

Mario Kart: Double Dash!! Shortcut/Alternative Route FAQ

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Mario Kart: Double Dash shortcut/alternative route FAQ
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version 1.0

Contents

1: Version history
2: Introduction
3: Shortcuts/alternative routes
4: Closing comments/credits

1: Version history

Version 1. Wrote up the FAQ. That's it.

2: Introduction

This is my 2nd FAQ, written for Mario Kart: Double Dash. A fair amount of the tracks have shortcuts and different routes to discover. Shortcuts are just that, shortcuts. Alternative routes usually won't improve times, (if anything, they take longer) but they often have goodies, such as double item boxes. All the routes listed are ones which I personally have found. I'm pretty confident that I've found all the different routes, but if you find anymore, do tell me. You'll be credited, of course.

In future, I may add ASCII (that's how it's spelt, right?) maps, which should be a bit easier to help you track shortcuts. Until then, you'll have to make do with my descriptions...

3: Shortcuts/Alternative routes

Mushroom Cup

Luigi Circuit

Alterative Route:

Just before the Chain Chomp is a small road to the right. Go along this road to get a double item box. For some reason, the road doesn't appear in 50CC (no idea why...)

Right at the top of the small hill, there is another path leading to a double item box. This is a bit harder to spot.

Peach Beach

Alternative Routes:

At the first corner, there is another path leading to the left. At the end of this path is a warp pipe. Go through this for a double item box.

As you enter the beach section, veer over to the left. There's a solitary tree, with a double item box nearby.

On the final straight, there's a fountain. Veer to the left, behind the fountain for yet another double item box.

Baby Park

Yeah, right...

Dry Dry Desert

None.

Flower Cup

Mushroom Bridge

Alternative Route:

Right at the start, there is some stairs to the right of the track. Go down these to find a warp pipe, netting you a double item box.

Shortcuts:

About halfway through the track, there is a hill with a dirt path. (you can't miss it) Follow this path to save you a bit of time. (this only saves you time if you use a mushroom over the dirt)

Towards the end, as you are about to go on the bridge, drive up the sides of the bridge instead. There are a couple of speed boosts, and an item box. Plus, you avoid all the traffic. This only saves time if you stay on the sides the whole time. Fall onto the bridge, and you'll come to a standstill when you land. If you fall into the water...you can guess the rest.

Mario Circuit

None.

Daisy Cruiser

Alternative Route:

Just past the dining room, there is a hole which dumps you into a storage room. Despite the fact that there's a double item box, you should avoid the

hole: it's a lot slower.

Shortcut:

This one's for the hardcore. You know the big pool near the start? Well, you can actually go around to the right instead of the left. You'll need to do a sharp turn to the right as you leave the stairs to make it. If you can do this without having to slow down, then kudos to you!

Waluigi Stadium

None.

Star Cup

Sherbert Land

None.

Mushroom City

???

It's debatable whether this is a shortcut or not. Anyway, at the start, just go straight ahead for the first 2 junctions. Keep an eye on the right side of the road. There's an alleyway with an item box.

???

Again, it's debatable whether this is a shortcut. You know how right towards the end of the track there's a gap to the right of the road? Well, just before you go on that bit, go to the right of the gap. There's a tiny ledge there which you can drive across. There's a dirt patch that slows you down, but it might be useful if you have a mushroom as you avoid all the traffic.

Yoshi Circuit

Alternative Route:

After you see the "turn left" sign, (can't miss it) keep an eye on the edge of the cliff to the left. There's a gap in the railings. Drive over the cliff, (but moving forwards) using a mushroom. If you did it right, you'll fly into a tunnel which has a double item box. Probably a good idea to try this in Time Trial.

Shortcut:

Not long after the start, there's a grassy ramp straight ahead of you, but the track turns left. (crappy description, I know) Use a mushroom to jump the ramp, and you'll soar over the river. It's around where Yoshi's hands would be. (on the track, that is)

DK Mountain

None.

Special Cup

Wario Collosseum

Shortcut:

This is the most obvious shortcut in the world, but I'll list it here anyway. Towards the end, there is a circular area with a pit in the middle. There's a ramp with speed boosters in the middle. Hmmm...

Dino Dino Jungle

Alternative Route:

After leaving the first tunnel, there will be a wooden bridge. Well, after a bit, the bridge will split in 2. Take the left/central path for a double item box.

Shortcuts:

Speaking of the wooden bridge, instead of going on it, veer to the right to find another bridge, with speed boosters.

As you enter the cave with the fountains, turn right. There's a broken bridge here. You'll need a mushroom to clear it.

Bowser's Castle

Shortcut:

When you reach the Bowser statue, instead of turning right at the end, continue to go forward. There's a gap in the wall you can clear. You'll have to turn right as soon as you land, so it might be a good idea to start drifting before you jump. It might take a few tries, but it's worth it. Best of all, no mushroom is needed.

Rainbow Road

None.

4: Closing comments/credits

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