



# MARIO KART LE MANS



## The Idea

Get a team together of between 4-6 people. Get sponsored to play Mario Kart for 24 consecutive hours, with at least 1 person playing at a time.

## The Location

Like many great 24 hour fundraisers, we're encouraging youth workers to host a lock-in for the team – and get their entire youth group involved in supporting the challengers taking part if possible! This could take place in a church hall or youth space, or in a home – if the host is willing!

## The Team

We recommend a minimum of 4 people to spread the load of gaming, so that nobody is playing for more than 6 hours across the 24, and nobody is alone while racing – video gaming is a social thing, after all! Younger teams should aim for 5 or 6 participants. The team can interchange as much as necessary to save thumbs, and allow for sleep in downtime.

## The Fundraising

This is a sponsored event for SU Scotland. Details on how to register a team with JustGiving (our preferred fundraising partner) are below.

- 1) Head over to [justgiving.com/campaign/suscotlandgaming](https://justgiving.com/campaign/suscotlandgaming)
- 2) Find the option to 'Start Fundraising' in the orange box and click on it.
- 3) Get someone over 18 to create an account (or login if they already have one).
- 4) Follow the instructions, choosing 'just fundraising' when asked if you're taking part in an activity.
- 5) Set your fundraising target, edit the details on your landing page, add any photos you would like, and launch your page!

## We Are SU Scotland

Our new introductory video, **Hello! We Are SU Scotland!**, might be useful in promoting sponsorship. For young people looking to understand how they can play a part, or why, the **Lighting Up Scotland** video is great. We can provide paper promotional material on request.





## The Practicalities

We have given consideration to the size of the teams. Some young people may find playing a video game for several hours at a time quite normal, but others may not be used to it. Having a good number in the team allows young people to swap out regularly and facilitates rest periods. Mario Kart has short tracks so it can become quite repetitive – which is all part of the challenge. Please consider the safety of any teams in your care and ensure good rotation of team members.

Part of the fun of a 24 hour challenge is the people you're doing it with, and this is no different! Plenty of food, drink, and moral support, some comfy floor space for a nap, a couple of adults at least and maybe even some sleeping bags will be needed – plus, of course, at least one person on playlist duty! You will know your environment best, but we want everyone to have a great memory of taking on a challenge for SU Scotland.

## Keeping It Interesting

As with all challenges of this nature, variety is the spice of life! There are lots of well-known challenges for Mario Kart that can be run to change it up. Here's some of the best ones:

**One Hand Only.** Two hands are not allowed! Steering, accelerating and braking all have to be done with just the one hand on the controller. You decide which hand. The player might end up looking like they're playing twister trying to do this – so make sure to grab a great photo and share!

**Look Behind You.** Complete a whole 5-lap race while holding down the look behind button (default: X, or Y if using single Joycon)

**Blue Shell Only.** Remove all the other items and try to cross the finish line in first, knowing that every other driver has a blue shell with your name on it!

**Stay On Target.** Turn off Steering Assist and take on the 1-lap challenge: stay on the track, or start all over! How long does it take to complete a lap without falling off once?

There are plenty of other challenges available online – or maybe the team would like to come up with some of their own?

