



# Louisiana 4-H Esports

## Mario Kart 8 Deluxe

**Genre:** Racing

**Competition Format:** 4 vs 4, teams of 4

**System:** Nintendo Switch™

### How It's Played

Teams of 4 players take control of their favorite Nintendo characters and face off in 3 rounds of 4 races. Mario Kart™ 8 Deluxe requires critical thinking, fast reflexes, and spatial skills for players to achieve and sustain success.

### The Game

Players select from a pool of 42 characters and customize one of 41 carts before hitting the road in 4v4 team-based races.

### The Action

Teams go head-to-head in 4v4 races on randomized tracks. Mario Kart 8 Deluxe race tracks are filled with items for racers to improve their own performance or to hinder other players.

### The Goal

Matches consist of 3 rounds of 4 races (12 total races). Each player on a team receives points based on how they place in each race, and the team with the most points after 4 races wins the round. The first team to win two rounds wins the match.

### Game Connection Terms & Clarifications

Mario Kart™ 8 Deluxe allows up to 2 players on the same Nintendo Switch system to compete online simultaneously. Each player needs to set up (or have set up for them) their own unique:

- Nintendo Profile: free-to-create and own. These live only on your local system and can link to a Nintendo Game Account, but are unlinked to any Nintendo Game Account by default. Profiles act to differentiate players—and their save data among other things—at the local “system” level.
- Nintendo Accounts: free-to-create and own. These can be linked to a profile that lives on a system, which allows that profile to then access certain online services (like multiplayer free-to-play game titles).
- Nintendo Online: A subscription that allows the attached account(s) to access the full offering of online services, including online multiplayer for paid games. When utilizing the split-screen feature in Mario Kart™ 8 Deluxe, only the profile/account that launches the game needs to have an attached Nintendo Online Subscription.



## Match Formats

**Match Format:** Best-of-Three (“Bo3”) Games

**Game Format:** Four (4) 150cc Team Races

**Team Size:** 4 Players

### Settings:

- Game Style: **150cc Race**
- Teams: **Team Game**
- Items: **Normal Items**
- COM: **No COM**
- Vehicles: **All Vehicles**
- Race Count: **4 Races**

Each team will compete in a match of Best-of-Three (Bo3) games, where each game consists of four (4) races. Each race will use the “**Teams**” setting, splitting the two (2) teams into a four (4) versus four (4). The game will keep track of the scores each player contributes to their team, depending on the placement within each race. At the end of four (4) races, the game will tally up both team’s total scores. The team with the highest score will win that game.

If a single team reaches two game wins before the start of the third game, then the third game will not be played.

### Finals

This match consists of the top two teams. The Finals will be a series of **Best-of-Five (Bo5)** games. The team to achieve three game wins will be awarded the match win and declared the Champion.



## Special Rules

### Track Selection

All players in the lobby MUST select "Random" during track selection in order to ensure a Random track is selected during a match. If a player does not select Random and their track is picked, a penalty of **15 points** will be taken from the team's final score for the game round.

At the end of the game, the reporting team must share the following with League Officials immediately:

- A screenshot of the incorrect track selection by the player and the game itself choosing that player's track for play
- A screenshot of the final point result for the game round at the end of the 4th track.

Once reviewed and confirmed that a track was incorrectly selected and chosen, League Officials will penalize the offending team by subtracting 15 points from their final team score. This penalty is additive and applied for every instance where the rule was violated during the game.

Repeated violations of this rule may result in further team penalties at the discretion of the tournament organizer.

### Tie-Breaker Resolution

In the case that both teams have equal points at the end of the four (4) races, an additional one (1) race will be set up directly following the conclusion of that game. Both teams will face off in that race and the winner of the tie-breaker is decided by the team with the highest point total at the end of the one (1) race.

### Mii Racer

Players may select to play as their Mii™ Racer. All customized Mii characters must follow the Louisiana 4-H and Nintendo Code of Conduct, violations will result in penalties applied to your team. This includes anything that can be seen as offensive, vulgar, or bad sportsmanship.

### Internet Connection Disputes

All disputes are addressed on a case-by-case basis, and rulings may require a restart, reschedule, or a loss for the game, set, or match.

### Player Leaving Lobby

If a player accidentally leaves the lobby, they are to rejoin before continuing the match.

## Match Process

### Pre-Match Setup

Before the tournament, ensure all consoles and controllers are charged. Start all consoles at least one hour before scheduled matches and test each game client by loading into a private game lobby. Before the match, the tournament organizer will let the coach and players of both teams know who is responsible for hosting the match, setting up the games, and inputting the results.

### Match Setup

#### 1. Create Lobby

- The Home Team will Start Mario Kart™ 8 Deluxe
- From the Main Menu, select **Online Play**
- Select **Friends**
- Select **Create Room**, and confirm **Yes**
- Choose Character and Kart configuration
- Once in the Room, press A to access the Game Settings, and confirm the settings are reflected as shown in **Settings**

Once the Room is created, share the Unique Room Code and Password with your opponent in Match Lobby Chat. Players will choose their character and kart configuration when they join the Room.

Confirm in Match Lobby Chat with your Opponent's Captain that their team is all loaded in and ready to play, then continue with the match.

#### 2. Setup the Races

Once all players are confirmed and ready to compete, the Home Team Captain will set up the teams, placing all Home Team players on the Red team, and all Away Team players on the Blue team. Once players are assigned correctly, select **OK** to proceed to Track Selection.

#### 3. Track Selection

Each player **MUST** choose **Random** from the track selection screen. Failure to do so can result in a point penalty of 15 points.

#### 4. Changing Selections

All characters and kart configurations are approved for play. Players are allowed to change character and kart configuration between races by pressing the "Y" button while in the lobby between races. Ensure your players do not accidentally leave the lobby!

### Results

Match results should be submitted manually within 10 minutes of match completion to the tournament organizer. Players should take screenshots of the match results and share those with their coaches.



## F.A.Q.

### **Spectating**

As spectators may cause network latency issues for players, spectators are not allowed to use the in-game spectating tools during matches.

### **In-Game Content Updates**

Mario Kart™ 8 Deluxe is a live service multiplayer game which may release new and/or updated content while the season is occurring.

The Mario Kart™ 8 Booster Course Pass DLC is recommended for all teams but not required. The courses in the DLC may show up during online competition, if 1 or more players in the lobby has them purchased, when players choose 'Random' during course selection. Due to this, we recommend that teams get the DLC in order to practice when possible on these courses to best prepare for their races.

Any content currently disabled in-game by Nintendo will not be available for use during official matches. All matches will occur on the most up-to-date patch, and any included content is eligible for use in matches unless otherwise stated by officials.

### **Glitching**

The use of any in-game glitches during a match will not be tolerated. Any match disputes or submissions involving possible player glitches will need to be backed by video or screenshot proof of the use of a glitch. If a player is found to be using an in-game glitch to gain an advantage during a match, their team will be given a loss for that game and may be subject to further penalties at the discretion of league officials.

Note: A track shortcut is a feature of the game and is not considered a glitch.