

# MARIO KART WORLD

**GENRE(S):** Racing

**AVAILABLE ON:** Nintendo Switch 2

**DEVELOPED BY:** Nintendo

**PUBLISHED BY:** Nintendo

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So, Nintendo decided to pull the same stunt they did with the previous Nintendo Switch; the first Mario game released on the console was not a traditional Mario game, but instead, an iteration of *Mario Kart*. Only this time, a whole new game instead of an enhanced edition of an earlier one. A whole new problem arises with this game: how to improve on *Mario Kart 8 Deluxe*? The answer: that's just impossible. *Mario Kart World* might seem different, but in reality it's not all that different. Plus, it's simply not as good.

*Mario Kart World* "improves" on the traditional *Mario Kart* formula by adding open-world antics to the mix. This transpires as a freeroam mode which basically leads you on a barebone hunt for alternate attires for drivers, stickers and whatnot, through generally really frustrating driving challenges and miniraces. Also, the basic mode – Grand Prix – has changed, as you're no longer ported from race to race, you're supposed to drive from one race to another and gain an early advantage before the actual race even begins.

As for the driving experience itself, there are no remarkable improvements; the wall-racing from *Mario Kart 8* is completely ousted and replaced with rail-racing, which allows you to speed along different lengths of single-track rails; this doesn't give you any practical advantage whatsoever. What's good and most of all, more accessible, about the whole experience is that you no longer need to get to the Top 4 just to unlock every track in the game, you just need to play through all of them once. This is most essential for multiplayer. It's always been kinda awkward to explain that you haven't been able to beat the game, so here's just a select number of tracks whenever you have friends coming over...

...Which once again brings us to the multiplayer modes. Just what the hell happened, again? We have the traditional Battle Mode, and then we have Coin Runners. Nothing else. We have this "ultimate *Mario Kart* experience" with a \$90 price tag, for a totally new system, and then we get this, a good *Mario Kart* game which is altogether inferior to a game that very originally came out 11 years before? I don't get it.

Since it's still *Mario Kart*, *Mario Kart World* is an excellent game, no doubt about that, but the deeper you dig into it, the more you find a lazy effort to excite the ignorants. I was busting my balls to get the Nintendo Switch 2, thankfully not for this game, but it came as a bonus – and as soon as I finished unlocking all of the races, I went back to *Mario Kart 8 Deluxe* for a much better time.

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