More Ghosts

You can download ghost data uploaded by your friends or other players. Up to 4 ghosts can be downloaded per course, and up to 16 can be downloaded in total.

VS Race

Choose courses, the number of races, and various other options to create a custom challenge!

13 Battle

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 popped and the number of balloons 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.

Choosing Opponents

Choose who you would like to play against.

Worldwide	Play against people from all over the world.
Regional	Play against people from within your region.
Friends	Play against people who are registered as your friends or people you've played with recently.
Tournament	Compete in a tournament  15 .

In-Game Chat with Friends

To use the in-game-chat feature when playing with friends, press  while waiting in the pregame 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 both the GamePad and TV speakers.
- ◆ When using the in-game-chat feature, please avoid giving out personal information or saying anything that could make others uncomfortable.

15 Tournaments

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 by 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 toward the ranking.

Creating Tournaments

You can set the rules and choose the start date and time for tournaments you create. Give your tournament code to other players so they can find it with the Search by Code feature.

- ◆ Only the creator of a tournament can change its settings.
- ◆ 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. Older highlight reels are replaced as new ones are created.

Favorites

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

Uploading Highlight Reels to YouTube

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


◆ A Google™ account is required.

17 | Purchasing Downloadable Content (Paid)


This game allows you to purchase downloadable content (DLC) and access passes with real money through the Internet. Visit the Nintendo website for information on the availability of downloadable content.

Making a Purchase

From within the Game


Select Shop on the main menu , and follow the on-screen instructions. You will be able to use the newly purchased content as soon as the download is complete.

From Nintendo eShop

Select  on the HOME Menu to open Nintendo eShop, and then open the Purchasing Downloadable Content and Passes page in the Nintendo eShop electronic manual and follow the instructions on-screen. Mario Kart 8 will restart once the download is complete.

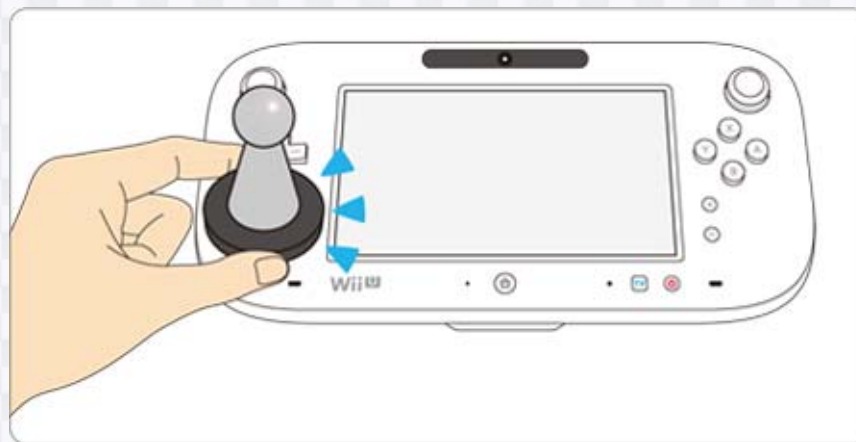
- ◆ To view the electronic manual, select **My Menu** in the menu bar while in Nintendo eShop. Then select **Help** in the upper-right corner and choose **eShop Manual**.

18 Using amiibo

This software supports **amiibo**. To access amiibo™ features, select the amiibo icon on the main menu  and follow the on-screen instructions. A software update may be required to use amiibo functionality.

How to Use amiibo

Touch a compatible amiibo figure to the NFC touchpoint () on the Wii U GamePad.



Your amiibo figures aren't just for show. You can use NFC (near-field communication) to connect them to compatible software and enable certain functionality in the game. For more information, visit <http://www.nintendo.com/amiibo>.

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the

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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.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

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 Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

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