



nickelodeon **KART RACERS** ARCADE

A ground-up arcade racing experience set in the Nickelodeon universe, designed for physical play, fast competition and repeat engagement. Built around tactile controls, refined gameplay and signature slime-based mechanics, the new video driver delivers optimized, high-energy races with broad character appeal—engineered for arcade environments, not adapted from home play.



ARCADE CABINET & MULTIPLAYER DESIGN

- Contemporary sit-down cabinet inspired by classic arcade racers.
- 43" hi-def display with wide viewing area for seated play.
- Signature green illuminated accents along dashboard, cabinet edges and seatback.
- Illuminated lightbox marquee designed for quick installation and strong visual impact
- Adjustable bucket seat and full-size steering wheel.
- Steering wheel with responsive feedback.
- Accelerator and brake pedals.
- Linkable cabinets, supporting competitive play.



ARCADE-OPTIMIZED GAMEPLAY DESIGN

- Console gaming enhanced and reimagined for arcade play.
- 12 courses with tailored session lengths engineered for repeat play.
- Simplified menu flow to minimize downtime between races.
- Streamlined roster of 24 Nickelodeon characters, curated from the console lineup.
- Each character paired with a distinct kart and performance profile.

FEATURED CHARACTERS:

SpongeBob (SpongeBob SquarePants)
Patrick Star (SpongeBob SquarePants)
Sandy Cheeks (SpongeBob SquarePants)
Squidward Tentacles (SpongeBob SquarePants)
Leonardo (Teenage Mutant Ninja Turtles)
Donatello (Teenage Mutant Ninja Turtles)
Michelangelo (Teenage Mutant Ninja Turtles)
Raphael (Teenage Mutant Ninja Turtles)
Lincoln Loud (The Loud House)
Lucy Loud (The Loud House)
Aang (Avatar: The Last Airbender)
Toph Beifong (Avatar: The Last Airbender)
Chuckie Finster (Rugrats)
Reptar (Rugrats)
Rocko (Rocko's Modern Life)
Arnold Shortman (Hey Arnold!)
Gerald Johanssen (Hey Arnold!)
Zim (Invader Zim)
GIR (Invader Zim)
Jimmy Neutron (The Adventures of Jimmy Neutron, Boy Genius)
CatDog (CatDog)
Jenny Wakeman (My Life as a Teenage Robot)
Danny Fenton (Danny Phantom)
Garfield (Garfield)



SLIME MECHANICS & CORE GAME SYSTEMS

- Slime puddles act as oil slicks, reducing traction on specific track sections.
- Players can slime opponents, temporarily impairing visibility.
- Brake pedal slows the kart and enables reverse.
- Brake + accelerator activates a jump maneuver.
- Automatic acceleration engages after 5 seconds (adjustable) of pedal inactivity.
- Skill button: character-based performance boosts earned through coin collection.
- Item button: temporary advantages or attacks that disrupt rival karts.
- Mini map displays track layout and relative opponent position.



OPERATOR-FOCUSED

- Fast setup and teardown, including a marquee secured with four bolts.
- Adjustable steering settings.
- Time limits for selection process are operator-adjustable (character and course selections are made by player using steering wheel or buttons).
- Operator-adjustable race length: 1, 2, or 3 laps.
- Software and content updates via USB.
- Designed for reliability, serviceability and consistent field performance.



Setup dims: 41" W. x 70" D. x 94" H.

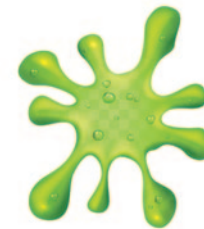
Monitor size: 43"

Setup weight: 580 lbs.

Power consumption: 460W / 3.8A

Package: ships on two pallets

Door clearance: Fits through standard 30" wide doorway (sections separated)





ABOUT THE DEVELOPER

Team Infinity is an independent U.S.-based game development studio originally formed to create Pump It Up: Infinity, a Western-focused entry in the Pump It Up franchise developed under Andamiro's direction. The team contributed original gameplay content, user interface design and music licensing, earning lasting fan recognition for creativity and approachability. That same arcade-first mindset, along with an operator-focused knowledge base, influenced the development and optimization of Nickelodeon Kart Racers Arcade.



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THANK YOU!

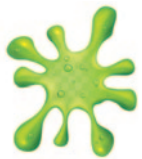
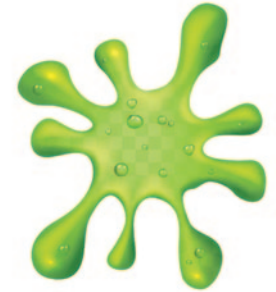
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