

Mario Kart Tour



Game Summary – First Impressions

Nintendo has finally released its mobile version of its highly successful Mario Kart game. The game is a basic racing game set in the colorful and fun Super Mario universe. All of the characters are there, though only Toad and Bowser are unlocked at the beginning of the game. As you win races you will be able to unlock additional characters.

You can hold a maximum of three items though you will only be able to hold one item to start with. Items are obtained by running over question mark boxes. Items can be used to attack other players or give you a speed boost. These items can mean the difference between winning or losing a match. Using them at strategic times is the key to winning races especially when matched with more experienced players.

Some various themed racetracks and cups can be unlocked. Every race track is themed around a different Super Mario character and world. And all of the courses are themed with obstacles that are themed as well like giant Goombas and other themed obstacles.

Gameplay

The gameplay is mostly smooth though it does take some getting used to. There is no brake every car will go the same speed based on the cc rating of each match. To compensate for no braking you can drift by pressing and holding down a button. This allows you to make sharper turns and bump other players. It would be nice to have a brake.

The developers seemed to want to have the game only to be played in portrait mode and not landscape mode. This is so the game can be played with one hand. For a racing game, this makes the controls a little too simplistic, and the game would have benefited for at least an option to play in landscape mode with two hands.

The success of Mario Run, which also is meant to be played with one hand seems to be behind the developers' choice of how to handle the controls. The simplicity of the controls may be great for some and will do well with younger players. For long time fans of the Mario Kart games though may find the gameplay a bit disappointing. ## Final Thoughts

For a game that has been a long time coming Mario Kart for mobile is okay, but it still has a long way to go. Nintendo still has not fully figured out how to enter the mobile space. From the typical level of quality that has come to be expected of Nintendo games, this mobile game in particular seems to be a big step down. The simplistic game controls do take some getting used to, but for younger players, it may actually make Mario Kart Mobile a great first racing game.

Advantages / Disadvantages

- The game is fun with familiar characters, even if they need to be unlocked first.
- Simplistic controls could be a plus for children and newer players.
- No braking means that all the players are always going around at the same speed.
- Quality level is a big step down from what has come to be expected for Nintendo products.