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## Mario kart 8 6 stars after race

Bandai Namco's Mario Kart Arcade GP virtual reality is simple: drive around the tracks of the game series and feel every bump, green shell and Waaah!, to the immersive VR and rumble seat. The game began on a global tour a few years ago in Japan, and its last stop is sunny southern California. I pulled in an industrial park, a California branch of K1 Speed to go karting. Enter, go along to the IRL story, and you'll find an arcade where space is deleted from a trio of VR game facilities. This is where I got a taste of Mario Kart VR. Up to four can jump in one race, and each station has a different character (Mario, Luigi, Peach, etc.). Players sit in a racing chair like any racing game, don an HTC Vive headset and headphones, and slide each hand through a rubber wristband with a Vive Tracker sensor on it. And then, without further ado, the competition is on. You have a few seconds to take the Mushroom Kingdom cheering on the racers before Bowser and Wario rudely screech before you in a better position on the starting line. The cloud-floating Lad falls with a stop light to count, and on the green, you're jamming the gas. From there, the race is very much simplified by Mario Kart. There are items hanging from balloons that you literally hold your hands out to grab, then wave your hands forward to toss in front of competitors. Arsenal's small but useful, green shells, bananas and hammer can be used to smack racers next to you. Image credit: TechRadar (Image credit: TechRadar) And once you're stuck, you can feel it: the chair rumbles and tilts a little more accurately, giving the feeling of leanings changes. Soon the trail disappeared into the white light... which transports racers to a different level than the Mario Kart series, so it's clear I was cruising through the sampler platter franchise. By now I noticed that my top speed couldn't quite reach Bowser (always Bowser...) and others in a lead that seemed intentional: computer-controlled racers got eaten by massive piranha plants or hit thwomp blocks - or even just messed with each other. It helps the race feel populated because you can't look past either shoulder. By the finish line, items cursed, I couldn't before the scrum - and maybe it wasn't possible to do it because I wasn't showing what place I was ready to take but I would probably have been more engaged if I had brought in one or three friends to compete against. True, it was over pretty quickly with a \$10-per-race entry fee, but it delivered a premise: immersive Mario Kart with good arcade VR tech. Hitting the buttons doesn't hold the candle physically (transitively?) hurling the green key and watching it lower the racer before you. Image credit: TechRadar (Image credit: TechRadar) Good news, bad news: first: you can probably wait some time for Mario Kart VR to move to a new location closer to you in the US or elsewhere. It started in Tokyo, then moved on to London and temporarily in Washington, D.C. before pulling up the stakes to create Irvine, California. It's unclear whether it will remain in Irvine if and when the new VR Zone will open elsewhere. Why shouldn't? Because these settings are expensive: I was told by the Irvine K1 Speed manager (they operate a booth that is set up and serviced every month by a different company) that each seat costs about \$40,000 apiece. That's eight places for three mourners. Besides, they don't always make enough money to stay here. Irvine K1 Speed previously tried out another VR zone for its arcade, which lasted a year before it was carted off by not making enough money to justify its space. The good news is that Mario Kart VR (and other games) drew more money for its opening On Saturday than previous VR games did in a month. Whether in the news or in Instagram posts, people will hear it and come to the race. (People are also drifting over the actual story and playing the digital one too.) At the earliest, Mario Kart VR is around until August, although the driver suggested that it could last a full year. Sometime in the meantime, Bandai Namco's amusement may add more tracks to Mario Kart, as well as additional content for the other two VR games. Ski Rodeo (Image credit: TechRadar) And if you're in Irvine K1 Speed, you might as well try the other two games (I did). I've never skied before and was appropriately terrible for ski rodeo, although it was a fantastic game for an IRL fan at an angle on his face to simulate the chill of the mountain air. Swinging footmats allow you to slalom and angle your digital skis, (presumably) as one does when the actual slopes. Argyle Shift (Image credit: TechRadar) (Image credit: TechRadar) The third game, Argyle Shift, is audacious: climb the mech and use your twin sticks (with a head-guided target) to weapon down enemies. Unfortunately, the game is short and restrictive - it's essentially a rail shooter - and feels more like an impressive tech demo than a full experience. We don't want to mention the ridiculous anime-tight outfit your obsequious AI wears, so.. Auh. But more episodes should come to continue the story. (And with patient friends who aren't into VR, there's a mega-Pac-Man station next to VR that's a lot cheaper for a single game.) Summary: come to Mario Kart VR, try other experiences, and if you feel confident after dusting your friends in The Seened Kingdom, there's another (real) story to see if your racing skills are handing over to the meat room. Want to take virtual reality home? Peruse our list of the best VR headsets Codemasters announced recently that it plans to bring a new, Mario Kart-style arcade racing video game to the market. Big deal, right? In fact, it's sort of - at least our neck in the woods-when the game takes a semi-carting formula and mixes liberal help with Formula One licensed drivers and cars. For those who don't know what semi-carting means, basically a cartoonish racing format improved by Nintendo's Mario Kart franchise: Games that fall into this category are usually at their best when they are playing with friends. The developer gave us an early look at the upcoming title at its HQ in England, and we came away quite excited to see the final product. While its forte in the atmosphere has produced games such as the Grid and F1 series (we also have a pre-release meeting with F1 in 2012), such a title is the new territory of the Codemasters. There's pretty ferocious enthusiasm here for C/D racing simulators and almost simulation quality driving games like Gran Turismo, Forza Motorsport and the aforementioned F1 franchise. So theoretically, F1 Race Stars should fall so far beyond the limit of our game interests-but it's not. We are fans of both real-life F1 and fun, and Race Stars looks both without straight-up plagiarizing from Mario and Luigi. (Or Princess Peach. Or a strange turtle.) As you would expect, the key to game mode is multiplayer: (Time-trial and championship modes also part of the mix.) F1 Race Stars offers up to four-at-a-time split-screen action for both on-screen and offline play, and four players per console can challenge up to eight players online: like F1 Games and Grid, F1 Race Stars is compatible with Codemasters' RaceNet online play forum. Players can choose any of today's F1 drivers, although the 12-car network limit means you can't restore the entire 2012 F1 starting lineup in a single race. Codemasters use Pixar movie characters as their main inspiration for the cartoon-ification of F1 drivers and their cars; as a result, the game looks familiar and accommodating. Despite the giant heads and small bodies, the drivers are recognizable, and so are their cars that resemble what we think F1 shifter go-karts would look like. The tracks are fictional worlds modelled after the countries that host Formula One races, not the circuits themselves. We were told that the actual stories weren't exciting enough for such a fantasy-crazy action game going on. (We realize they're often not very exciting in real life, either.) Race cars can sustain damage throughout the race, losing body panels before heavier hits eventually lead to a squirming and smoking engine, slower top speed, and the feeling that some wheels are around. Players can repair their racing car throughout the race by pulling into one of several pit lanes scattered around each course. Of course, you can dole out the damage to other players or temporarily delay them with a bevy of power-ups, essentially weapons in your victory arsenal. You can hit other cars with bubbles that stop them for a moment, fire rockets, shoot a kind of electromagnetic pulse, teleport yourself to another part of the track, or give yourself a speed boost. This latest tool is perhaps the most useful and is modelled after kers system: players can zoom in on each corner, provided they stay on the track. Unleash the juice and auto rockets forward a well-timed pass or simply reach the rest of the field. At this point, we've experienced only one story, and even that wasn't completely completed. We know some guys around the office who would love to take a virtual crack at their least favorite F1 drivers-and based on our short experience, they'll have fun doing it. Look for our full review of F1 Race Stars as the game nears its November release date. 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