

Super Mario Kart

The chapter I read was Super Mario Kart, astonishingly the main topic was about the nostalgic game Super Mario Kart. Super Mario Kart is a kart racing video game developed and published by Nintendo for the Super Nintendo Entertainment System. The first game of the Mario Kart series, it was released in Japan and North America in 1992. According to John Green when Mario Kart first released him and his colleagues would play it day and night resulting in him being the best and always winning. To John Green this was the best game to exist, he says that the game was so interwoven that the soundtrack brings him memories of back in the day when it first released. In the years past there have been many adaptations to Super Mario Kart to the latest one being Super Mario Kart 8. John Green's perspective on Super Mario Kart 8 was basically that it was once your in first the game is designed for the leader to lose. He shared a story of playing Super Mario Kart with his son. He was leading but once it hit the final lap his son got a power up which inevitably caused John Green to finish fourth overall. His perspective on this topic was that it does not portray to real life. A deeper understanding of this is that when you're doing well in life usually there are not obstacles put in your way designed for you to not do well. John Green had a book that did well and his bank had called to inform him that he would no longer be charged with ATM fees. Some might argue that games should reward good talent and hard work because real life does not. But to be honest real fairness is when everyone has a shot to win. He rated this chapter 4 stars and i do as well.