



# MARIOKART

*Mario Kart*

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*Emma Davey*

Dear King'sMUN 2024 delegates,

We are truly honoured, as this year's Co-Secretary Generals of King'sMUN, to welcome you to our 10th annual conference. The Secretariat has been working hard throughout this school year to deliver you an incredible, in-person conference with a variety of creative committees, experienced chairs, and an overall successful day of debate.

Model United Nations, a reenactment of the function of the United Nations, is designed for students to come together to debate, discuss, and develop creative resolutions to some of the world's most pressing issues that plague our world today. In most committees, students take on the positions of various countries, characters, or political figures to create solutions for both real and fictional issues and crises. We also offer unique committees that explore historical, future, and fictional issues.

In our personal experience with MUN we have developed many valuable skills that we will take with us throughout our lives, such as confidence in public speaking, leadership, and creative problem-solving. Furthermore, MUN promotes lifelong connections, as we are constantly meeting delegates who share similar passions to us in committee sessions. We truly believe that your participation in MUN will guide you throughout your high school journey and beyond.

At King'sMUN, we provide a variety of committees to ensure that we have something of interest for everyone. From very current pressing issues (ie. UNSC and the African Union) and issues in sports (ie. International Cricket Council and WSF) to fictional, yet real, controversies (ie. Barbieland) and issues set in the past (ie. The Manhattan Project). We strive to ensure that there is appeal for a variety of delegates. Whether you have no experience or have been to a multitude of conferences, there is a place at King'sMUN for you!

Once again, we are thrilled to welcome all delegates, new or returning, back to King'sMUN. We hope that you engage in fruitful debate and have an amazing time at King'sMUN 2024.

Sincerely,

Serena Kalsi and Georgia Apostolopoulos  
Co-Secretary Generals  
King'sMUN 2024

## *History of Nintendo*

The game brand Nintendo was created in 1889 by Fusajiro Yamauchi. It was originally created as a card company where they made and sold playing cards. This happened when the Japanese government had a ban on gambling and subsequently, the cards with numerical symbols on them were taken out of circulation in Japan. However, hanafuda cards were cards that were stiffer and curved with depictions of various things such as plants, animals, or birds. These cards were allowed mainly because they were not associated with gambling because of the way they depicted the numbers with illustrations instead. The Hanafuda cards that Nintendo made gained popularity and started to be used as gambling cards by the people who purchased the product, even though it was not the intended use. They had sold about 600,000 cards up until 1959. Around the early 1960s, after a visit to the USA, they decided to expand their business beyond just playing cards. They attempted to make various products such as instant rice, Love Hotels, and a vacuum cleaner controlled by a remote similar to a rumba. Unfortunately, all these products they created failed. Nintendo then decided that in 1964, after a crash in their stocks, they had to branch off to toys and called that section "games." Since their stocks were crashing because of the lack of people buying cards their only hope of staying in business would be to branch off to toys since the first toy they created had made a lot of money. It was said in 1973 that Nintendo first attempted to create a 'video game' they had called the Nintendo Beam Gun games. It was the blueprint for gun shooting games where you press the trigger of the gun and it shoots something on screen, and too further its success they had put it into bowling alleys, arcades, and pretty much everywhere that had an arcade or arcade machines so they could have people playing more. Later on, in 1974 Nintendo bought rights to Magnavox Odyssey which is a gaming console. Their first attempt at a racing game was the Colour TV-Racing 112 which came with a steering wheel to make it easier to use, The purpose of the game was to drive into oncoming traffic and dodge the cars. Then twenty years later they created Super Mario Kart a racing game where you would face other people and beat them in races, The characters in the game showed all their successful or main characters such as Mario, Donkey Kong, Peach, Luigi, Bowser, and others. Since their success, Nintendo has created many more games from the Mario Bros franchise and they have created many Mario Kart games.

## *History of Mario Kart*

As previously stated, Super Mario Kart was created in 1992 and featured characters such as Mario, Luigi, Peach, Bowser, etc. and the ideology of the game was that the players could race each other around a little track throwing objects at other players to slow them down such as banana peels and the objective of the game was to come in first place. Since the release of Super Mario Kart in 1992 and its success, Nintendo has created a new Mario Kart game every time a new console has been released.

The first Mario Kart game that Nintendo published came out on September 1st, 1992 it had eight playable characters and it allowed two players to race on a bunch of colourful race tracks in this first version of Mario Kart there was also a battle mode where you could fight your friends with weapons. The amount of playable characters in this version of Mario Kart was eight and the list contained this list of characters. Mario, Luigi, Yoshi, Princess Peach, Bowser, Toad, Koopa Troopa, and Donkey Kong Jr.

The next Mario Kart game that Nintendo released was Mario Kart 64, this game was released on February 10th, 1997 and this game was playable on the Nintendo 64 it was similar to the previous game however Nintendo had added more features to the racing tracks such as elevations, pits and other obstacles that the players had to dodge. The amount of playable characters was still eight and it was roughly the same list of characters as Super Mario Kart but they had swapped out the Koopa Troopa for Wario.

The next Mario Kart game, Mario Kart Super Circuit was released on August 27, 2001, and was playable on the Game Boy Advance this version of Mario Kart had stayed the same and only really featured a couple of new tracks, It had the same playable characters as Mario Kart 64. Mario Kart Super Circuit was the only Mario Kart game to launch with a Nintendo system so it didn't come separately. The next Mario Kart game released was Mario Kart Double Dash the system was playable on the Game Boy Advance and it was released on November 17th, 2003 this one had a bigger update and it had karts that could support 2 players instead of one and you could switch between the two players whenever you wanted to. One of the players would drive and the other one would throw items. This feature however never returned to other games. The player list this time pretty much doubled instead of eight characters there were now twenty characters these twenty characters included Diddy Kong, Daisy, Birdo, Waluigi, Bowser Jr., Baby Mario, Baby Luigi, Toadette, Petey Piranha, King Boo. You could also choose between 21

different Karts. The next game to be released was Mario Kart GP, which was released in October 2005 it was meant for the arcade and the number of players was 11. It was just like your standard Mario Kart game.

The next game was Mario Kart DS released on November 14th, 2005 the playable character list was now 13 and it was you're standard Mario Kart game. The next game that was released was Mario Kart GP 2, It was released in 2008 and it was still your standard Mario Kart with not a lot of add-ons besides new tracks and such. Mario Kart Wii was released on April 27, 2008, The playable characters list was now 25 and featured characters such as Baby Peach, Baby Daisy, Rosalina, Funky Kong, and Dry Browser. You could also unlock your Mii avatar as a playable racer. This where added to the list of characters already existing.

The next game released was Mario Kart 7 it was released on the Nintendo 3DS on December 4th, 2011. The playable Character list was now 17 and had new faces such as Metal Mario, Honey Queen, Wiggler, and Lakitu. The game also added a new feature called Gliders that could help you descend after a big jump.

The next Mario Kart game was Mario Kart Arcade GP DX, released in winter 2013. The playable character list was now 13 and it had the same features as previous Mario Kart games.

Lastly, the Last game they released was Mario Kart 8 it was released on May 30th, 2014 The number of racers was now 30. There were not a lot of new features besides adding gravity-defying courses that allowed players to climb walls and go upside down on courses. Nintendo has now released many new versions of Mario Kart 8 such as Mario Kart 8 deluxe etc.

***The updated list of characters includes:***

- Mario
- Luigi
- Banana Plantation Owner
- Peach
- Daisy
- Donkey Kong
- Bowser
- Yoshi
- Toad

- Head of Turtle Union
- Koopa
- Troopa
- Shy Guy
- Wario
- Waluigi
- Dairy Farmer
- Baby Mario
- Baby Luigi
- Baby Peach
- Baby Daisy
- Rosalina
- Toadette
- Metal Mario
- Lakitu
- Larry
- Morton
- Wendy
- Iggy
- Roy
- Lemmy
- Ludwig
- Pink Gold Peach
- Baby Rosalina
- Mii
- Tanooki Mario
- Cat Peach
- Link
- Villager
- Isabelle
- Dry Bowser

## Crisis Committee

A Crisis committee is a decision-making body, It has more power than a normal committee. General assemblies recommend, build consensus, and make a framework to refine for the national party so it aligns with the actions. The crisis committee creates the action, meaning the body has the power to do whatever it pleases. They do not need to be granted permission by its members. Groups that look like this are a cabinet, a royal court, a board of directors, a rebel group, and/or any small group that possesses political powers. Crisis committees are also more fast-paced, covering three to six years of history over a short time period.

In this committee, delegates will work together to create multiple solutions to occurring problems. Each individual will be in communication with the crisis staff, where they will be able to create their own storyline, known as a crisis arc. Here, they will send notes on which direction they would like the committee to go towards. The note will entail specific steps on how to accomplish their desired goal. To write a crisis note, delegates will address the notes as if they are writing to another delegate who is not present in the committee. For example:

Sample Crisis Note

To my trusted assistant Wang Peng,

I have recently decided to enter into the casino business. Please use my personal funds to purchase a suitable building located near the Hong Kong International Airport in order to increase access for tourists. I understand that there might be some hesitation from the locals in regard to foreign investment so I would also like you to release a statement to the public that the casino renovations and maintenance will employ hundreds of local Hong Kong residents during this time of extreme unemployment.

I would also like you to covertly reach out to one of my contacts in the criminal underworld that I have surely made through my various business dealings. Arrange a meeting with an international heroin dealer (under the guise of having dinner with an old friend) in order to discuss a possible smuggling operation to be run out of my casino, providing myself and the dealer with immense profits.

Please inform me as to the results of these actions.

-Vincent Lo

*This crisis note meets the following requirements:*

- 1. It is addressed to a character*
- 2. It utilizes the character's resources*
- 3. It contains direct, specific actions to be undertaken*
- 4. It provides for how the actions will be undertaken*

The committee will begin with a round-robin, compared to a typical speaker's list. Each delegate will have the opportunity to state their stance on the topic, in this case, the delegate's role in Mario Kart. Once a crisis is announced, delegates must work together to create a directive

to solve the current problem. There will be multiple directives passed in the committee, as there is one for each crisis. Directives consist of operative clauses and do not include preambulatory clauses.



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