

MARIO KART DS

GENRE(S): Racing

AVAILABLE ON: Nintendo DS

DEVELOPED BY: Nintendo

PUBLISHED BY: Nintendo

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What separated *Mario Kart DS* from the games that came before was that it adapted the look of a commercial sports game instead of the traditional look of a Mario game. So how does it look on the inside? Good as usual, but unfortunately, as was the case with Game Boy Advance's *Super Circuit*, its multiplayer game wasn't made to last.

Mario Kart DS features a formidable roster of drivers and a relatively huge amount of single-player content, ranging from the obvious array of new tracks to Retro GP tracks which go all the way from the first game to GameCube's *Double Dash!!*, released in 2003.

First of the two things worth mentioning is the use of the second screen, which allows you to view the race from a different perspective in almost classic *Super Mario Kart* fashion, or if you find it distracting, you can switch to the track map by tapping the screen. The second is the introduction of analog control into handheld *Mario Kart*, which makes the game play fundamentally better.

Unfortunately, the Nintendo Wi-Fi used for the multiplayer modes was shut down over ten years ago, in the summer of 2014, so I can't tell you anything about that, but it goes to show that this particular series was never made for handhelds. *Mario Kart* needs a decent multiplayer mode, it's one of those few games.

As far as the single-player race goes, *Mario Kart DS* looks, sounds and plays damn good. The core gameplay is still very much there with no major changes made to it.

