

Mario Kart: Double Dash!! Guide

by Fallen Master

Updated to v1.3.1 on Dec 29, 2007

```
MM.MM .AA. RRRRR. II KK .KK..AA. RRRRR.TTTTTTTTTT
.MMMMM. AAAA RR'RRRRII KK.KK' AAAA RR'RRRRTTTTTTTTT
MMMMMMM AAAAA. RR.:RRRII.OOOO. KKK' AAAAA. RR.:RRR TTT
.MMMMMMAAA'AAA RRRRR' IIOO'OOO KKK. AAA'AAA RRRRR' TTT
MMM'M'MMMA' 'AA. RR'RR. IIOO 'OO KK'KK.AA' 'AA. RR'RR. TTT
.MMM AMM.AAAAAA RR 'RR.IIOOOOOO KK 'KK.AAAAAA RR 'RR. TTT
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_____DDD. b l DDD. h !!!
_____D D'.oo. u u bb. l.ee. D D'.aaa .ss hhh !!!
DDD' 'oo' uuu' bb' l 'eee DDD' 'aaa ss' h h .. .. TM
```

FAQ/Walkthrough

By:

Fallen Master

Version 1.3

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TABLE OF CONTENTS

1) Introduction.....	mk_01
2) Controls.....	mk_02
3) Driving Techniques.....	mk_03
4) Characters.....	mk_04
5) Karts.....	mk_05
6) Maps.....	mk_06
7) Walkthrough.....	mk_07
8) Items.....	mk_08
9) Multiplayer.....	mk_09
10) FAQ.....	mk_10
11) Credits.....	mk_11
12) Version History.....	mk_12
13) Finish.....	mk_13

Excerpt from the booklet:

"The Mushroom Kingdom's premier racing event is back! However, there's been one major change to the rules of the road...

"THERE ARE NOW TWO RIDERS PER KART!

"Now, riders from throughout the land have come together to test their driving skills. Which pair will prove the fastest?"

2) CONTROLS
mk_02

Single Play Controls (words in [] signify menu options)

L - Press and hold and use <-(cs)-> to drift.

R - Press and hold and use <-(cs)-> to drift.

Control Stick - ^(cs)v to steer. The more you tilt, the more you turn.

Start/Pause - Pause races to view the pause menu. (Player one only) ^(cs)v to throw items forward or backward. [Make menu selections.]

Z - Swap character positions between the front and back.

Y - Use items with the character in back.

X - Use items with the character in back.

A - Accelerate. [Confirm menu selections.]

B - Brake/Reverse. [Cancel menu selections.]

Co-Op Play (words in [] signify rear player)

L - Press and hold and use <-(cs)-> to drift. [Slide-attack]

R - Press and hold and use <-(cs)-> to drift. [Slide-attack]

Control Stick - ^(cs)v to steer. The more you tilt, the more you turn.

[^(cs)v Throw items forward or backward.]

Start/Pause - Pause races to view the pause menu. [n/a]

Z - Have both players press this button simultaneously to switch positions.

Y - Pass items to rear player. [Use items.]

X - Pass items to rear player. [Use items.]

A - Accelerate. [Do a Double Dash!!/Use items.]

B - Brake/Reverse. [Use items.]

3) Driving Techniques
mk_03

DRIFT:

You can send your kart drifting into a sideways power slide by pressing

either L or R while tilting the Control Stick either left or right. Drifting lets you take corners without losing speed.

MINI-TURBO:

This is a technique that gives you a split-second turbo burst. The controls differ between single play and co-op play.

Single Play	Co-op Play
While drifting, tilt the Control Stick in the direction opposite to your turn to perform a counter.	When the front character sends the kart into a drift, the rear character should tilt the Control Stick to perform a counter.
-----	-----
Once the sparks are red, tilt the Control Stick into the turn, then opposite the turn to do another counter.	After the sparks turn red, the rear should do another counter.
-----	-----
When the sparks turn blue, stop drifting to perform a Mini-Turbo.	When the sparks turn blue, the front character can stop drifting and perform a Mini-Turbo

ROCKET START:

If you press (A) just as Lakitu's start signal turns green, you'll perform a Rocket Start.

DOUBLE DASH:

In co-op play you can get an even better launch if both the front and rear characters perform a Rocket Start at the same time. This is called a Double Dash.

STEALING ITEMS:

There are three ways to steal items from rival karts. However, you can only steal items if the rear character on your kart is not already carrying an item.

o----- HOW TO STEAL -----o
1) Hit an opposing kart while using a Mushroom.
2) Run into another kart while using a Star.
3) Slide-attack a rival kart
If both characters on the kart you hit are carrying
items, you'll steal the rear character's item, and
the front character's item will fall onto the course.
o-----o

4) Characters
mk_04

(All character and special items descriptions are excerpts from the booklet.)

([!]) Can be thrown forward or backward.)

Mario

Weight: Medium

Item: Fireball [!]

Character Description: You know him, you love him - the one and only Mario! He's returned to the Grand Prix with Fireballs in hand

Item Description: They split up after they're thrown and go sailing ahead. These powerful pyrotechnics can take out multiple opponents at once.

Luigi

Weight: Medium

Item: Fireball [!]

Character Description: He's lean, he's not so mean, and his Fireballs are green! Everybody's favorite brother is here, too!

Item Description: They split up after they're thrown and go sailing ahead. These powerful pyrotechnics can take out multiple opponents at once.

Donkey Kong

Weight: Heavy

Item: Giant Banana [!]

Character Description: Straight from the jungle, DK uses his simian strength to scare rivals.

Item Description: Only DK and Diddy know where these monstrous fruit can be found. Once they're in the road, they're tough to maneuver around.

Diddy Kong

Weight: Light

Item: Giant Banana[!]

Character Description: His charm is in his amazing tail. Donkey Kong convinced him to race in the Grand Prix.

Item Description: Only DK and Diddy know where these monstrous fruit can be found. Once they're in the road, they're tough to maneuver around.

Peach

Weight: Medium

Item: Heart

Character Description: Normally the epitome of grace, once she's on the raceway, Princess Peach really tears it up.

Item Description: Flying hearts surround the royal ladies' karts, and any item that hits them becomes theirs to use. A cute and handy item.

Daisy

Weight: Medium

Item: Heart

Character Description: This is Princess Daisy's first foray onto the speedways. She's so cute she's becomes something of an idol.

Item Description: Flying hearts surround the royal ladies' karts, and any item that hits them becomes theirs to use. A cute and handy item.

Koopa

Weight: Light

Item: Triple Shells (Green)[!]

Character Description: Usually a faithful underling of Bowser, it shows even the big boss no mercy

Item Description: Don't let Koopa and Paratroopa worry about not having enough shells. Get three at a time!

Paratroopa

Weight: Light

Item: Triple Shells (Red) [!]

Character Description: Paratroop takes care of its wings even in the heat of the race.

Item Description: Don't let Koopa and Paratroopa worry about not having enough shells. Get three at a time!

Baby Mario

Weight: Light

Item: Chain Chomp

Character Description: Baby Mario and Mario...together in the same game?!? He's got quite an amazing pet this time around.

Item Description: This fearsome beast chases karts with reckless abandon, pulling the babies behind it at breakneck speeds.

Baby Luigi

Weight: Light

Item: Chain Chomp

Character Description: He's much shyer than his older brother, so this is his first time appearing in front of a crowd.

Item Description: This fearsome beast chases karts with reckless abandon, pulling the babies behind it at breakneck speeds.

Yoshi

Weight: Medium

Item: Yoshi's Egg [!]

Character Description: Taking a break from carrying Mario, Yoshi's ready to burn up the courses.

Item Description: These eggs roll down the road and home in on opponents. When they hit and break, they'll drop three more items.

Birdo

Weight: Medium

Item: Birdo's Egg [!]

Character Description: Birdo's decked out in her favorite bow and ready to race!

Item Description: These eggs roll down the road and home in on opponents. When they hit and break, they'll drop three more items.

Bowser

Weight: Heavy

Item: Bowser's Shell [!]

Character Description: Mario's arch-nemesis. Will racing with his son make him behave better?

Item Description: An awe-inspiring giant shell! As it careens down the road, slamming and ramming into karts, it's the very image of Bowser himself.

Bowser Jr.

Weight: Light

Item: Bowser's Shell [!]

Character Description: An energetic troublemaker who's ready to drive out of his father's shadow.

Item Description: An awe-inspiring giant shell! As it careens down the road, slamming and ramming into karts, it's the very image of Bowser himself.

Wario

Weight: Heavy

Item: Bob-omb [!]

Character Description: Wario's ready to cruise in his purple pride and joy. Its top speed is over 280 mph!...But for the Mario Kart Grand Prix, its engine has been tuned down.

Item Description: Take aim and give your opponents an explosive surprise. Mess up, and you might just hit yourself! This item's dangerous...

Waluigi

Weight: Medium

Item: Bob-omb[!]

Character Description: Ever fond of sneaky, underhand attacks, he's in his element when he's armed with a Bob-omb.

Item Description: Take aim and give your opponents an explosive surprise. Mess up, and you might just hit yourself! This item's dangerous...

Toad

Weight: Light

Item: Golden Mushroom

Character Description: Toad is from the Super Mario Games, including Super Mario Sunshine, and Super Mario 64.

Item Description: Just like a mushroom, except you can use it unlimitedly within 7 seconds.

Toadette

Weight: Light

Item: Golden Mushroom

Character Description: A female toad, I guess.

Item Description: Just like a mushroom, except you can use it unlimitedly within 7 seconds.

Petey Piranha

Weight: ? (Haven't got him yet, and I can't find an FAQ with this information in it)

Item: All

Character Description: The first boss (except for the first two covered piranha plants) in Super Mario Sunshine.

Item Description: Every description above.

King Boo

Weight: ? (Same as above)

Item: All

Character Description: The leader of the boos in the Mario games.

Item Description: Every description above.

(If you have any more information about characters, please e-mail it to me, I will then update, and give you credit. Thanks in advance!)

5) Karts
mk_05

Light Karts

Light Karts have good acceleration but fairly low top speeds. They don't lose too much speed when they go off course.

Goo-Goo Buggy

Speed: *

Acceleration: *****
Weight: **

Rattle Buggy

Speed: **
Acceleration: ****
Weight: **

Koopa Dasher

Speed: **
Acceleration: ****
Weight: **

Para Wing

Speed: *
Acceleration: *****
Weight: **

Toads Kart

Speed: **
Acceleration: ****
Weight: **

Toadettes Kart

Speed: *
Acceleration: *****
Weight: **

Barrel Train

Speed: ****
Acceleration: **
Weight: **

Bullet Blaster

Speed: ****
Acceleration: ***
Weight: **

Parade Kart

Speed: ***
Acceleration: ****
Weight: ****

Medium Karts

Medium karts heave average acceleration and top speeds.

Red Fire

Speed: ***
Acceleration: ***
Weight: ***

Green Fire

Speed: ****
Acceleration: **
Weight: **

Heart Coach

Speed: **

Acceleration: ****

Weight: ***

Bloom Coach

Speed: ***

Acceleration: ***

Weight: **

Turbo Yoshi

Speed: **

Acceleration: ****

Weight: ***

Turbo Birdo

Speed: ***

Acceleration: ***

Weight: ****

Waluigi Racer

Speed: ***

Acceleration: ***

Weight: ***

Name: Parade Kart

Speed: ****

Acceleration: ***

Weight: ****

Heavy Karts

Heavy karts have poor acceleration but great top speeds. They send light and medium karts bouncing away if they hit them and lose a lot of speed when they go off-road.

DK Jumbo

Speed: ****

Acceleration: **

Weight: ****

Koopa King

Speed: *****

Acceleration: *

Weight: *****

Wario Car

Speed: ****

Acceleration: **

Weight: ****

Piranha Pipes

Speed: ****

Acceleration: **

Weight: *****

Boo Pipes

Speed: **
Acceleration: ****
Weight: *****

Parade Kart

Speed: ****
Acceleration: ***
Weight: ****

(Again, I need any information I can get in this area of the FAQ, so if you have anything, e-mail me. Thanks!)

6) Maps
mk_06

I will update this when I have time to get back on the computer and use the 'Cube at the same time, so check back, also, if I fail to draw in the shortcuts, tell me, and I'll add them in. Thanks!

In this section I will have some figures to mark some items and such

- []-Start/Finish Line
- ?-Item Boxes
- !-Double Item Boxes
- #-Track
- #'s-Shortcuts In Order(1,2,etc.)
- <>^v-Jumps (depending on which way they face)
- ||-Warp Pipe
- T-Trap Hotspots
- *-Shortcut Path
- + -Boost Pads

Mushroom Cup

Luigi Circuit

```

+ +
.####. +
## .#
.# .#
## .#'
['#.] '#
## #'**
'# .# .*
'+.# .*
'##' '* . 2
'##. .*
'##.*
'##.
!:##.
```

```

':##.
':##.
':##.
':##.
*':##.
*' '##.
.* '##.
1 *' '##.
.* .##.
*:.##'##.
'* .##' '#.
'* .###' '+.
'.##' '#.
'.#' '#.
'#' '#.
#.' '#.
+'#.' '#.
'##. '#.
+'##. .##'
+'##.##' +
+
```

```

*****
Peach Beach
*****
```

```

***.#####.
1 '*##' '###.
.##' '##.
'#' '#.
## .#'
## .##'
## .##'*.
## .##' '**.
## .##' '**
## .##' v++v
## .##' !!
## ##' 2
[##] ## .**.
## ##. .****.
.*## '#. '*****'
*' ## '#. '**'
**.# # '#. '**
***## '#. '**
3 ## '###. '**'
## '#####.
## '##.
## '##
## .##
## .##'
## .#####'
## .###'
## .##'
## '#. '#.
'###. .##
'#####'
```

```

*****
```

Baby Park

```

.###.
#' '#
# #
# #
# #
# #
# [#]
# #
# #
# #
# #
# . .#
'###'

```

Dry Dry Desert

```

.####. 1 .###. 1 .###.
.##'**'####**#'*.#.*.##'**'###.
#' 1 '###' 1 '###' 1 '#.
# '#
# #
#. .#.
[:#] .###.
'# .#~~~#.
# . '#~~~#'
:##*. '###'
#'*. 2 .#'
# '* . #'
.# '* . #'
#' '*##. .##. .#'
# . #####. .##'
'#####'
'#####'
'##' '##'

```

Flower Cup

Mushroom Bridge

```

!
.###.||
.##:' '#.
.##:' #||**
.##:' #:.'*
.##:' ### * 3
.##:' ### *
.##:'* ###***
#'*' [###]
#.*. .:##:*
'#.*. 4 * # *
.*!#:.*. * # *

```

```

* ' ##.'** . * # *
'* '###.* . * # *
*. 1 '#:. * * # *
'* '#.* * # *
':* .#' * * # *
':***..#' * ' 2 + # + 2
. #' * ' * # *
. #' * ' + # +
. #' * ' 4 * # *
. #' * ' + # +
. #' * ' * # *
. #' * ' + # +
: # * ' * # *
'# * + # +
# . ': #: '
'# . .#
'## . .#'
'###. .###'
'#####'

```

Mario Circuit

```

.####.
.#' '#. .####.
# ' 1 '# '# '#.
# .*****# '# '#
'#. #..#' #
'# '##' #
.# #
.#' #
# ' #
# . #
'#. [#]
'# #
# #
# #
# #
# .##. .#'
# '# '###'
# .#####'
# #.
# '#.
# '#
# #
'#. .#'
'###'

```

Daisy Cruiser

```

.##.
.#' '#
# ' #
.# #
# ' #
### #
#^+^ #

```

Star Cup

Sherbert Land

```

      .###.
     .#'  '#.
4 *#      '#.
  *.#      '###.
 .##'      .#
# '        .#####'
#          1 #'
#          #.
[#]        '#.    (Unable to confirm shortcut #2.)
#          '#
.#         .# 1
.#'        .#'
##         1 #:
##.        '#####.
'##.        '#
'#####.    #.
'#' '#.     '#
** '#####. '#.
3 **'#####... .#
      ''    ''#' 1

```

Mushroom City

Yoshi Circuit

DK Mountain

Special Cup

Wario Colosseum

Dino Dino Jungle

Bowser's Castle

Rainbow Road

7) Walkthrough
mk_07

Grand Prix

Mushroom Cup

Luigi Circuit

Shortcuts:

- 1) Take a right onto a small road with the Chain Chomp after the first boost pad.
- 2) Take a right onto another small road just before the last corner (both not really shortcuts, neither are advised, but neither slow your pace either).

Banana/Fake Box Tips:

The best place to set these is right after the real item boxes, but another okay place is right on or after the boost pads.

Peach Beach

Shortcuts:

- 1) Take a left at the start and go into the warp pipe to come out above (not advised).
- 2) Go to the left beach and go off the jump (okay if you want a double item box).
- 3) Take a small left just before the finish line to go around the fountain (this gives you a large amount of double item boxes, but slows your pace).

Banana/Fake Box Tips:

A really good place to set bananas is around the beach, but not on the paths, and under the coral formation in between beaches is a good spot for fake item boxes.

Baby Park

Shortcuts:

None. Power slide into the very inside of the turns, right before you reach the item boxes to execute the turns perfectly.

Banana/Fake Box Tips:

Again, you obviously want to put these traps just after the item boxes, although, sometimes it would be smart to hold onto them, and set them as soon as the place behind you catches up, then you will flip them, and they will be off your tail for about the length of a half a lap.

Dry Dry Desert

Shortcuts:

- 1) Mushroom through the corners (not a shortcut).
- 2) Mushroom past the billboards and dark sand to get to the other end.

Banana/Fake Box Tips:

Anywhere on the path that is just outside the quicksand circle, and again, right after the item boxes; the sharp turns at the beginning are good too.

Flower Cup

Mushroom Bridge

Shortcuts:

- 1) Mushroom through the path below the billboards.
- 2) Path on either beam on the sides of the bridge (not advised).
- 3) Right after you pass the finish, go right and around to go through a warp pipe (double box, not advised).
- 4) Just after the first tunnel, to the left, is an entry to a sidewalk there is another one in the middle of the run between the two tunnels (this doesn't slow you, but it does keep you out of traffic, what's more, there is an item box within the first stretch of sidewalk).

Banana/Fake Box Tips:

After item boxes, also on the bridge and in the tunnels where there is a small amount of road.

Mario Circuit

Shortcuts:

- 1) Mushroom through the grass behind the chain chomp.

Banana/Fake Box Tips:

After item boxes and around the bumpy roads near the goombas.

Daisy Crusier

Shortcuts:

- 1) After the hall with the sliding tables there is an open hatch, fall down the hole and go left (good for a double item box).
- 2) Diagonally left is the fastest way to go through the hall with sliding tables.

Banana/Fake Box Tips:

After the item boxes, in the middle of the turns after the hall, and in the hall with the tables

Waluigi Stadium

Shortcuts:

- 1) Mushroom through the mud instead of taking the first jump (works best on the inside of the turn).
- 2) Mushroom through the mud on the fifth turn.
- 3) Just before the mud, take the path going up the wall to the side and mushroom through the mud.

Banana/Fake Box Tips:

After the item boxes, especially in the pipe area with the fire, they can't see them, and if they get there at the right time, they're impossible to miss.

Star Cup

Sherbert Land

Shortcuts:

- 1) Powerslide over the corners.
- 2) Mushroom (star works too) over the ramp near the archway (unable to confirm).
- 3) In the ice block area, run over the plateau that is to the left, it will take you to the second part of this stretch faster.
- 4) Do the same as in #3 right before the ice skating area.

Banana/Fake Box Tips:

After the item boxes, and in the area with the ice blocks.

Mushroom City

Shortcuts:

- 1) Right after the first three-way intersection there is a purple path off to the right.
- 2) Powerslide through the lamp post instead of going past it.
- 3) At the very back, the fastest route is taking the shortcut, a left, a right, and a left again.

Banana/Fake Box Tips:

After the item boxes, in the stretch right before the finish it's really narrow, that's the best place.

Yoshi Circuit

Shortcuts:

- 1) Before the first tunnel there is hole with a watery spot, Mushroom through it to skip the tunnel.
- 2) After the second tunnel, there is a small grassy ledge, mushroom off it for a shortcut under the series of sharp turns.

Banana/Fake Box Tips:

After the item boxes, the perfect place is the very sharp turn right after the second shortcut and (series of sharp turns).

DK Mountain

Shortcuts:

- 1) Go off the edge after the first turn to land on the flat below (unable to confirm).

Banana/Fake Box Tips:

After the item boxes, right when you land after the cannon and the place with the crumbling ledge are good, too, also, the place where the shortcut is.

Special Cup

Wario Colosseum

Shortcuts:

- 1) Boost pad over the chasm.

Banana/Fake Box Tips:

After the item boxes, but especially after the shortcut where the cluster of item boxes is, perfect for a fake, also around the middle of the twister.

Dino Dino Jungle

Shortcuts:

- 1) Mushroom off of the jump.
- 2) the first bridge (right after the tunnel) has two shortcuts, the fastest one is the one on the right, right before the bridge.

Banana/Fake Box Tips:

After the item boxes, on the bridge, and right after and on the sharp turn before the gysers (right next to the gysers are good spots too).

Bowser's Castle

Shortcuts:

- 1) Cut the right turn by going off the edge and turning immediately left in the Bowser Castle Room (powerslide to the left, right before you get to it; really good, but fairly difficult to keep from running

off the edge on the other side).

2) Star or Mushroom straight at the end just before the finish line.

Banana/Fake Box Tips:

After the item boxes, to the side of the twomps, and near the fire ball pit is good too.

Rainbow Road

Shortcuts:

Sadly, none, and no tips either, except, powerslide hard into unrailed corners to keep from falling to your doom!

Banana/Fake Box Tips:

After the item boxes, especially on the long turn with all of the boost pads, even anywhere else on that turn is perfect, and right after the upward rocket, but if you set it too soon, it dissapears.

Mirror Mode

What? You expect me to repeat myself? Why? All you have to do is check the first part of the Walkthrough, the shortcuts and tips are all the same, all you have to remember, is that they're backwards, right is left, vise versa, but front is not back, so just...umm...I'll stop talking now.

Time Trial

Staff Ghosts

Time trial times needed to unlock the staff ghosts, from NeoSeeker Cheats section

Baby Park.....	Beat A Time Of 1:14
Bowser's Castle.....	Beat A Time Of 2:47
Daisy Crusier.....	Beat A Time Of 1:55
Dino Dino Jungle.....	Beat A Time Of 2:03
DK Mountain.....	Beat A Time Of 2:15
Dry Dry Desert.....	Beat A Time Of 1:53
Luigi Circuit.....	Beat A Time Of 1:29
Mario Circuit.....	Beat A Time Of 1:44
Mushroom Bridge.....	Beat A Time Of 1:34
Mushroom City.....	Beat A Time Of 1:53
Peach Beach.....	Beat A Time Of 1:23
Rainbow Road.....	Beat A Time Of 3:19
Sherbert Land.....	Beat A Time Of 1:28
Waluigi Stadium.....	Beat A Time Of 2:02
Wario Colloseum.....	Beat A Time Of 2:24
Yoshi's Circuit.....	Beat A Time Of 2:02

I am only going to list the normal items, if I find the need, or am asked frequently to, I will add the special items.

Item Boxes

Item Box

Hit one of the floating boxes and the rear character will gain an item.

Double Item Box

Run into one of these and both the rear and front characters will receive items.

Dropped Items

Items will sometimes fall on the course when karts spin or flip. If you run into items lying on the courses or stages, you will be affected by those items instantly.

Standard Items

([!]) This again indicates an item can be thrown either forward or backward.
GP: Grand Prix, VS: Versus, BM: Battle Mode)

Banana [!]

GP: Y

VS: Y

BM: Y

Description: These slippery skins can be dropped in strategic spots to send rivals into sudden spins.

Tips: You can hit these with green or red shells, place them directly after item boxes, and use the Giant Banana (DK and Diddy) at the end of sharp turns, after they are hit once, there will be bananas everywhere, and they will be even harder to avoid.

Green Shell [!]

GP: Y

VS: Y

BM: Y

Description: Green Shells move in straight lines when thrown and knock karts for a loop if they hit.

Tips: Use these to hit bananas, don't throw them behind you unless you have a red or spiky shell after you, they move slowly backwards, throw them in tunnels to make them more unavoidable, but watch out for yourself.

Red Shell [!]

GP: Y

VS: Y

BM: Y

Description: Red Shells seek out karts in front of you and flip them over when they strike.

Tips: Don't shoot these before a turn, they will hit the sides, and mostly

miss afterwards, use them to get you back in first place (use them while in second), use them to hit bananas, and throw the behind you to stop red a spiky shells, but that's it, they also go slow backwards.

Spiny Shell

GP: Y
VS: Y
BM: N

Description: This winged wonder heads straight for the leader of the pack and explodes on impact. Any kart caught in the blast area will flip.

Tips: NEVER, EVER, EVER, USE THIS WHEN YOU ARE IN FIRST!!! Unless you want to lose, or see what will happen. Otherwise you can use these whenever.

Fake Item [!]

GP: Y
VS: Y
BM: Y

Description: These items of deception look just like real item boxes, so place them where your opponents won't expect.

Tips: Obviously do what is said above, you mostly want to place them directly after a line of item boxes, unless they are moving, and don't worry about hitting them if some other racer has set one, there are an obvious red, and the question mark on the inside is upside down.

Mushroom

GP: Y
VS: Y
BM: Y

Description: These turbo toadstools give karts brief speed bursts.

Tips: Don't use these in turns, most of the time you will need these to take a shortcut, so if you are behind, and the course has a shortcut, make sure you save it for the shortcut.

Triple Mushrooms

GP: Y
VS: Y
BM: Y

Description: Triple Mushrooms allow you to dash three times in a row.

Tips: Don't use these turns either, since you need Mushrooms for a shortcut, it would be a good idea to save these, one for every lap, since most courses with shortcuts have three laps.

Star

GP: Y
VS: Y
BM: Y

Description: Stars make karts temporarily invincible and increase their top speeds by a hair. Karts hit by Star-wielding karts will go flying.

Tips: Stars are also sometimes used for a shortcut and to protect you from a lightning strike (don't try to judge when other karts are going to use it, it's almost impossible), but most of the times aren't as fast and effective a Mushroom(s), so you might want to just save them for killing the other karts, just kidding.

Thunderbolt

GP: Y
VS: Y
BM: Y

Description: This mighty bolt strikes all opponents at the same time, causing them to spin out, drop their items, and shrink in size, which reduces

their max speeds.

Tips: Don't use this at the end of a race, unless you get it at the end, it does not help you to win quickly, it slows other karts, so you won't win a race by using this at the end, but when you do use it, run over any karts you pass, unless you can't.

9) Multiplayer
mk_09

Grand Prix

Exactly the same as single play mode, except you can team up or go against the other player(s), you can only play Grand Prix if there are two or less human karts, otherwise you have to play in Versus.

Versus

Any amount of human karts can race against each other in this mode, except a connected two-player race, which you can only do in Grand Prix.

Battle

Compete against other human karts in four different stages.

Balloon Battle

The classic is back! Fight against the other players to knock off their balloons, but watch out for your own balloons!

Shine Thief

Hmm...A new one, based on the Mario game Super Mario Sunshinetm, you have to catch and keep hold of a shine sprite for until a timer runs down to zero, if that happens, you win!

Bob-omb Blast

Throw Wario and Waluigi's special items at opponents and try to hit them, each time you blow an opponent up, you gain a point, but watch yourself, if you get hit, you lose a point instead, each character can carry several Bob-ombs at a time, if one of your own blows up in your face, you do not get hurt.

Stages

(Excerpts from the booklet)

Cookie Land

Battle atop a giant cookie. Hurl items over the four different colored toppings to hi enemies from a distance!

Block City

A square stage made of blocks. Chase enemies who throw stuff at you. Watch out for the intersection - it's a dangerous place to be!

Nintendo GameCube

What's this? A giant Nintendo GameCube?!? There are no obstacles on this course, so the action is fast and frantic.

Pipe Plaza

Use the warp pipes to zip from place to place. This is a wide stage, so you can run, but can you hide?

Luigi's Mansion

This level is huge, the biggest of them all, and is the best to use in any battle mode.

Tilt-A-Kart

This stage obviously tilts in different directions while you play, and is hard to drive on, so watch out for the things you are playing for!

If you have any information that I missed, please tell me, and I'll add it.
Thanks!

10)

Frequently Asked Questions

mk_10

Game FAQ

1) What are the things you can unlock?

A: CHARACTERS:

King Boo, Petey Piranha
Win god in Star Cup in Mirror Mode

Toad, Toadette
Win gold in Special Cup in 100CC

KARTS:

Toadette Kart
Win gold in Mushroom Cup in Mirror Mode

Turbo Birdo
Win gold in Flower Cup in 150CC

Waluigi Racer
Win gold in Flower Cup in 100CC

Toad Kart
Win gold in Special Cup in 100CC

Barrel Train
Win gold in Star Cup in 150CC

Bloom Coach
Win gold in Flower Cup in 50CC

Boo Pipes
Win gold in Special Cup in Mirror Mode

Bullet Blaster
Win gold in Special Cup in 50CC

Green Fire
Win gold in Mushroom Cup in 50CC

Piranha Pipes
Win gold in Star Cup in Mirror Mode

Para Wing
Win gold in Star Cup in 50CC

Parade Kart
Win gold in All Cup Tour in Mirror Mode

Rattle Buggy
Win gold in Mushroom Cup in 100CC

TRACKS:

Special Cup
Win gold in Star Cup in 100CC

All Cup Tour
Finish the Special Cup in 150CC

Mirror Mode
Win gold in All Cup Tour in 150CC

Luigi's Mansion (Arena)
Win gold in Mushroom Cup in 150CC

Tilt-A-Kart (Arena)
Win gold in Flower Cup in Mirror Mode

ALTERNATIVES:

Alternative "Thanks for Playing" Screen
Win gold trophies for all cups in all race classes

Alternative Start Screen
Win gold trophies for all cups in all race classes

2) What trophy do I need to unlock?

A: Uhh...GOLD!

3) Do I get a special message saying I unlocked something?

A: You do, except for staff ghosts and title screen and end credit changes.

4) Can I use the strategies in the Time Trial Videos in Grand Prix

A: You can.

Walkthrough FAQ

1) How often is your FAQ updated?

A: Well, since this is the first version, it should be updated recently for the maps and large changes, but will be updated less often when I get into more versions and finish the maps.

2) Can I use your FAQ at my site?

A: As long as you e-mail and ask me to and we will talk about it.

3) Where can this be found?

A: So far I haven't gotten any e-mails requesting rights to this FAQ, so it's only on Neo for the time being:

www.neoseeker.com

11) Credits
mk_11

Nintendo's Mario Kart: Double Dash!!tm Instruction Booklet

Thanks to Entity's "FAQ Writing 101 Tutorial" for the help on my first FAQ, I needed it.

Also to TripleJump's efforts, they really helped me to check my work.

12) Version History
mk_12

Version:

- 1.0---Started sections 4, 5, 8, 9, 11, and 12. Finished header, table of contents, and sections 1, 2, 3, 7, 10, and 13.
- 1.1---Started section 6. Fixed section 7, and some spelling errors.
- 1.2---Finished four more maps in section 6, and fixed some more spelling and alignment errors.
- 1.3---Added Waluigi Stadium and Sherbert Land and redesigned the header.
- 1.3.1---Fixed my username to match what it currently stands as.

13) Finish
mk_13

Hmm...Don't know why I even added this section, maybe because I wanted to add my name.

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