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I. Introduction & General Gameplay  
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Mario Kart has finally moved on. After returning to the SNES days with the Game Boy Advance offering, Super Circuit, Mario Kart: Double Dash!! takes after Mario Kart 64 on the Nintendo 64. With more contestants this time, two characters now share the one kart, one driving, while the other uses items.

Though one player can control both members, a new multiplayer option lets you co-operate with someone else in the Gran Prix matches. Each player looking after either the driving or the items.

The VS. matches are back, and so are the battle modes. You can have more than four players this time around, as the lan connections allow you to have up to eight players using two or more GameCube consoles.

This guide has been written basically to outline the characters, karts, items and courses, as well as the unlockable stuff, if you're having trouble.

~~~~ NOTE ~~~~~

I won't be addressing LAN information in this guide, as I don't have the LAN connector and I doubt I ever will. The instruction manual outlines everything you need to know about LAN play. General gameplay is the same, I assume.

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Game Modes  
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VS means verus, CO means co-operative. CO is a team of two.

Gran Prix  
-----

Choose your engine speed, your characters and your kart, then choose which cup you want to participate in.

- 1 player
- 2 player VS
- 2 player CO

Time Trials  
-----

Race a course on your own to get the best time possible. You can save a ghost of your performance to race against.

- 1 player

VS. Mode

-----

Play any unlocked courses as a race between all human players.

2 player VS.

3 player VS.

3 player CO.

4 player VS.

4 player CO.

Battle

-----

Play on four different small landscapes with a few different modes. Refer to section VI. for more information.

2 player VS.

3 player VS.

3 player CO.

4 player VS.

4 player CO.

=====  
Techniques  
=====

Drift: Press L or R while steering to do a drift. This is a technique that allows you to take a corner without losing speed.

Mini Turbo: A split second boost. In single player, steer the other way when you are drifting to counter the corner. Once the sparks go red, turn into the corner, then turn away from it again. When the sparks turn blue, stop drifting and you'll get a Mini Turbo.

In Co-Op mode, the front player drifts while the back player counters the corner. The sparks will go red, and the back player can steer into the corner and counter it again. The front player then releases the drift.

Rocket Start: At the start of the race, if you press the A button just as the three lights turn green, you'll get a rocket start.

Double Dash: Same as above, only this is for Co-Op mode, and both players must perform it at the same time.

Stealing Items: You can only steal if you don't currently have an item.

1. While using a mushroom, ram another kart.
2. While using a Star, ram another kart.
3. Slide attack a rival kart (L or R for rear player)

~~~~~  
II. Characters  
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Baby Luigi

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Default Partner: Baby Mario  
Class: Light  
Special Item: Chain Chomp

Baby Mario  
-----

Default Partner: Baby Luigi  
Class: Light  
Special Item: Chain Chomp

Birdo  
-----

Default Partner: Yoshi  
Class: Medium  
Special Item: Birdo's Egg

Bowser  
-----

Default Partner: Bowser Jr.  
Class: Heavy  
Special Item: Bowser's Shell

Bowser Jr.  
-----

Default Partner: Bowser  
Class: Light  
Special Item: Bowser's Shell

Daisy  
-----

Default Partner: Peach  
Class: Medium  
Special Item: Heart

Diddy Kong  
-----

Default Partner: Donkey Kong  
Class: Light  
Special Item: Giant Banana

Donkey Kong  
-----

Default Partner: Diddy Kong  
Class: Heavy  
Special Item: Giant Banana

Koopa  
-----

Default Partner: Paratroopa  
Class: Light  
Special Item: Triple Shells

Luigi

-----

Default Partner: Mario  
Class: Medium  
Special Item: Fireballs

Mario

-----

Default Partner: Luigi  
Class: Medium  
Special Item: Fireballs

Paratroopa

-----

Default Partner: Koopa  
Class: Light  
Special Item: Triple Shells

Peach

-----

Default Partner: Daisy  
Class: Medium  
Special Item: Heart

Toad

-----

Default Partner: Toadette  
Class: Light  
Special Item: Super Mushroom

\* Needs to be unlocked

Toadette

-----

Default Partner: Toad  
Class: Light  
Special Item: Super Mushroom

\* Needs to be unlocked

Wario

-----

Default Partner: Waluigi  
Class: Heavy  
Special Item: Bob-omb

Waluigi

-----

Default Partner: Wario  
Class: Medium  
Special Item: Bob-omb

Yoshi

-----

Default Partner: Birdo

Class: Medium

Special Item: Yoshi's Egg

~~~~~  
III. Karts & Weight Characteristics  
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Team Pairings and the Karts they can use:  
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Light Character + Light Character = Light Cart  
Light Character + Medium Character = Medium Cart  
Light Character + Heavy Character = Heavy Cart  
Medium Character + Medium Character = Medium Cart  
Medium Character + Heavy Character = Heavy Cart  
Heavy Character + Heavy Character = Heavy Cart

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Karts

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\* denotes that the kart must be unlocked. Refer to the Unlockables section.

Each Kart has 3 scores. A high score in Speed means the Kart's overall Speed is high. A high score in Acceleration means the Kart is quick to accelerate. A high score in weight means it is heavy and is less likely to be thrown around by another Kart.

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~~~~~ Light Karts ~~~~~

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Bullet Blaster (Baby Bowser)\*

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

---

Goo Goo Buggy (Baby Mario)

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

---

Koopa Dasher (Koopa)

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

---

Para Wing (Paratroopa)\*

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

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Rattle Buggy (Baby Luigi)\*

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

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Toad Kart (Toad)\*

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

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~~~~~ Medium Karts ~~~~~

---

Bloom Coach (Daisy)\*

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

---

Green Fire (Luigi)\*

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

---

Heart Coach (Peach)

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

---

Red Fire (Mario)

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

---

Turbo Birdo (Birdo)\*

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

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Turbo Yoshi (Yoshi)

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

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Waluigi Racer (Waluigi)\*

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

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~~~~~ Heavy Karts ~~~~~

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DK Jumbo (Donkey Kong)

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

---

Koopa King (Bowser)

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

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Wario Car (Wario)

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

~~~~~  
IV. Courses  
~~~~~

Mushroom Cup  
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[ Luigi Circuit ] 3 laps



This is the easiest of the courses. It has two long straights, and two fairly wide corners. Plenty of item boxes and boost pads. This will probably be the first course you race, so it's a good chance to learn the controls, and learn how to drift (press L or R button when going around a corner).

Difficulty 1/5

[ Peach Beach ] 3 laps

Based off Isle Dolphino from Super Mario Sunshine, this is a short little course which takes you through the edge of town, on stone and dirt roads, as well as on the beach where some ugly monsters will try and flip you if you run into them. On the dirt road towards the end, the item boxes will move side to side, don't try and get them, just keep going straight and one is more likely to hit you. Aiming for the boxes means you need to turn, and you will lose speed doing that, plus, you'll probably miss.

Difficulty 2/5

[ Baby Park ] 7 laps

This is a very short course with two sharp corners and short straights in between them. You'll really need to drift and use a lot of items to distance yourself from your opponents.

Difficulty 3/5

[ Dry Dry Desert ] 3 laps

Set in the desert, here you will have to avoid many obstacles, such as those tree like enemies from Super Mario 64. Whirlwinds can be a pain here too, but the worst of them is a giant sand trap, which will try and suck you in. Get out of there or you'll be eaten by a giant plant.

Difficulty 3/5

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Flower Cup

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[ Mushroom Bridge ] 3 laps

Similar to Toad's Turnpike from Mario Kart 64, this course has you racing on real streets, through tunnels and over bridges, while avoiding other traffic. You can drive over either arch of the bridge, for some boosts, but it isn't recommended, as it's easy to fall off into the river. For experienced players only.

Difficulty 2/5

[ Mario Circuit ] 3 laps

This is a longer course, and you have to avoid Goomba's and Piranah Plants. When you're racing between the plants, drive in the middle of the road, as that's the only spot the plants cannot reach you. There are lots of corners here, so drifting is essential.

Difficulty 2/5

[ Daisy Cruiser ] 3 laps

This course takes place on a Cruise Ship. You'll be driving up and down stairs, as well as on deck, and through the kitchen, where you will have to avoid moving tables. There's some sharp corners, and plenty of junk to run into.

Difficulty 2/5

[ Waluigi Stadium ] 3 laps

Much like Wario's Stadium from Mario Kart 64, this course has plenty of jumps and sharp turns, but isn't quite as long.

Difficulty 3/5

---

Star Cup

-----

[ Sherbert Land ] 3 laps

This is set on the ice, much like a hated Mario Kart 64 course. In the first ice pit, you'll have to avoid Shy Guy's, and drift to avoid slipping on the ice. The next ice pit has giant blocks of ice that will freeze you.

Difficulty 4/5

[ Mushroom City ] 3 laps

This course takes you through the city at night. There are a few alternate routes to take, but it's easy to go the right way. Just watch out for the oncoming cars, as you're driving against traffic here.

Difficulty 2/5

[ Yoshi Circuit ] 3 laps

There are a lot of turns here, and a lot of cliff edges, but it shouldn't be too hard to keep on the road. There are a few Piranah plants to watch out for though.

Difficulty 3/5

[ DK Mountain ] 3 laps

After a short drive through the jungle, you'll get blasted by a cannon up to the top of the mountain, where you will then drive all the way down. You'll fly off the track at some points, as it isn't smooth, and boulders will chase you. There are some sharp turns, so you have to be careful not to fall off the cliff.

Difficulty 3/5

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Special Cup

-----

\* Note, this Cup must be unlocked.

[ Wario Colosseum ] 2 laps

This course is full of twists and turns, up and down. There is a huge spiral. Watch out for some of the edges that don't have rails, as you can fall off. There are plenty of items boxes around, some when you make jumps. There are only 2 laps for this course, as it's a long one.

Difficulty 3/5

[ Dino Dino Jungle ] 3 laps

A race through a prehistoric jungle, this course reminds me of Dino Domain from Diddy Kong Racing on the Nintendo 64. There's a lot of sharp turns in the jungle, as well as a narrow wooden bridge. There are water geysers to watch out for, as well as a Dinosaur plodding around.

Difficulty 2/5

[ Bowsers Castle ] 3 laps

Much like the N64 version, Bowsers Castle contains sharp turns, some without rails, lava and fireballs to watch out for, and Thwomps will come down on you if you go under them at the wrong time.

Difficulty 4/5

[ Rainbow Road ] 3 laps

Returning from the previous Mario Kart games, Rainbow Road is colourful and difficult course. Don't get distracted by all the colours, because many of the sharp corners don't have railings, and it's quite easy to fall off. Once you know the course, it shouldn't be too hard to remain on the road.

Difficulty 5/5

~~~~~  
V. Items  
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BANANA

What it does: Place them on the track in front or behind you, and opponents may spin out on them. Watch out in the next lap, as they might still be there.

Who can use it: Everyone

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BIRDO'S EGG

What it does: The Birdo's Egg will roll up or down the road, depending on which way you fire it. It will home in on opponents, and when it cracks, it will drop three items on the road. Similar to the Yoshi's Egg.

Who can use it: Birdo

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#### BOB-OMB

What it does: Aim and fire an explosive.

Who can use it: Wario, Waluigi

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#### BOWSER'S SHELL

What it does: A giant shell that slams and rams other karts.

Who can use it: Bowser, Baby Bowser

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#### CHAIN CHOMP

What it does: This will pull your cart along fast as it chases carts in front of you.

Who can use it: Baby Mario, Baby Luigi

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#### FAKE ITEM

What it does: These look like real item boxes, so placing them in a batch of real item boxes is a good trick. They'll explode on impact, slowing down your opponent.

Who can use it: Everyone

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#### FIREBALLS

What it does: Throw it, and it'll split up and hit multiple opponents.

Who can use it: Mario, Luigi

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#### GIANT BANANA

What it does: These are larger than normal bananas, making them tougher to avoid

Who can use it: Donkey Kong, Diddy Kong

---

#### GREEN SHELL

What it does: These shells can be fired forwards or backwards, and just go in a straight line. If it hits a kart, it'll make it spin out.

Who can use it: Everyone

---

#### HEART

What it does: Three flying hearts surround the kart and capture any items that are used against it. Good protection

Who can use it: Peach, Daisy

---

#### MUSHROOM

What it does: Use this item to get a brief burst of speed.

Who can use it: Everyone

---

#### RED SHELL

What it does: Red Shells will home in on the kart directly in front of you and make them spin out.

Who can use it: Everyone

---

#### SPINY SHELL

What it does: This is a First place homing shell, it'll hunt down the leader and make an explosion.

Who can use it: Everyone

---

#### STAR

What it does: This makes you invincible for a short time, and makes you a bit faster. If you hit other karts while the star is on, they go flying.

Who can use it: Everyone

---

#### SUPER MUSHROOM

What it does: It is a mushroom which can give you many boosts as long as you keep pressing the item button.

Who can use it: Toad, Toadette

---

#### THUNDER BOLT

What it does: This zaps everyone on the course, except the person who fired it. You'll mostly get these when you're in a low rank, as they help you catch up. They shrink your opponents and slow them down briefly.

Who can use it: Everyone

---

TRIPLE MUSHROOMS

What it does: Like the regular mushroom, these increase your speed for a bit.  
You get three bursts from this set.  
Who can use it: Everyone

---

TRIPLE SHELLS (RED/GREEN)

What it does: This is like the three shells you could get in the previous games, except you can't really use these as protection, only as weapons. You can fire off three red shells or three green shells.  
Who can use it: Koopa, Paratroopa

---

YOSHI'S EGG

What it does: The Yoshi's Egg will roll up or down the road, depending on which way you fire it. It will home in on oponents, and when it cracks, it will drop three items on the road. Similar to the Birdo' Egg.  
Who can use it: Yoshi

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VI. Battle Mode  
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=====  
Battle Mode Game Types  
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Balloon Battle  
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This is the classic Mario Kart battle mode. You have three balloons attached to the back of your kart. Your aim is to use weapons against other karts to make them lose their three balloons while protecting yourself.

Shine Thief  
-----

Pick up the Shine and hold it for a length of time to win the match. You'll lose it if you hit anything or are hit by a weapon.

Bob-omb Blast  
-----

Throw Bob-ombs at opponents to gain points. You'll lose a point if you are hit. First player to a specific number of points wins.

=====  
Battle Mode Arenas

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[ Cookie Land ]

It's a giant cookie. If you throw items over the coloured toppings, you can hit your enemy from a distance.

[ Block City ]

This arena has a lot of blocks on it. It's not quite as open as the other arena's as you have some protection due to the blocks.

[ Nintendo GameCube ]

This is a small square course with no obstacles. There are item boxes all over, and it's great for close and quick combat.

[ Pipe Plaza ]

This is a wider stage than the others, and you can use the warp pipes to warp around the arena.

[ Luigi's Mansion ]\* must be unlocked

This place has three levels with a whole bunch of ramps. This huge arena is probably my favourite of the lot because you can drop through the ceiling and surprise your foes.

~~~~~  
VII. Unlockables  
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These are listed as (What you get) - (How to get it). For each one, you need to finish it, getting the gold cup.

=====  
Cups  
=====

\* Special Cup - Star Cup on 100CC Mode

=====  
Karts  
=====

- \* Bloom Coach - Gold on Flower Cup in 50CC mode.
- \* Bullet Blaster - Gold on Special Cup in 50CC mode.
- \* Green Fire - Gold on Mushroom Cup in 50CC mode.
- \* Para Wing - Gold on Star Cup in 50CC mode.
- \* Toad Kart - Gold on Special Cup in 100CC mode.
- \* Turbo Birdo - Gold on Flower Cup in 150CC mode.
- \* Rattle Buggy - Gold on Mushroom Cup in 100CC mode.
- \* Waluigi Racer - Gold on Flower Cup in 100CC mode.

=====  
Other  
=====

\* Playable Character Toad/Toadette - Gold on Special Cup in 100CC mode.

\* Luigi's Mansion Battle Mode Arena - Gold on Mushroom Cup in 150CC mode.

~~~~~  
VIII. Frequently Asked Questions  
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Q. Why did America get this game last? It's an outrage!

A. Because it did.

Q. Where's Toad!!? I demand Toad!!!

A. Unlock him by completing the Special Cup on 100CC mode.

Q. What does Replay do? Does it let my try the race again?

A. No, it just shows you a video version of what you did. This is cool to watch if you did some pretty funky stuff during the race and you want to see it again.

Q. Are you making any of these questions up?

A. Yeah, some of them.

Q. Is this a made up question?

A. Yep.

Q. Why are you making up questions?

A. I'm anticipating what people will ask, so they don't have to ask.

Q. You're clever.

A. Yes, yes I am.

~~~~~  
IX. Version Info / Credits  
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=====  
Version Info  
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0.9 - 15/11/03

- First release of the guide. Everything is pretty much finished. There may be a few more updates as I find other things and when I am asked questions. There are a few more karts and unlockables to add, but I'll do that later.

0.91 - 19/11/03

- Updated the unlockables / kart info, plus added some sites which also host the guide.

=====  
Credits  
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Apart from myself, there were some people who helped out with this guide.  
This is their corner.

CaptainDrakesGhost - for his list of unlockables in the GameFAQs Codes. I had  
already unlocked it all, but I needed to remember some  
of the early ones without restarting the game.

Astroblue - For the wonderful ASCII Mario Kart Title.

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