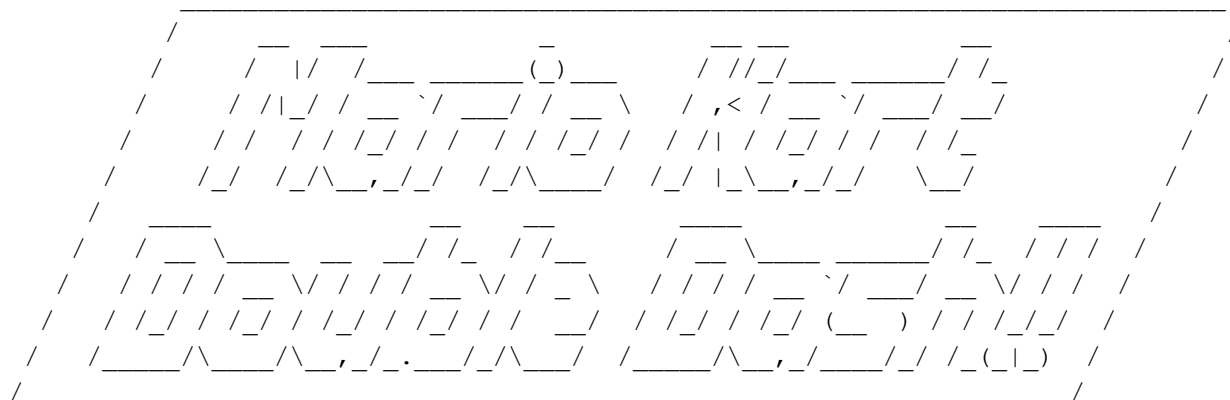


Mario Kart: Double Dash!! FAQ/Walkthrough

by bes4360

Updated to v3.85 on Jun 10, 2008



FAQ/Walkthrough written by and copyright bes4360

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that's all the game info you need so let's move on.

003

Version History

November 9, 2007

Version 0.037 I started my FAQ today. I don't know if I'll be able to complete it though. I know you don't traditionally complete it in one day but in this case I'll try to make an exception.

January 24, 2008

Version 0.074 Yeah, I know. "What in the world took you so long to add to this walkthrough?"

January 25, 2008

Version 0.111 Finish the FAQ in one day? Yeah Right. Today I finished up the Kart section and fixed some minor errors.

January 29, 2008

Version 0.185 I finished the Cups/Courses section and did the Mushroom Cup in the In-Depth Course Descriptions section.

February 5, 2008

Version 0.185 Not a new version but one MAJOR change. I changed the font from 9-Point Fixedys to 10-Point Courier New.

February 8, 2008

Version 0.407 Finished the In-Depth Course Descriptions, the Items section, the Single Player Section, and the 2-4 Player Section.

February 10, 2008

Version 0.666 Did the Grand Prix, Time Trials, Co-Op, VS, Battle, Battle Stages, and Basic Driving Strategies sections.
THE HALF-WAY POINT!!! YAY!!!
AND TWO THIRDS!!!

February 11, 2008

Version 0.851 Almost done! Finished quite a bit today! Added the FAQ section.

February 11, 2008

Version 1.00 YAY!!!!!!!!!!!!!!!!!!!!!! SUBMISSION DAY!!!! I finally finished my FAQ! (Yes I know this is the same day but I worked on it two separate times).

February 12, 2008

Version 1.25 Proofread my FAQ and corected all of the errors that I found. I am planning to have my mom (who is an expert proofreader) proofread it.

February 13, 2008

Version 1.47 I did my second proofreading and found 22 errors.

February 13, 2008

Version 1.48 Found one more error.

February 18, 2008

Version 1.50 Added the Double Dash!! to the Basic driving strategies and the fountain secret to Peach Beach in the Course Secrets.

February 20, 2008

Version 1.52 I can't believe I forgot to put in that Waluigi was a Medium character! Also fixed a spelling error.

February 21, 2008

Version 1.75 Added a Q to the FAQ section and fixed another minor error. Also added some tactics to the Special Prowess in the Item Strategies.

February 21, 2008

Version 1.76 Simple grammatical error.

March 2, 2008

Version 2.10 I decided that I would up the version for the time that I changed the font. I didn't change it then but I feel now that a change of that magnitude deserves a new version. Also added some stuff to the Co-Op section. Since so many people are asking me about it, I am considering adding a section on LAN.

March 12, 2008

Version 3.75 Finally got my mom to proofread this FAQ and she found 134 errors! Also added a site allowed to use my FAQ, added a bunch of course secrets sent to me by email, and added a LAN section.

March,13 2008

Version 3.80 Added staff times and corrected a few errors.

March 13, 2008

Version 3.81 My word! I fixed a grammar error that was SUPPOSED to have been fixed in Version 1.25-1.48!

March 14, 2008

Version 3.84 Whoops! Forgot to recognize JDthecat for one of the Course Secrets. +1 grammatical error fixed.

June 9, 2008

Version 3.85 Just fixed a minor sentence that didn't sound quite right.

004 Game Controls

The GameCube controllers have the following buttons/sticks/pads:

A Button.....The primary control button
B Button.....The secondary control button
X Button.....The first extra use control button
Y Button.....The second extra use control button
L Button.....The left trigger button
R Button.....The right trigger button
Z Button.....The extra use trigger button
Start/Pause Button.....The name says it all
Analog Stick.....The primary movement/menu navigation control
D-Pad.....The secondary movement control
C-Stick.....The extra use control stick

This game uses the following controls for the following purposes:

Menu Navigation

A Button.....Select
B Button.....Back to previous screen

Analog Stick.....Move through options

Single Player Per Kart Racing

A Button.....Accelerate

B Button.....Brake/Stop/Back Up

X/Y Buttons.....Use Item

L/R Buttons.....Drift

Z Button.....Switch Driver/Handler

Start/Pause Button.....Pause Race

Analog Stick.....Steer

2 Players Per Kart (Co-Op) Driver Controls

A Button.....Accelerate

B Button.....Brake/Stop/Back Up

X/Y Button.....Toss item to handler

L/R Buttons.....Drift

Start/Pause Button.....Pause Race

Analog Stick.....Steer

2 Players Per Kart (Co-Op) Handler Controls

A/B/X/Y Buttons.....Use Item

L/R Buttons.....Punch Left/Right

Start/Pause Button.....Pause Race

2 Players Per Kart (Co-Op) Common Controls

Z Button.....Switch Driver/Handler (Must be pressed by both players at the same time).

005

Charachters

Mario (Medium)

The famous Mushroom Kingdom hero takes his heroics to the racetrack with his expert driving skills. His special item will really burn up the tracks!

Acceleration *** (of *****)

Speed ***

Off-Road ***

Item ***

Steering ***

Mario's special item is a Red Fireball that splits into five fireballs when thrown and when it hits sends the Kart spinning and makes steering difficult when in effect.

All in all Mario is a good charachter for beginners to choose.

Luigi (Medium)

Mario's sidekick who is always trying to get some of the limelight for himself. His skills match those of his brother and so does his item!

Acceleration ***

Speed ***

Off-Road ***

Item ***

Steering ***

Luigi's special item is the same as Mario's except that his fireballs are green!

Luigi is another character that is good for beginners.

Peach (Medium)

The Mushroom Kingdom princess who is always in trouble with Bowser is now giving Bowser, and everyone else for that matter some trouble of their own! This normally gentle princess is a dangerous opponent on the racetrack and her item eating item infuriates her opponents.

Acceleration	**
Speed	***
Off-Road	****
Item	***
Steering	*****

Peach's special item is a Heart that splits into two when used and the twin hearts fly around her Kart and take every item she comes in contact with and gives it to the princess to use (at the cost of one heart). The only items that will affect her are Blue Shells, Lightning, and exploding Bob-Ombs (if she runs into a Bob-Omb she will gain it as an item but if she is caught in an explosion it will affect her)

Peach is one of the Top-Tier racers with the exception that her item is rare

Daisy (Medium)

The Princess of Sarasaland is Peach's counterpart for this game and her item is exactly the same as Peach's. Her skills are the same too.

Acceleration	**
Speed	***
Off-Road	****
Item	***
Steering	*****

Daisy has the same special item as Peach.

Daisy is an unpopular racer but she is still an excellent character.

Yoshi (Medium)

Mario's famous partner from Dinosaur Land brings some interesting skills to the racetrack. His item will make you "Egg" out!

Acceleration	****
Speed	***
Off-Road	*****
Item	*****
Steering	***

Yoshi's item is a Green Yoshi Egg that will chase down the racer ahead of you and will knock the Kart for a loop when it hits and it spills three other items onto the track, some are good and some are NOT!

Yoshi is a VERY good character to choose

Birdo (Medium)

Yoshi's female counterpart brings her beauty to the track in hopes of dazzling her opponents.

Acceleration ****
Speed ***
Off-Road *****
Item *****
Steering ***

Birdo's item is a Pink Yoshi Egg with the same effect

Birdo is almost a better choice than Yoshi!

Baby Mario (Light)

Baby Mario is a little shy but he sure is willing to take on the adults! He sure has a strange pet for an item.

Acceleration *****
Speed *
Off-Road ***
Item ***
Steering *

Baby Mario's item is a Chain-Chomp that he holds on a chain. It pulls him along at a ridiculous rate of speed and careens into other carts sending them flying. The only problem is that it's EXTREMELY rare.

Baby Mario is a rather poor choice.

Baby Luigi (Light)

Baby Luigi is even shyer than his brother and tends to let Karts pass without retaliation.

Acceleration *****
Speed *
Off-Road ***
Item ***
Steering *

Baby Luigi has the same item as his brother.

Baby Luigi is also a rather poor choice.

Koopa (Light)

Koopa is a vicious racer, giving Bowser and even Mario a run for their money!

Acceleration *****
Speed ***

Off-Road ****
Item **
Steering ***

Koopa's item is actually a standard item that's been tripled. He can get either three Green or Red shells at once.

Koopa is a good choice for anyone, beginner or expert.

Paratroopa (Light)

Paratroopa is also a vicious racer but is actually even better than Koopa!

Acceleration *****
Speed ***
Off-Road ****
Item ***
Steering ***

Paratroopa's item is the same as Koopa's except that he gets it more commonly than Koopa does. Paratroopa even juggles his shells!

Paratroopa is (as I said) an even better choice than Koopa.

Donkey Kong (Heavy)

Donkey Kong is one of the best racers in the whole game! He brings his Simian Sense all the way from Kong Island to help him win his races.

Acceleration **
Speed ****
Off-Road ***
Item *****
Steering *****

Donkey Kong's special item is a giant banana than splits up into three smaller bananas when hit. This item is EXTREMELY difficult to maneuver around.

Donkey Kong is a superior racer and handler

Diddy Kong (Light)

Diddy Kong is also an excellent racer and he, like his partner, has very good "Simian Sense".

Acceleration ***
Speed ***
Off-Road ****
Item *****
Steering *****

Diddy's item is the same as Donkey Kong's.

Diddy is in the Best of the Best group of racers.

Bowser (Heavy)

Bowser is a spectacualar racer and he makes this known as much as possible.

Acceleration *
Speed *****
Off-Road ****
Item *****
Steering *****

Bowser's special item is a Bowser shell that expands to huge proportions and roars down the track slamming Karts in all directions!

Bowser is also one of the Best of the Best.

Bowser Jr. (Light)

Bowser Jr. is the best charachter in the game and he loves to throw shells.

Acceleration *****
Speed ****
Off-Road *****
Item *****
Steering *****

Bowser Jr. has the same item as his dad but he gets it much more often!

If you handle his Item correctly, you can't lose!

Wario (Heavy)

Wario is a fairly good racer but he does have some faults.

Acceleration **
Speed ***
Off-Road **
Item *****
Steering **

Wario's item is a Bob-Omb that when thrown pauses for a few seconds and then explodes!

Wario isn't really that good, but he is worth taking just for his item!

Waluigi (Medium)

Waluigi is a top-tier racer and he is a very good person to partner with Bowser Jr.

Acceleration ****
Speed ****
Off-Road ****
Item *****
Steering *****

Waluigi has the same item as Wario but he does get it more often!

Waluigi is my second favorite charachter and he is one powerful dude!

Toad (Light) #LOCKED#

Toad is SUPPOSED to be Peach's bodyguard but it doesn't seem that he does a very good job of it, as Bowser continually is getting ahold of Peach. But, that aside, Toad sure proves his worth as a racer!

Acceleration *****
Speed ***
Off-Road ****
Item **
Steering **

Toad's item is a Golden Mushroom that gives you unlimited turbo boosts for a short period of time. The problem is that this item is too rare to be given a high rating.

Toad is a devastating starter, but once he's started he slows down. Thus, he doesn't have a very high speed rating.

Unlock Toad by beating The Special Cup 100cc Grand Prix

Toadette (Light) #LOCKED#

Toadette is Toad's companion but her racing skills are actually very poor. Her special item is the same as Toad's but it's even rarer for her than it is for Toad!

Acceleration ****
Speed **
Off-Road ****
Item *
Steering *

Toadette has the same special item as Toad but gets it less often.

Toadette is a poor racer and her skills are worse than those of Toad's. Because of this she is a VERY poor racer for beginners to use.

Unlock Toadette by beating The Special Cup 100cc Grand Prix

Petey Piranha (Heavy) #LOCKED#

Petey Piranha is an odd character that has an annoying habit of stealing. He steals other characters' special items and uses them for his own ends. He also has a habit of cheating. When you are racing against him in a cup, watch for him to just about always be in the Top 3 finishers. He may be a dangerous opponent but playing AS him is sure to bring you grief.

Acceleration **
Speed ***
Off-Road *
Item *****
Steering *

No that is not a typo! I'm giving Petey Piranha a six out of five on his item because his item is all of them! As I said before, Petey can acquire any of the

other character's special items.

Petey STINKS! He is a terrible character to choose, but if you prefer getting cool items to winning then Petey is your man. You'd have to be an excellent and experienced racer to win with Petey.

Unlock Petey by beating The Star Cup Mirror Grand Prix

King Boo (Heavy) #LOCKED#

Petey Piranha's partner is just as much a thief and cheater as he is, and his driving skills are even worse.

Acceleration *
Speed **
Off-Road *
Item *****
Steering *

Again: NOT A TYPO! I'm also giving King Boo a six out of five for his item. He, like his partner, can acquire all other characters' special items.

I'll say it flat out: King Boo is the WORST character in the game. He is the exact opposite of Bowser Jr.

Unlock King Boo by beating The Star Cup Mirror Grand Prix

NOTE: In-game, characters are not given skill ratings. I just determined what areas the different characters did well in.

006 Karts

In this section I'll describe the Kart assigned to each character and tell you how useful each one is. Light Karts have better acceleration and good off-road but have poor speed. Heavy Karts have great speed but have poor acceleration and most are poor off-road. Medium Karts are somewhere in the middle.

Kart: Red Fire

Owner: Mario

Acceleration *** (of *****)

Speed ***

Weight *** (Medium)

Notes: This Kart is very basic and totally easy to drive. Like its owner: very very good for beginners.

Excels: All Areas

Kart: Green Fire #LOCKED#

Owner: Luigi

Acceleration: **

Speed ****

Weight ** (Medium)

Notes: This Kart is actually just about the same thing as Mario's.

Excels: All Areas

Unlock by beating The Mushroom Cup 50cc Grand Prix

Kart: Heart Coach
Owner: Peach
Acceleration ****
Speed **
Weight *** (Medium)
Notes: This Kart mimics the racing abilities of its owner.
Excels: Steering

Kart: Bloom Coach #LOCKED#
Owner: Daisy
Acceleration ***
Speed ***
Weight ** (Medium)
Notes: This Kart is very unpopular as is its owner, but watch out for it on the track, as it will prove its worth exponentially.
Excels: Steering
Unlock by beating The Flower Cup 50cc Grand Prix

Kart: Turbo Yoshi
Owner: Yoshi
Acceleration: ****
Speed **
Weight *** (Medium)
Notes: This is a fairly good Kart, but some faults do stand out.
Excels: Off-Road

Kart: Turbo Birdo #LOCKED#
Owner: Birdo
Acceleration ***
Speed ***
Weight **** (Medium)
Notes: This is one of the excellent Karts in the game. It is not the best, but it is still pretty good.
Excels: Off-Road
Unlock by beating the Flower Cup 150cc Grand Prix

Kart: Baby Buggy
Owner: Baby Mario
Acceleration *****
Speed *
Weight * (Light)
Notes: This Kart is not good for beginners. If you want a Kart with great acceleration, this is it. This Kart requires great item skills, as (outside of 50cc) you probably won't win on speed alone.
Excels: Hairpin courses

Kart: Rattle Buggy #LOCKED#
Owner: Baby Luigi
Acceleration ****
Speed **
Weight * (Light)
Notes: Basically the same as the Baby Buggy but Baby Luigi sacrifices on Accel. for one Speed point.

Excels: Hairpin courses

Unlock by Beating the Mushroom Cup 100cc Grand Prix

Kart: Koopa Dasher

Owner: Koopa

Acceleration ****

Speed **

Weight ** (Light)

Notes: Pretty basic. Not anything special but a fairly cool Kart.

Excels: Steering

Kart: Para-Wing #LOCKED#

Owner: Paratroopa

Acceleration *****

Speed ***

Weight ** (Light)

Notes: My favorite of the Light Karts. This is an excellent example of a "hot" Kart.

Excels: Item Recovery

Unlock by beating the Star Cup 50cc Grand Prix

Kart: Jungle Barrel

Owner: Donkey Kong

Acceleration **

Speed ****

Weight **** (Heavy)

Notes: Don't let the stats fool you, this is the worst of the Heavy Karts.

This Heavy Kart is actually a very good Off-Road racer!

Excels: Off-Road

Kart: Barrel Train #LOCKED#

Owner: Diddy Kong

Acceleration ****

Speed **

Weight *** (Light)

Notes: Oddly enough, this actually is a Light Kart! This is a very poor Kart (contrary to the stats).

Excels: Off-Road

Unlock by beating the Star Cup 150cc Grand Prix

Kart: Mecha-Bowser

Owner: Bowser

Acceleration *

Speed *****

Weight ***** (Heavy)

Notes: This is the best Heavy Kart. Its Acceleration is its only flaw.

Excels: All Areas (except for Off-Road and Item Recovery)

Kart: Bullet Blaster #LOCKED#

Owner: Bowser Jr.

Acceleration ****

Speed ***

Weight ** (Light)

Notes: Like its owner, this Kart is absolutley wonderful. This Kart is made

of a Bullet Bill, so it's guaranteed to be speedy!

Excels: Maze-Style Courses

Unlock by beating the Special Cup 50cc Grand Prix

Kart: The Warmobile

Owner: Wario

Acceleration **

Speed ****

Weight **** (Heavy)

Notes: This is a Kart that I would not recommend for sane racers. If you happen to be insane, then be my guest.

Excels: Paved Roads (i.e. Mushroom City or Mushroom Bridge)

Kart: Waluigi Racer #LOCKED#

Owner: Waluigi

Acceleration ****

Speed ****

Weight *** (Medium)

Notes: The best Medium Kart, put Waluigi and Bowser Jr. together in this Kart and you have the best team in the whole game!

Excels: All Areas

Unlock by beating the Flower Cup 100cc Grand Prix

Kart: Toad Kart #LOCKED#

Owner: Toad

Acceleration ****

Speed **

Weight * (Light)

Notes: This Kart is a very close resemblance to the Karts in previous games. It's definitely a very out-of-date Kart and is practically worthless.

Excels: Paved Roads (i.e. Mushroom City or Mushroom Bridge)

Unlock by beating the Special Cup 100cc Grand Prix

Kart: Toadette Kart #LOCKED#

Owner: Toadette

Acceleration ****

Speed **

Weight * (Light)

Notes: Same as Toad's

Excels: Paved Roads (i.e. Mushroom City or Mushroom Bridge)

Unlock by beating the Mushroom Cup Mirror Grand Prix

Kart: Piranha Pipes #LOCKED#

Owner: Petey Piranha

Acceleration **

Speed ***

Weight **** (Heavy)

Notes: An extremely poor Kart. As worthless as its owner.

Excels: NO AREAS

Unlock by beating the Star Cup Mirror Grand Prix

Kart: Boo Pipes #LOCKED#

Owner: King Boo

Acceleration **

Speed **

Weight **** (Heavy)

Notes: Worst Kart in the game! I can't stand using this Kart. Not only is it hard to control, but it has poor speed and Accel.!

Excels: NO AREAS

Unlock by beating the Special Cup Mirror Grand Prix

Kart: Parade Kart #LOCKED & SECRET#

Owner: MAKRA (I'll explain later)

Acceleration ****

Speed ****

Weight **** (All Weights may ride this Kart)

Notes: This secret Kart is a great addition to the game and is a pretty good racer as well!

Excels: All Areas

Unlock by beating the All Cup Tour Mirror Grand Prix

NOTE: I happen to COMPLETELY disagree with some of the Kart skill points in-game, so don't be suprised when the Kart has different skill points on-screen than they do here.

007 Cups/Courses

First let me explain what MAKRA is. This will be mentioned several times, but I felt that it should be explained here. MAKRA stands for Mario Auto Kart Racing Association. Whenever you see this, you will know that the item being described is not owned by a specific character. NOTE: MAKRA was made up by me. It is not really part of the game.

In this section I will give you a rundown on the Cups and Courses of the game. For a more detailed course description, refer to section 008.

Cup: Mushroom

Difficulty: */**/**/**** (50cc/100/150/Mirror) (of *****)

of Courses: 4

Description: Very easy. Definitley good for beginners. The Mirror Circuit can be annoying, though.

Cup: Flower

Difficulty: **/**/**/****

of Courses: 4

Description: Intermediate players should have no difficulty with this one. Again, the trouble point is the Mirror Circuit.

Cup: Star

Difficulty: **/****/****/*****

of Courses: 4

Description: Definitely difficult. This one could leave you frustrated.

Cup: Special #LOCKED#

Difficulty: ****/****/*****/*****

of Courses: 4

Description: VERY HARD! Only experienced racers should tackle this monster.
Unlock by beating the Star Cup 100cc

Cup: All Cup Tour #LOCKED#

Difficulty: ****/*****/*****/**** (no typo)

of Courses: 16

Description: You have to race on all of the courses in random order (except that you will always start on the Luigi Circuit and end on the Rainbow Road). After you beat it in 50/100cc you will be disappointed in your reward: Nothing. But the payout for beating all of them is awesome!

Unlock by beating the Special Cup 150cc Grand Prix

Cup: Mushroom

1. Luigi Circuit */*/**/**
 2. Peach Beach */*/**/**
 3. Baby Park */**/**/**
 4. Dry Dry Desert */**/**/**
-

Cup: Flower

1. Mushroom Bridge **/**/**/**
 2. Mario Circuit **/**/**/**
 3. Daisy Crusier **/**/**/**
 4. Waluigi Stadium **/**/**/**
-

Cup: Star

1. Sherbet Land ***/***/****/****
 2. Mushroom City ***/***/****/****
 3. Yoshi Circuit ***/***/****/****
 4. DK Mountain ***/***/****/****
-

Cup: Special

1. Wario Colosseum *****/*****/*****/****
 2. Dino Dino Jungle *****/*****/*****/****
 3. Bowser's Castle *****/*****/*****/****
 4. Rainbow Road *****/*****/*****/****
-

008 In-Depth Course Descriptions

In this section I'll give you a detailed description of each course. I won't tell you the secrets of each course, though. For that, refer to section 022.

Course: Luigi Circuit

Cup: Mushroom

Owner: Luigi

Difficulty: */*/**/**

Description:

Launch off of the start and fly off of the boost panel. Try to hit one of the Item Boxes, drift through them if nessescary. Watch out for the Chain-Chomp and drift through the turn. If you want to, you can drift along the sideboard to hit the boost panels. Jump off of the boost panel just like at the beginning of the race and run this half of the track just like the first. There is an extra set of item boxes on the second half just before the turn. Hit them, drift around the corner and cross the line. Go through all 3 laps and

CONGRATULATIONS!! You beat Luigi Circuit! (That is if you came in first).

Course: Peach Beach

Cup: Mushroom

Owner: Peach

Difficulty: */**/**/**

Description:

Launch off of the start, drive straight, and drift through the turn and the Item Boxes and onto the beach. Drive as close as you can to the edge of the water, but don't go in too deep, or you will slow down considerably. Also do not hit the Cataquacks or you will go flying. Drift under the pink arches and hit the Item Boxes. Avoid the Cataquacks again and drift the tight turn. Drive up the hill and across the line. Go through all 3 laps and
CONGRATULATIONS!! You beat Peach Beach!

Course: Baby Park

Cup: Mushroom

Owners: Baby Mario/Baby Luigi

Difficulty: */**/**/**

Description:

Launch off of the start and drift through the Item Boxes and the 90-degree turn. Fly down the straight and drift through the second set of Item Boxes and the second 90-degree turn and cross the line. Go through all 7 laps.

CONGRATULATIONS!! You beat Baby Park!

NOTE: The reason that this course is difficult is because it is so small and it is fenced in, so all the items that are thrown are trapped inside. This can make this course hard. Bowser Shells are absolutely devastating here.

Course: Dry Dry Desert

Cup: Mushroom

Owner: MAKRA

Difficulty: */**/**/**

Description:

Launch off of the start and hit the first set of Item Boxes. Drift around the turn and hit the second set of item boxes. Quickly drift through the S-Curves hit Item Box set number 3. Dodge the tornado (if you hit it you will get spun around and flung through the air). Next, drive the narrow space between the yellow sand and the pit. If you get sucked in, a Piranha Plant will eat you and you will lose about 5 seconds. Hit Item Box set #4 and thread the narrow space between the Pokeys. Dodge the moguls but hit the last one and jump between the Pokeys. Drive the last set of curves and cross the line. Go through all 3 laps.

CONGRATULATIONS!! You beat Dry Dry Desert and The Mushroom Cup!

Course: Mushroom Bridge

Cup: Flower

Owner: Toadette

Difficulty: **/**/**/**

Description:

Launch off of the start and drift around the curve and into the tunnel. Dodge the cars, as hitting them will cause you to spin out. Be ready to hit the Item Boxes. Two of them are moving, the other three are stationary. Drift the next two turns and beware of the Bob-Omb car. Hitting it will have the same effect as hitting a Bob-Omb. Hit the next set of Item Boxes and go into the curving tunnel. Exit the tunnel and drive onto the

Bridge. Hit the Item Boxes but be sure to dodge the Caterpillar Bus or you will go flying. Drive straight over the line. Go through all 3 laps.

CONGRATULATIONS!! You beat Mushroom Bridge!

NOTE: Cars do move so the course changes with every lap.

Course: Mario Circuit

Cup: Flower

Owner: Mario

Difficulty: **/****/****/****

Description:

Launch off of the start, hit the Item Boxes and drift around the first two 90/180-degree turns. Drive around the next corner, dodging the Chain-Chomp and down the little hill. Hit the Item Boxes and drive through the S-Curve tunnel. Drive down the ramp, dodge the Piranha Plants and drift the next curve. Hit the next curve and go through the Item Boxes. Drive across the moguls and dodge the Goombas. Hit the S-Curves and jump off of the small rise between the Piranha Plants and across the line. Go through all 3 laps. CONGRATULATIONS!! You beat Mario Circuit!

Course: Daisy Cruiser

Cup: Flower

Owner: Daisy

Difficulty: **/**/****/****

Description:

Launch off of the start and immediately go to the right side of the ship. Go around the wide corner and hit the Item Boxes. Turn left and go down the stairs. Drive around the swimming pool but don't fall in. Drive down the curving stairs and go into the tunnel. Drive into the Dining Room and head for the far left corner. Dodge the tables or you will have to back up and go around them. Drift the two 90-degree turns and hit the Item Boxes. Drift around the next two 90's and up the ramp. Bear left and go around the giant orange fan tube. Drift around the wide 180 turn and hit the Item Boxes. Drive straight and up the stairs between the two inner-tubes. Drive right and cross the line. Go through all 3 laps. CONGRATULATIONS!! You beat Daisy Cruiser!

Course: Waluigi Stadium

Cup: Flower

Owner: Waluigi

Difficulty: **/**/****/****

Description:

Launch off of the start and off of the jump. Drift the 90 turn and drive over the whets. Hit the high jump and go through the ring of fireballs and quickly drift through the 90 turn. Hit the dip and go off of the next high jump/fireball ring set. Hit the Item Boxes and go around the corner. Drive through the gauntlet avoiding the Piranha Plants and their pipes. Also avoid the rotating fireballs. Hit the 90 turn at the end of the gauntlet and drive across the mini-jumps. Drift the 90 turn and the S-Curves and go off of the last high jump/fireball ring set. Finally drive across the line. Go through all 3 laps.

CONGRATULATIONS!! You beat Waluigi Stadium and the Flower Cup!

Course: Sherbet Land

Cup: Star

Owner: MAKRA

Difficulty: ****/****/****/****

Description:

Launch off of the start and drive the first two curves and hit Item Box set #1. Drift around the edge of the pond but don't hit the Shy Guys. Drive into the tunnel and hit Item Box set #2. Drive the S-Curves and try to drive to the inside of the pillar of ice. Go through the Item Boxes around the pillar. Drive out of the tunnel and drift the S-Curves. Hit the Item Boxes and drive onto the ice. Don't hit the Freezys or you will freeze for a few seconds. Drift the S-Curves and head for the finish line. Watch out, though, because if someone hasn't already hit it, there will be a Freezy right in the middle of the road. Drive across the line. Go through all 3 laps.
CONGRATULATIONS!! You beat Sherbet Land!

Course: Mushroom City

Cup: Star

Owner: Toad

Difficulty: ***/***/****/****

Description:

NOTE: There are several ways to go through this course. I will describe them all here.

Launch off of the start and drive down the hill hitting the Item Boxes. Drift the turn and head into the intersection.

Option 1: Drive straight

Option 2: Turn Right

If you choose Option 1:

Drive straight to the corner and turn right and into the intersection.

Option 1.1: Drive straight

Option 1.2: Turn Left

If you chose Option 1.1:

Drive straight into the corner and turn left. Drive straight into the next intersection. You have no option here, drive straight. =Merge with set course=.

If you chose Option 1.2:

Turn left and drive straight under the underpass. Turn right at the corner and quickly left at the stoplight. =Merge with set course=.

If you chose Option 2:

Turn right and then quickly left. Drive straight under the underpass until you come to the intersection.

Option 2.1: Refer to Option 1.2.

Option 2.2: Refer to Option 1.1.

Set course:

Drive straight and hit the Item Boxes. Turn left and drive the S-Curves. Drive up the hill and bear left, hitting the Item Boxes at the top. Dodge the oncoming cars and KEEP LEFT! Drive up the hill and down the other side. Cross the line. Go through all 3 laps.

CONGRATULATIONS!! You beat Mushroom City!

NOTE: Cars move, so the course will change every lap.

Course: Yoshi Circuit

Cup: Star

Owners: Yoshi/Birdo

Difficulty: ***/***/****/****

Description:

Launch off of the start and around the almost 90-degree, turn hitting the Item Boxes. The Piranha Plants shouldn't be a problem. Hit the next two 90 turns and up the slight hill and around the 180 turn. Head up the little hump and hit the Item Boxes. Drive through the widely curving tunnel and around the three 90 turns after it. Drive down the hill and quickly drift the snake curves. NOTE: I find it easy to just drive straight on the snake curves but

maybe that's just me. Hit the Item Boxes and quickly drift the 180 turn (this turn can be frustrating, just keep practicing). Drive up the hill and drift the 90 turn and head straight for the Item Boxes. Drift the last set of curves and cross the line. Go through all 3 laps.

CONGRATULATIONS!! You beat Yoshi Circuit!

Course: DK Mountain

Cup: Star

Owner: Donkey Kong (DK)

Difficulty: ***/****/*****/*****

Description:

Launch off of the start and drift the S-Curves hitting the Item Boxes on the way. Drift the wide almost 360 turn and (this is cool) into the cannon. As you are flying through the air, press Up on the Analog Stick to point the Kart's nose downward to land sooner but cover less distance. Or point it Down to put the nose up and land later but cover more distance. Or just let it be. Drift the 90 turn, hit the Item Boxes, and fly off of the jump. Hit the mini-jumps and drift the corner to the right. NOTE: I simply drive on the land to the right of the road to save time. Drive down the hill and drift the two sharp 180 turns, dodge the boulders and hit the Item Boxes. The next 180 turn is a bit trickier, Drift as high as you can on the grass to avoid falling into the hole. Drift the last 180 through the Item Boxes and cross the bridge and cross the line. Go through all 3 laps.

CONGRATULATIONS!! You beat DK Mountain and the Star Cup!

Course: Wario Colosseum #LOCKED#

Cup: Special

Owner: Wario

Difficulty: ****/****/*****/*****

Description:

Launch off of the start, drift the turn, and go off of the jump. Hit the Item Box in the fireball ring at the top of the jump. Drift the S-Curves and hit the next jump, fireball ring, and Item Box combo. Drift the 180 turn and hit the Item Boxes. Prepare for the HUGE jump. Hit the huge jump and land in the Spiral Sphere. Drift all the way down the 900 spiral. Hit the Item Boxes at the bottom. Drift the climbing 90 curve, up the next one and off the mini-jump. Drift the odd 540 curve and drop down the steep hill. Hit the Item Boxes at the bottom. Drift the wide 90 turn and go around the big hole hitting the Item Boxes on either side. Follow the arrows up into the tunnel. Be ready to make a sharp left. After the left, hit the Item Boxes and go out of the tunnel. Hit the jump and the Item Boxes at the top. Drift the 90 turn and cross the line. Go through both laps.

CONGRATULATIONS!! You beat Wario Colosseum!

NOTE: This is the longest course in the game, as noted by the fact that there are only 2 laps.

Unlock with the Special Cup. (Beat the Star Cup 100cc Grand Prix)

Course: Dino Dino Jungle #LOCKED#

Cup: Special

Owner: Diddy Kong

Difficulty: ****/****/*****/*****

Description:

Launch off of the start and drift the 540 turn, hitting the Item Boxes. Drift the small corner and jump off of the logs to hit Item Boxes. Drift under the dinosaur for 4 Item Boxes and drive into the S-Curve tunnel. Outside the tunnel drive up the bridge. Drive all the way up and be careful not to fall off. You can take the road to the left on the bridge but it

has a tighter turn. There are Item Boxes on it, though, so there are pros and cons. In the tunnel drift the square corner and across the blue area. Be careful not to fall in the hole or hit the waterspouts. There is one set of Item Boxes along the route as well. Hit the mini-jump at the end and hit the Item Boxes at the end. The Dino's head shouldn't be a problem. Drift the 180 turn, go down the mini-jumps and hit the moving Item Boxes. Dodge the waterspouts and cross the line. Go through all 3 laps.

CONGRATULATIONS!! You beat Dino Dino Jungle!

Unlock with the Special Cup. (Beat the Star Cup 100cc Grand Prix)

Course: Bowser's Castle #LOCKED#

Cup: Special

Owners: Bowser/Bowser Jr.

Difficulty: ****/****/*****/****

Description:

Launch off of the start and cross the bridge. Drive through Bowser's mouth (the gate) and into Thwomp Hall. Take either left or right both are identical. Hit the Item Boxes and dodge the Thwomps. Head into part 2 of Thwomp Hall. Drift the turn and dodge the two Thwomps. Drift the next turn and into Fireball Labyrinth. Drive on either side of the pit and hit the Item Boxes. Don't fall in the lava or hit the fireballs. Jump off of the mini-jump and drift up the 360 spiral. Drive into the FireFan Room. Dodge the spinning fireballs and hit the Item Boxes. Drift the two 90 turns and head up the jagged path and drift the hairpin 180 at the top. Drift the 90 and 180 and head down the stairs and into Bowser Blast Gauntlet. Dodge the fireballs that Statue Bowser spits and hit the Item Boxes. Drift the 90/180/90 turn set and drive the last leg of the Gauntlet and go off of the jump. Drive the 90 turn and cross the line. Go through all 3 laps.

CONGRATULATIONS!! You beat Bowser's Castle!

Unlock with the Special Cup. (Beat the Star Cup 100cc Grand Prix)

Course: Rainbow Road #LOCKED#

Cup: Special

Owner: Kirby

Difficulty: *****/*****/*****/****

Description:

What a change from Bowser's Castle! From ugly and dangerous to beautiful and deadly. Launch off of the start and off of the mini-jump. Drive down the slopes and hit the Item Boxes. Drift the two 180 turns, hitting the Item Boxes on the apex of the second one. Go off of the next mini-jump and onto Boost Road. Drive up the 540 corkscrew hitting the Item Boxes and the Boost Panels. This section (the corkscrew) can be frustrating, so don't give up! Hit the Item Boxes at the top of the corkscrew and drive the snake curves, drift them if need be. Drift the 90 turn, hit the Item Boxes, and go into the blast tube. Use the same strategy here as the cannon on DK Mountain. Drive the sloping S-Curves and hit the jump at the end. Hit the Item Boxes and drift the 720 spiral. Cross the line at last. Go through all 3 laps.

CONGRATULATIONS!! You beat Rainbow Road, the Special Cup, and every single course in the game!!

NOTE: Occasionally, stars will fall onto the road. Take advantage of them.

NOTE: Even though Kirby may own this course, he is NOT in this game.

EASTER EGG: This is one of the only courses that another can be seen from.

If you look down, you are driving over Mushroom City.

Unlock with the Special Cup. (Beat the Star Cup 100cc Grand Prix)

In this section I'll describe all of the Items in the game.
For strategies in Item use refer to section 019

Item: Banana

Use: Drop onto the road to slip up other racers

Effect: Causes the victim to spin out.

Rarity: */**/** (ahead/in the pack/behind) (*=common *****=very rare)

Special? : No

Directional throwing? : Yes (may be thrown both forward and backwards by
tilting up or down on the analog stick)

Item: Green Shell

Use: Throw it to knock over other racers.

Effect: Causes the victim to get knocked for a loop.

Rarity: */**/**

Special? : No

Directional Throwing? : Yes

Item: Red Shell

Use: Throw it to home in on the Kart ahead of you.

Effect: Same as Green Shell

Rarity: ***/***/*

Special? : No

Directional Throwing? : Yes (will not home in if thrown backwards)

Item: Fake Box

Use: Drop it to confuse opponents into thinking that it is a real Item Box

Effect: Causes an electrified loop.

Rarity: */***/*****

Special? : No

Directional Throwing? : Yes

Item: Mushroom

Use: Use it to give your Kart a short speed boost.

Effect: Short burst of speed

Rarity: *****/**/**

Special? : No

Directional Throwing? : No (is not thrown, instead it is simply activated)

NOTE: This Item is obtained in sets of 1 or 3

Item: Star

Use: Gives your Kart invincibility and high speed for a few seconds.

Effect: Golden star power radiates from your Kart.

Rarity: /*****/**

Special? : No

Directional Throwing? : No (is activated not thrown)

NOTE: This Item cannot be obtained in first place. It can however be
activated by someone driving into one (i.e. Rainbow Road or one
dropped by a Green or Pink Egg.)

Item: Thunderbolt

Use: Use to temporarily shrink ALL opponents in both size and speed.

Effect: ZAP! Your'e shrunk!

Rarity: /*****/****
Special? : No
Directional Throwing? : No (again, not thrown, activated)

Item: Spiny "Blue Falcon" Shell

Use: Throw to send it flying through the air and home in on the person in first.

Effect: BOOM! Massive explosion! Oh, the Karts flying everywhere!

Rarity: /*****/*****

Special? : No

Directional Throwing? : No (flies forward only)

NOTE: This Item is only a threat in 150cc and Mirror Mode.

NOTE: This is my favorite common Item. Sometimes I just sit in 8th hoping to grab one.

Item: Fireballs

Use: Throw to split it up into 5 flames and send them flying into other Karts.

Effect: A fiery spinout

Rarity: **/**/**

Special? : Yes (Mario/Luigi)

Directional Throwing? : Yes

Item: Heart

Use: Activate to send two hearts spinning around the Kart and pick up any Items you come in contact with. The downside of this is that if you run into a Mushroom/Star on the track instead of instantly activating it will cost you one heart and you get the option of using it whenever you like. Not a fair deal.

Effect: Two hearts spin around your Kart

Rarity: *****/*****/***

Special? : Yes (Peach/Daisy)

Directional Throwing? : No (activated)

Item: Yoshi Egg

Use: Throw it to home in on the Kart ahead of you. It will drop three other Items when it hits: Mushrooms/Stars/Bananas/Green Shells/Bob-Ombs.

Effect: Same as a shell

Rarity: **/**/*

Special? : Yes (Yoshi/Birdo)

Directional Throwing? : Yes (will lose homing properties if thrown backwards)

Item: Chain Chomp

Use: Unleash to send your Kart careening down the track slamming into other Karts and sending them flying.

Effect: Victims are sent flying.

Rarity: /*****/****

Special? : Yes (Baby Mario/Baby Luigi)

Directional Throwing? : No (activated)

Item: Triple Shells

Use: Same as regular shells except that you get 3 at a time

Effect: Same as regular shells

Rarity: **/**/**

Special? : Yes (Koopa/Paratroopa)

Directional Throwing? : Yes

Item: Giant Banana

Use: A massive banana that splits up into 3 regular bananas when hit. This Item is extremely difficult to manuever around.

Effect: Causes a massive spinout.

Rarity: **/**/**

Special? : Yes (DK/Diddy Kong)

Directional Throwing? : Yes

Item: Bowser Shell

Use: A HUGE replica of Bowser's shell that slams down the track sending opponents flying!

Effect: Same as a Chain-Chomp except that it lasts longer and is not attached to your Kart.

Rarity: ***/**/*

Special? : Yes (Bowser/Bowser Jr.)

Directional Throwing? : Yes

Item: Bob-Omb

Use: Throw forward to blow people ahead of you away! Drop backwards to keep upstarts at bay!

Effect: Explodes like a Spiny Shell. Explodes faster if thrown forwards.

Rarity: ***/**/**

Special? : Yes (Wario/Waluigi) (This Item does occasionally pop out of Eggs)

Directional Throwing? : Yes

Item: Golden Mushroom #LOCKED#

Use: A mushroom that allows you to execute unlimited boosts for a short period of time. Useful? Sometimes but not really.

Effect: Unlimited boosts for a short period of time.

Rarity: *****/****/**

Special: Yes (Toad/Toadette)

Directional Throwing? : No (activated)

Unlock with Toad and Toadette (Beat the Special Cup 100cc Grand Prix)

010 Single Player

In this short section I will show the modes available in Single Player mode.

O=Available

X=Unavailable

Grand Prix O
Time Trials O
VS X
Battle X

In single player you play alone so VS and Battle are unavailable.
This game is just as fun in Single Player as Multiplayer.

Again I will detail the modes available in 2-4 Player mode.
Multiplayer requires extra controllers.

O=Available

X=Unavailable

2P= 1P vs.2P or
 [1P & 2P] (co-op)

1P vs.2P

Grand Prix O

Time Trials X

VS O

Battle O

[1P & 2P]

Grand Prix O

Time Trials X

VS X

Battle X

3P= 1P vs.2P vs.3P or
 [1P & 2P] vs.3P

1P vs.2P vs.3P

Grand Prix X

Time Trials X

VS O

Battle O

[1P & 2P] vs.3P

Grand Prix O

Time Trials X

VS O

Battle O

4P= 1P vs.2P vs.3P vs.4P, or
 [1P & 2P] vs.[3P & 4P], or
 [1P & 2P] vs.3P vs.4P

1P vs.2P vs.3P vs.4P

Grand Prix X

Time Trials X

VS O

Battle O

[1P & 2P] vs.[3P & 4P]

Grand Prix O

Time Trials X

VS O

Battle O

[1P & 2P] vs.3P vs.4P

Grand Prix	X
Time Trials	X
VS	O
Battle	O

012 Grand Prix

In this section I will simply tell you a little bit about the Grand Prix mode.

Grand Prix (Prix is pronounced "pree) is simply a fancy term for a series of races leading up to a prize. The winner is determined most commonly by points (i.e. NASCAR). MarioKart Double Dash is no different. In each Grand Prix there are 16 racers, 8 Karts, and 8 places. The points are divided up thusly.

1st	+10
2nd	+ 8
3rd	+ 6
4th	+ 4
5th	+ 3
6th	+ 2
7th	+ 1
8th	+ 0

A perfect Grand Prix win in this game would be 40 points (i.e. four 1st place finishes) or 160 points (16 1st place finishes in the All Cup Tour). Grand Prix is run either in 50cc, 100cc, 150cc, or Mirror Mode. 50cc is the easiest with 100cc, 150cc, and Mirror being medium, hard, and hardest respectively. Mirror is simply a 150cc Grand Prix, except that all of the courses are run in mirror. The courses are not run backwards, however, all the turns are in the opposite direction (i.e. left is right and right is left). Every Grand Prix ends with a parade on Peach Beach with the 2nd and 3rd place finishers riding in their own Karts, but the 1st place finishers ride on a golden Kart driven by Toadsworth (hmm...). The parade ends with the Karts crashing through three special Item Boxes that give out trophies. To complete the game perfectly you must win a Gold Trophy in every Grand Prix with perfect points in every one (i.e. all 40s and 160s).

NOTE: In Time Trials mode you can only race on courses already unlocked in Grand Prix mode.

EASTER EGG: In 50cc and 100cc all of the CPU Karts will contain partners in one of the partner's Kart (i.e. Mario and Luigi in the Red Fire or Green Fire). But in 150cc and Mirror Mode the partners (most of the time) will be random (i.e. Diddy and Toad in the Barrel Train).

Unlock the Mirror Mode for Grand Prix by beating the All Cup Tour 150cc Grand Prix

013 Time Trials

In this section I will tell you what Time Trials are.

In Time Trials you simply race alone on a course with less danger and no items

to see just how fast you can run it. There are 80 slots to be filled with records (the Top 5 times for every course) so good luck filling them all. You do start every Time Trial with each character holding one Mushroom. Use them wisely as they are all you will get.

NOTE: Race times from Grand Prix and VS mode are NOT saved as Time Trials records.

NOTE: In Time Trials mode, some courses will change slightly from their Grand Prix course (i.e. Dry Dry Desert will have less Pokeys).

Staff Times:

Staff Times are the best times that staff members recorded on each course. To access staff times you must have the Time Trials Ghost option turned on. You must beat each time to unlock the staff ghost in Time Trials mode.

Luigi Circuit:	1:29.000
Peach Beach:	1:23.000
Baby Park:	1:14.000
Dry Dry Desert:	1:53.000
Mushroom Bridge:	1:34.000
Mario Circuit:	1:44.000
Daisy Cruiser:	1:55.000
Waluigi Stadium:	2:02.000
Sherbet Land:	1:28.000
Mushroom City:	1:53.000
Yoshi Circuit:	2:02.000
DK Mountain:	2:15.000
Wario Colosseum:	2:24.000
Dino Dino Jungle:	2:03.000
Bowser's Castle:	2:47.000
Rainbow Road:	3:19.000

If you can beat these, you will have NO trouble beating this game.

014

Co-Op

In Co-Op mode you pit two human players (assuming, of course, that you and your partner are human) in the same Kart. This can be a fun way for inexperienced players to accustom themselves to the game. There isn't really anything else to say about it except that one character drives and one throws Items. Also, the less experienced player should probably throw Items as much as possible and leave the driving to the more experienced racer.

015

VS (Versus)

VS is basically a single race without a Trophy or computer opponents. Nothing much else to put here except that it can be fun to just play around in the gauntlet at Waluigi Stadium and simply pelt each other with Items. One more thing, on the options menu you can set VS to be as many laps as you want (up to 9) and set the Item Boxes to give out Items at a different scale (I choose Frantic because the Item Boxes let out a flurry of hot Items).

016

Battle

In Battle mode you race in a stage with a set goal to achieve in order to win.

Balloon Battle

Objective: All characters start with 3 balloons. If you get hit by an item you lose a balloon. If you lose all 3 balloons you are out. Goal is to be last man standing.

Shine Thief

Objective: Grab the Shine Sprite and hold onto it until the 60 second timer runs out. If you are hit by an Item, you will lose the Shine. Goal is to be holding the Shine when the timer reaches zero.

Bob-Omb Blast

Objective: All Item Boxes contain Bob-Ombs and you must use them to blast your opponents away. Each character can carry up to 5 Bob-Ombs at once. You cannot be hurt by your own Bob-Ombs. Goal is to hit 3 or 4 opponents with Bob-Ombs in order to fill in every star at the top of your screen. If you are hit by a Bob-Omb, you will lose a star.

NOTE: Spiny Shells, Thunderbolts, Chain Chomps, and maybe Hearts, do not appear in Battle Mode.

NOTE: In Battle mode all special Items can be obtained by all characters.

017 Battle Stages

In this section I will detail all of the Battle Stages.

Stages:

Cookie Land
Block City
Nintendo Gamecube
Pipe Plaza
Luigi's Mansion
Tilt-A-Kart

Cookie Land

A course built on a giant cookie, this is a very wide open stage. The Red, Teal, Yellow, and Magenta partitions make a good hiding place to dodge incoming Items and throw return volleys. Look over the edges to see some Yoshi cookies!

Best Item to use here?

Giant Banana

Block City

A stage built on a walled in obstacle course. This stage can be tough because of not being able to see oncoming Items. If you need quick Items, drive down the wall past the Blue obstacle and into the dip here. It is dangerous though! Drive THROUGH the Yellow obstacle to get a safe shot or two off but don't give yourself away! The Red obstacle sports a hill on its back side (no joke intended) that can be used to look for opponents. The Green obstacle has a small indentation in its outside with an Item Box in it. Use this to somewhat safely grab an Item.

Best Items?
Bob-Omb
Bowser Shell

Nintendo Gamecube
Simple. A walled in GameCube that has no obstacles whatsoever. Item Boxes abound, though, so watch out! Every button on top of the GameCube has an Item Box on it as well.

Best Item?
Red Shell

Pipe Plaza
Driving around this walled in corner lot can get confusing. Drive into the pipes to get (what else?) warped out it's upper or lower partner. The metal grating platform can be tough for opponents to target you on, so keep that in mind. Some Item Boxes are floating in the air. How to grab them? Simply jump off of the metal grating and drop down through them.

Best Items?
Giant Banana or Bananas placed in front of the warp pipe entrances.

Luigi's Mansion #LOCKED#
The ghost filled mansion is back! Following the hallways can be tough and confusing. If the hall is:
Red: Goes to the basement
Green: Goes to the roof
All of the Item Boxes in the basement are Double Boxes so take advantage of them. If your opponents are duking it out in the main hall try throwing items at them from the hole in the roof.

Best Item?
Shells (any kind)
Unlock by beating the Mushroom Cup 150cc Grand Prix.

Tilt-A-Kart #LOCKED#
If you have played Super Mario Galaxy, then you will remember this 8-bit Mario from the Toy Time Galaxy. There seems to be no problem with the course. That is until it starts tilting. If you fall off of the edge, you will lose 1 balloon/1 star/the shine (if you have it).
NOTE: This 8-bit Mario does not have lava, shrinking platforms, or rotating yellow squares as the one in Super Mario Galaxy does.

Best Items?
Anything stationary
Unlock by beating the Flower Cup Mirror Grand Prix

018

Basic Driving Strategies

In this section I will detail some basic driving strategies.

Drift
Press L/R while steering to Drift. Once in a drift, rapidly tilt the Analog

Stick to change your tire sparks from yellow to red to blue and then let go to do a mini-boost.

Jump Start

Rapidly press A while the countdown is being done and, if you hit A just as GO! appears, you will do a Start Dash.

Double Dash!! (co-op only)

Both players do a jump start at the same time to get a HUGE boost!

Nudger

While in a heavy Kart, hit a light or medium Kart to nudge it out of the way. This works best with hitting light Karts.

Get Lost! (co-op handler only)

Press L/R to punch in that direction. Use this to get rid of other Karts and to steal Items!

Wheelie

When you go off a jump hold down on the Analog Stick until you land to do a wheelie. Useful? No. Cool? Yes.

Straightline Drift

Use drift on the straightaways to quickly fishtail to the edges of the road, which sometimes enables you to grab Items and other goodies!

I take full credit for coming up with the following strategies.

Blowing Your Own Horn

Press X/Y without an Item to honk your horn and taunt the other racers. Useful? Eeh...Not really.

Bopper

A more powerful version of the Nudger. While in midair use the nudger to knock other Karts off course.

D.E.B.T.

Drift Every Blaated Turn. The name says it all. Can be EXTREMELY useful.

Road Rage

Drive right behind another racer and honk your horn. Not useful but looks hilariously realistic.

Brat

Just as you pass another Kart, honk your horn and it makes you look like a jerk. This oddball works best with Yoshi as he sticks his tongue out.

Oh BS.

Grab a Blue Shell (BS) and (if you can) drive into 2nd with it and fire it off. This will enable you to dash into 1st as the current 1st goes flying.

Feel free to send me any driving strategies that you have! I will post as many as I can. I will not post any containing the following:

Vulgar Language

Personal Comments

Personal Info

or

Ones that are similar to ones already posted unless I find that yours is more detailed or has a cooler name.

Send driving strategies like this:

NameOfStrategy

Description

YourScreenNameOrAnononus

I am not responsible for the content of the following strategies. If you have a complaint, please tell me. I will look into the matter. If I find your complaint to be valid, I will remove the item in question. If I find the complaint to be a stupid reason just ignore it. If you persist, I will block you.

Sent by donors:

Undie Lady

Use Peach or Daisy at the Rainbow Road and make sure one of them is in the back seat when you go into the blast tube. Tilt the Analog Stick down to look up Peach/Daisy's dress. It looks very odd. Her legs are unattached to the rest of her body.

NOTE: I do not tell you how to drive corners perfectly or basically run a perfect race because that's trial and error.

019 Item Strategies

I will give you some tactics to use when dealing with Items.

Banana Blockade

Drop a banana in an extremely narrow section of road to make it difficult to avoid. This can be useful, but it's difficult.

Counter Tactics

If you are skilled enough, maneuver around bananas. If not then hit them with a shell. If you can't do either, then you are out of luck.

Shell Swarm

Use Green Shells (preferably 2,3,4,or 6) to spitfire them at opponents. Green Shells may be difficult to target opponents with, but this method makes it easier.

Counter Tactics

Drop an Item behind you (Fake Boxes do not deter shells) to protect yourself. If you don't have an Item do your best to dodge them.

Seeing Red

If you manage to acquire a red shell and you are in 1st but very tightly, hold onto it and if someone else pulls ahead, use it, and grab the 1st back.

Counter Tactics

Drop an Item.

Red Roger Dodger

The RRD is simply to find a way dodge Red Shells. I use a drift boost just as the shell is about to hit me. Also you can use a Mushroom just as it is about to hit and fly off in a slightly different direction.

What In The World?

Drop a Fake Box right inside of a regular Item Box. This will cause anyone aiming for that box to get quite a suprise! This can infuriate human opponents and even confuse the CPU!

Counter Tactics

Just don't hit any red Item Boxes.

Fun with Fungi

Use Mushrooms carelessly unless you need to use one to save your race. If you grab a Mushroom at Baby Park, however, save it so you can steal a hot Item if you chance to lap someone in a low position.

Counter Tactics

Just don't drive directly in front of anyone holding a Mushroom.

Now Starring

When you have a Star knock as many other Karts over as you can. This slows them down considerably.

Counter Tactics

Just STAY OUT OF THE WAY!

Bring the Thunda!!!

Thunderbolts are cool. Theyr'e even cooler if you use one in the pack. Then you can drive over everybody!

Counter Tactics

Get to the edge of the road PRONTO! If you are in the effect of another Item (not including Hearts, Mushrooms, or any other self helping Item) the Thunderbolt won't hurt you. Otherwise only a Star can help you.

Falcons on the Hunt

Use a Spiny Shell as an offensive weapon. If you get into a tough spot let er rip! If you use it defensively, you won't benefit. Be agressive!

Counter Tactics

If you don't have a Star active (if you have a Star active in 1st place I envy you), then your only hope is the following tactic.

Duck Dodgers

Basically dodge a Spiny Shell. Practically impossible. I've dodged 7 in my whole time playing.

Special Prowess

Tactics used for Special Items is simply trial and error but I will detail some here.

Great Wall of Fire

Use fireballs to create a sort of wall behind you. This is extremely hard to maneuver around.

Eggy Peggy

Throw Eggs forwards when in 1st (yep, that's right) to collect the Items that it drops (Mushrooms and Stars). This can be very useful!

Shell Wall

Use Triple Shells to create a wall by throwing all three at once. Another useful tactic.

020 Individual Course Strategies

In this section I will give you a basic strategy for each course.

Luigi Circuit

Run offensively. It doesn't pay to be careful on this course.

Peach Beach

Again, run offensively but make sure to cut corners when dealing with the Cataquacks.

Baby Park

Run a clean race, using and dodging LOTS of Items.

Dry Dry Desert

Run a safe race. Don't try anything stupid.

Mushroom Bridge

All you need to worry about is not hitting any cars.

Mario Circuit

Be quick on your turns and don't hit ANY Piranha Plants.

Daisy Cruiser

Nothing fancy, just concentrate on getting past the Dining Room.

Waluigi Stadium

Run defensively. This one can be tough if you rush ahead without thinking.

Sherbet Land

Run safely on the ice. Remember to share the rink with the Shy Guys.

Mushroom City

Same thing as the Mushroom Bridge but don't get lost.

Yoshi Circuit

Just play it safe and you'll be fine.

DK Mountain

Watch out for pits, but otherwise just take it carefully.

Wario Colloseum

Just don't fall off or get impatient. Run fast.

Dino Dino Jungle

Only trouble should be the bridge.

Bowser's Castle

Just dodge anything hot, red, and flaming.

Rainbow Road

Concentrate on staying on the road. Otherwise you will be in trouble.

021

Item Defense

I told you some specific Item counter tactics in section 019
Here I'll tell you some commonplace countermeasures.

Dodger

Simple. Drive around the Item.

Ramrod

Smash an Item with a more powerful one.

Land Mine Defense

Drop a Item (preferably a Bob-Omb) backwards to ward off incoming Items.

If anyone has any others, I'd like to hear about them!

022

Course Secrets

Luigi Circuit

Secret 1: In 100cc or higher you can find a secret path behind the Chain Chomp

Secret 2: Another secret path is right before the last corner.

Peach Beach

Secret 1: When you hit the beach, go left to find a jump and some Item Boxes.

Secret 2: Just before the first corner, go left to hit a warp pipe.

Secret 3: Just before you pass the fountain, drive behind it for some 2x Item
Boxes.

Baby Park

NO SECRETS

Dry Dry Desert

Secret 1: "After the first turn there are two fallen obelisks in the sand.

You can use a mushroom to jump over it and another mushroom for the
second obelisk or just use a star and go straight over them (saves
some time since you won't have to turn as much and you could bump
into someone with the star)." Thanks JDthecat!

Secret 2: "Before the finish line, you can use a mushroom or star and just go
over the sand and you'll be in a straight line to the finish."

Thanks JDthecat!

Mushroom Bridge

Secret 1: Immediately go right on starting to hit a warp pipe.

Secret 2: There are some secret paths hidden in the railings on the roadside.

Secret 3: There is a small hill after the first tunnel to use as a shortcut.

Secret 4: On the last bridge, drive up the arches for boosts and Item Boxes.

Mario Circuit

Secret 1: "After the second curve, you can use a star and go into the grass and behind the chain chomp, that way you don't go all the way around the Chomp. To get back on track use a mini turbo." Thanks JDthecat!

Daisy Circuit

Secret 1: After the Dining Room drop through the hole in the floor.

Waluigi Stadium

Secret 1: "On those mud puddles use a mushroom to get by." Thanks JDthecat!

Secret 2: "On the last pipe, go up the wall a bit and use a mushroom, if done right you'll go over the pipe and into the next segment of the track." Thanks JDthecat!

Sherbet Land

Secret 1: "After the starting line, go straight into the snowbank, you'll jump over it." Thanks JDthecat!

Secret 2: "Near the end, when you're on the ice, look for a ledge to the left (by a pillar). Use a mushroom and jump straight over the snowbank into the finish line." Thanks JDthecat!

Mushroom City

Secret 1:

The Chinese Street Cafe

Choose Option 1 in the course description, and when you see a pink hole in the right wall, drive through it.

Secret 2: You can drive down the hole where all of the cars are coming out of.

Yoshi Circuit

Secret 1: When you drift the tight 180 with the yellow lines on it, turn RIGHT to find a hole in the wall.

Secret 2: "Right where Yoshi's arm is, use a mushroom and jump over the water under his arm." Thanks JDthecat!

Secret 3: "Use a mushroom near the finish line to go in the grass between the piranha pipes." Thanks JDthecat!

DK Mountain

Secret 1: "Where there's a huge hole, use a mini turbo and jump over it. Jump right where the fence ends." Thanks JDthecat!

Wario Colosseum

Secret 1: When you get to the big pit, go off of the jump for a HUGE shortcut!

Dino Dino Jungle

Secret 1: When you get to the bridge, turn right for a secret bridge path.

Secret 2: In the room with the 3 waterspouts, turn right for a jump that can only be cleared with a Mushroom or a Star.

Bowser's Castle

Secret 1: Just as you are about to cross the line for the last time, go off into the moat just past the line for a cool effect.

Secret 2: Just before the last turn, sneak behind the wall to hide from Items.

023

Situations to Avoid

Here are some situations that you will want to avoid at all costs.

Getting hit by several Items at once.

Continually falling off of the Rainbow Road.

Carrying a Spiny Shell into 2nd as was previously described and accidentally firing it off in 1st instead of 2nd and blowing yourself sky high.

024

Unlockables

Mushroom Cup

50cc : Green Fire

100cc : Rattle Buggy

150cc : Luigi's Mansion

Mirror: Toadette Kart

Flower Cup

50cc : Bloom Coach

100cc : Waluigi Racer

150cc : Turbo Birdo

Mirror: Tilt-A-Kart

Star Cup

50cc : Para-Wing

100cc : Special Cup

150cc : Barrel Train

Mirror: Petey Piranha, King Boo, Piranha Pipes

Special Cup

50cc : Bullet Blaster

100cc : Toad, Toadette, Toad Kart

150cc : All Cup Tour

Mirror: Boo Pipes

All Cup Tour

50cc : Nothing

100cc : Nothing

150cc : Mirror Mode

Mirror: Parade Kart

025

LAN Mode

In LAN Mode you connect multiple GameCubes with a hub so that you can play 8 players at once. You can connect 2-8 GameCubes together and play with other players in a rather odd setup. This is a primitive version of Internet play. Any other info that can be supplied would be MOST appreciated.

026

FAQ

Q: "Why don't you say anything about LAN mode?"

A: Because so few people use it that it didn't seem necessary, but I'll oblige you. There is now a section on LAN Mode.

Q: "Why are you writing this so many years after the game's release?"

A: Because I couldn't really find any good FAQ/Walkthroughs for this game on the Internet (sorry writers this is just my opinion) so I decided to write one myself.

Q: "Who are you?"

A: I am a 9th grade high school student and have a passion for gaming and game design (yes, I have created games).

If you have any questions, ASK!

027

Contact Information

You can contact me at:
mbesonnen@up.net

I accept:

Ideas

Constructive criticism

Compliments

Requests to post this FAQ on your site

I do NOT accept

Spam

Insults

Personal info other than screen names and email addresses

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028

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stealth13000
for showing me GameFAQs.com

NINTENDO
for making this great game

JDthecat
for all the help with the course secrets

I hope you enjoyed my FAQ and benefited from it!

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