



-----  
\*\*\*\*\*  
-----  
1: I N T R O D U C T I O N

mk\_s1  
-----  
\*\*\*\*\*

Hi, and welcome to my next FAQ, Mario Kart Double Dash!! Any gamers with the Nintendo 64 had to have played Mario Kart 64, and that game blew everyone's mind. So, Nintendo is finally coming out with the fourth version of Mario Kart, and this game features two players in each Kart! It seems like this game got its name because of all of all of this doubling: two people in each kart, the sequel, and twice the fun!

In this FAQ, I will explain the game as I walk you through each course. I will give you in-depth advice so that you can beat the hard races that lie in your path. Make sure you read through all of the FAQ before you come crying to me about something that happened in your game. I will explain more about this in my E-mail policy portion of this walkthrough. Enough info, eh? Let's get to the good stuff.

-----  
\*\*\*\*\*  
-----  
2: E - M A I L P O L I C Y

mk\_s1  
-----  
\*\*\*\*\*

I will accept any emails as long as they follow the below guidelines. If you need further explanation in the walkthrough, go ahead and e-mail me. Please read the following.

nml4.faqs@gmail.com

1. Don't e-mail me information already in the FAQ.

Seriously, if you are going to waist my time and e-mail me, it better not be in the FAQ. That really makes it very frustrating when I have to answer questions I have already answered. Let's just put it this way, if you have a doubt in the game, READ the FAQ. If it is not there then please e-mail me. I would be glad to add information given by you (credit will be given). I also have no problem helping people on any puzzles or just one general area of the game. I think you are starting to get the point.

2. Subject

Please, when you e-mail, place something related to this FAQ in the subject. I am not always in the mood to check mail that looks junky so I might throw it out. Usually if I get your e-mail I will write back to you. So if I don't write back, I probably didn't get your FAQ. All understood?

3. Credit

Please, I encourage people to find information or alternate strategies in doing something. I would like to build it on my FAQ and will always give rightful credit to the one providing the information. That is something I really like to do. Just e-mail me a tip, trick, secret etc.

Just please follow these rules and everything will go fine. I hope you are satisfied with these conditions. Thanks for your cooperation.

nm14.faqs@gmail.com

\*\*\*\*\*

-----  
3: B A S I C S

mk\_s3  
-----

\*\*\*\*\*

-----  
3.1: Controls

mk\_s31  
-----

There are three basic controls in this game: single player, co-op thrower, and co-op driver. Each have different controls which makes the game much more fun. Make sure you review the controls, as they are very critical when it comes to playing this game at higher levels. There are advantages and disadvantages to each control at particular portions of the game. Try to use each move wisely and at the right moment.

-----  
| SINGLE | PLAYER |

@-----@  
| A button.....Accelerate  
@-----@  
| B button.....Brake/Reverse  
@-----@  
| X/Y button.....Use items with the character in back  
@-----@  
| Z button.....Swap positions of characters  
@-----@  
| L/R button.....When pressed, you will drift left or right  
@-----@  
| Control Stick.....Steer and throw items forward and backward  
@-----@  
| Start/Pause.....Pause races to view the pause menu  
@-----@

-----  
| CO-OP | PLAY |

@-----@  
| A button (front).....Accelerate  
@-----@  
| A button (back).....Use Items/Double Dash\*  
@-----@  
| B button (front).....Brake/Reverse  
@-----@  
| B button (back).....Use Items  
@-----@  
| X/Y button (front).....Pass items to rear player  
@-----@  
| X/Y button (back).....Use items  
@-----@  
| L/R button (front).....When pressed, you will drift left or right  
@-----@  
| L/R button (back).....Side attack^  
@-----@

```

|Control Stick(front).....Steer
@-----@
|Control Stick(back).....Throw Items backward and forward
@-----@
|Start/Pause.....Pause races to view the pause menu
@-----@
|Z button(front) (back).....Swap Players
@-----@

```

```

+-----+
|*Double Dash!! - This technique can be used in CO-OP mode only, where both of|
|the characters press A at the correct time in the beginning of a race. Their |
|will be a stream of blue smoke behind you, and you will get twice the speed. |
+-----+

```

```

+-----+
|^Side attack - This technique can be used in CO-OP mode only, where the rear |
|player can attack neighboring Karts that are giving you problems. Use it as |
|little as possible because the attack can screw the driver up, as it jerkshe|
|kart right and left, which could be the opposite of the way you are going. |
+-----+

```

```

*#####*
#DRIVING TECHNIQUES#
*#####*

```

---

|Drift|Use this technique on sharp turns. Perform it quickly so that you can achieve the sharpest turn.

```

-----
Example:          \ \ *-----*
-----/ | |At the "*" mark, start the drift to get the maximum|
- - - - - * - - / |results, that is the sharpest turn.          |
-----/      *-----*

```

---

|Mini-Turbo|Use this technique during a drift. First, tilt the controller the opposite direction of the drift. The sparks will turn red. Then, tilt the stick back to the direction of the drift. Now, tilt it away again. The sparks should be blue now. Finally, let go and you will get a boost after the turn.

---

|Turbo Start|The key to getting a large boost in the beginning of every race is to press A when the flying signeler puts his arm down for the third and final time. This will give you a faster boost, and will help you get in front early so you do not have to pass through the mess of 5 or 6 people.

---

3.2: Characters

mk\_s32

```

+-----+
|Mario| Medium Weight Class
+-----+

```

|Special Item: Fireballs

|Partner: Luigi

|Special Item function: Splits up into many balls which can easily hit other

|players.

|Luigi| Medium Weight Class

|Special Item: Fireballs

|Partner: Mario

|Special Item function: Splits up into many balls which can easily hit other  
|players.

|Donkey Kong| Heavy Weight Class

|Special Item: Giant Banana

|Partner: Diddy Kong

|Special Item function: This large banana can be easily hit, and it splits into  
|3 smaller bananas once it is hit.

|Diddy Kong| Light Weight Class

|Special Item: Giant Banana

|Partner: Donkey Kong

|Special Item function: This large banana can be easily hit, and it splits into  
|3 smaller bananas once it is hit.

|Daisy| Medium Weight Class

|Special Item: Heart

|Partner: Peach

|Special Item function: Flying hearts surround the kart and can pick up any  
|item that they hit.

|Peach| Medium Weight Class

|Special Item: Heart

|Partner: Daisy

|Special Item function: Flying hearts surround the kart and can pick up any  
|item that they hit.

|Paratroopa| Light Weight Class

|Special Item: Triple Shells

|Partner: Koopa

|Special Item function: Same as regular shells, but you have triple the amount.  
|Use them wisely.

|Koopa| Light Weight Class

|Special Item: Triple Shells  
|Partner: Paratroopa  
|Special Item function: Same as regular shells, but you have triple the amount.  
|Use them wisely.

-----  
+-----+-----  
|Baby Luigi| Light Weight Class

+-----+  
|Special Item: Chain Chomp  
|Partner: Baby Mario  
|Special Item function: The chain chomp leads you and chomps anything in its  
|path.

-----  
+-----+-----  
|Baby Mario| Light Weight Class

+-----+  
|Special Item: Chain Chomp  
|Partner: Baby Luigi  
|Special Item function: The chain chomp leads you and chomps anything in its  
|path.

-----  
+-----+-----  
|Yoshi| Medium Weight Class

+-----+  
|Special Item: Yoshi's egg  
|Partner: Birdo  
|Special Item function: It is similar to a homing missile. It follows the next  
|character ahead of you.

-----  
+-----+-----  
|Birdo| Medium Weight Class

+-----+  
|Special Item: Birdo's egg  
|Partner: Yoshi  
|Special Item function: It is similar to a homing missile. It follows the next  
|character ahead of you.

-----  
+-----+-----  
|Bowser Jr.| Light Weight Class

+-----+  
|Special Item: Bowser's Shell  
|Partner: Bowser  
|Special Item function: This large shell is very useful when there are groups  
|of people around. It can hit all the people in one shot.

-----  
+-----+-----  
|Bowser| Heavy Weight Class

+-----+  
|Special Item: Bowser's Shell  
|Partner: Bowser Jr.  
|Special Item function: This large shell is very useful when there are groups  
|of people around. It can hit all the people in one shot.

-----

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+  
|Wario| Heavy Weight Class

+-----+

|Special Item: Bob-omb

|Partner: Waluigi

|Special Item function: This bomb can be throw ahead to hit people. It will  
|also wait until someone passes before it explodes.

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+  
|Waluigi| Medium Weight Class

+-----+

|Special Item: Bob-omb

|Partner: Wario

|Special Item function: This bomb can be throw ahead to hit people. It will  
|also wait until someone passes before it explodes.

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

-----  
3.3: Karts

mk\_s33

-----  
|Mixing Weight Classes|

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

|Light Character           |Light Character           |Light Outcome

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

|Light Character           |Medium Character          |Medium Outcome

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

|Medium Character          |Medium Character          |Medium Outcome

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

|Light Character           |Heavy Character           |Heavy Outcome

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

|Medium Character          |Heavy Character           |Heavy Outcome

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

|Heavy Character           |Heavy Character           |Heavy Outcome

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

-----  
|Advantages of Each Weight Class|

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

|Light Weight Class        |Medium Weight Class       |Heavy Weight Class

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

|Good acceleration        |Top Speeds                |Heavy Weight

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

|Don't lose much speed    |Stronger Weight           |High Speed

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

-----  
|Disadvantages of Each Weight Class|

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

|Light Weight Class        |Medium Weight Class       |Heavy Weight Class

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

|Low Top speed            |average acceleration       |Poor acceleration

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

|Light weight              |Lighter weight            |Lose a lot of speed

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

-----  
\* - Bad |  
\*\* - Ok |  
\*\*\* - Average |  
\*\*\*\* - Good |  
\*\*\*\*\* - Perfect

Light Karts                      My Ratings  
-----

1. Goo Goo Buggy	***
2. Koopa Dasher	****
3. Toad Kart	*****
4. Toadette Kart	*****
5. Rattle Buggy	**
6. Parade Kart	****
7. Para Wing	***
8. Barrel Train	*
9. Bullet Blaster	*

-----  
Medium Karts  
-----

1. Red Fire	***
2. Heart Coach	**
3. Turbo Yoshi	***
4. Green Fire	****
5. Bloom Coach	**
6. Parade Kart	****
7. Turbo Birdo	*
8. Waluigi Racer	*

-----  
Heavy Karts  
-----

1. DK Jumbo	***
2. Koopa King	****
3. Wario Car	*
4. Piranha Pipes	**
5. Parade Kart	****
6. Boo Pipes	***

\*\*\*\*\*  
-----

4: C O U R S E S

mk\_s4  
-----

\*\*\*\*\*

-----  
Mushroom Cup  
-----

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



Flower Cup

-----

- 1. Mushroom Bridge
- 2. Mario Circuit
- 3. Daisy Cruiser
- 4. Waluigi Stadium

-----

Star Cup

-----

- 1. Sherbert Land
- 2. Mushroom City
- 3. Yoshi Circuit
- 4. DK Mountain

-----

Battlemode

-----

- 1. Block City
- 2. Cookie Land
- 3. Luigi's Mansion
- 4. Nintendo Gamecube
- 5. Pipe Plaza
- 6. Tilt-a-Kart

\*\*\*\*\*

-----

5: I T E M C A T A L O G U E

mk\_s5

-----

\*\*\*\*\*

+-----+

|Banana|Thrown forward and backward. If you hit one you will spin one time.

+-----+

+-----+

|Green Shell|Thrown forward and backward. If you hit one you will flip one

+-----+

|time. They go straight forward.

+-----+

+-----+

|Red Shell|Thrown forward and backward. These shells act like homing missiles

+-----+

|and are the best at getting farther away oponents down.

+-----+

+-----+

|Blue Shell|Thrown forward. This shell automatically head for the first place

+-----+

|character and hits them upwards.

+-----+

+-----+

|Mushroom|These red mushrooms give you a speed burst that allows you to go 70

+-----+

|mph. It also gives you sharper turns and is unaffected my rough ground.

-----  
+-----+-----  
|Star|This object gives your player invincibility. You can go faster and hit  
+-----+  
anything in your way.

+-----+-----  
|Fake Item|This item is similar to a regular box but it has an upside down ?  
+-----+  
and is red. If you run into it you will explode forward.

+-----+-----  
|Lightning|You usually get this item when you are in last place. It cause your  
+-----+  
opponents to spin, lose their items, and become tiny. You will be unaffected.

\*\*\*\*\*  
-----  
6: W A L K T H R O U G H mk\_s6  
-----  
\*\*\*\*\*

-----  
Difficulty Ratings  
-----

- \*.....Simple; Use any character you want!
- \*\*.....Easy; Use Medium or Small sized characters
- \*\*\*.....Average; Use Medium or Small sized characters
- \*\*\*\*.....Hard; Use Small sized characters
- \*\*\*\*\*.....Double Hard; Use Toad's Kart

-----  
Note

There are three levels of difficulty: 50cc, 100cc, and 150cc. The ratings are all relative. You will become better after you beat the certain cups, therefore the opponents are better.  
-----

-----  
- - - - - N E W C U P - - - - -  
-----

.....  
=====Mushroom Cup=====  
.....

-----  
Luigi's Circuit  
-----

Difficulty: \*

This is the first course, since you are probably choosing the easiest cup to start out with. You are going to have to make sure you are as close to the edge of the road as possible. Also, there are two parts each lap that have speed bursts on the side of the wall around the corner. Make sure that you DO NOT use these bursts. They are slower than going at the edge, and you can get a box at the end. Try to place bananas and bombs right where there are lines of boxes.

-----  
Shortcut ~from Ash~  
-----

Luigi circuit: There is a road behind the big black dog thing which is straighter than the original road and (I think) a bit faster.

-----  
Shortcut ~from CoolNspikey~  
-----

do not try to get the double item boxes near the chain chomp unless you absolutely need to get an item. it is faster to mini-turbo around the curve. same with the dash panels

-----  
Peach Beach  
-----

Difficulty: \*

This level is really easy as well. Make sure that when you get to the water area, you don't use the side with the ramp. It really slows you down. Also, if you go the other way, like I recommend, make sure you don't get hit by those "duck" enemies. They can really piss you off. There is only two sets of them, so it should not be much trouble. Use your speed bursts near the beach area. If you get caught up in the water, you may slow down terribly, which will make you lose, so try to stay off the water, but use speed bursts to pass the oponents.

-----  
Shortcut ~from Ash~  
-----

Peach Beach: As you get to the first sandy bit if you just go straight rather than around your water there is a sandy bit that cuts around the other side of the water. Also as you come off of the beach onto the home straight there are two double item bowes hidden behind the statue on you left

-----  
Baby Park  
-----

Difficulty: \*\*\*

This track is a bit harder. It is a simple circle with more laps than usual. If I were you, I would praise the drift feature. It really helps a lot in this level. Also, try to throw bananas on the curves. They can easily knock the other opponents off the track. Watch out, because they can do the same thing to you, and trust me, they will.

I would like to be Bowser Jr. in this level because he has the special big bowser shell as a special. You will encounter many times where there are tons of people surrounding you. If you have the big shell you can knock out 5-6 characters out of the race. Plus, the shells stay for a while, so Bowser Jr. is

probably your best bet for this race.

-----  
Dry Dry Desert  
-----

Difficulty: \*\*\*

Another track that is harder than usual. There are a lot of sharp turns, and they can really slow you down if you fall in the sand. Make sure you are always on the course, and not on the sand. Watch out for the tornados around the level. They can really slow you down if you get caught up on one. Their are usually two or three effective tornados per lap. They are around sharp corners, so watch out. Also, use speed bursts to go over the sand that slows you down. This is a HUGE shortcut, and it allows you to skip those boring turns in the beginning.

You have to also be careful when you approach the large circular quick sand. If it sucks you in, you will pay dearly with a long fall and a while before you are back on the road. Try to stay at the edge so that the quick sand does not slow you down at all. It will make your time much better. Also, try to get the boxes in between the worms that bend down near the end. There are few other boxes, so if you need items to hit your oponents that is the time to claim your items.

-----  
Shortcut ~from CoolNspikey~  
-----

Dry Dry Desert

if you get a mushroom for your first item, use it to blast through the S curve in the beginning, also if you are daring, use a mushroom to blast through the quicksand

-----  
\_ \_ \_ \_ \_ N E W C U P \_ \_ \_ \_ \_  
-----  
.....-.....  
=====Flower Cup=====  
.....-.....  
-----

-----  
Mushroom Bridge  
-----

Difficulty: \*\*

This track is pretty easy. There are few sharp turns, and the track is closed in for the most part. Watch out for the cars and bombs in the tunnels. They can slow you down. Also, near the bridge area, go to the boxes so that you can have an item near the end of the race. This can win you many races, or at least boost your ranking.

Place some of your bananas and bombs near the sharp turns in the tunnels. Also, flood the end with as many items as possible. It usually comes to a close race with many karts nearby, so by using items early you have a better chance of being successful later on at the end of the race.

-----

Shortcut ~from Ash~

-----

Mushroom bridge: As you come out of the first tunnel there is a sandy ramp which you can go up. It slows you down a bit so its not very useful but with a mushroom up the sandy ramp and it helps a bunch because you cut out a corner. Also on the home straight you can drive up the sides of the bridges which have boosts and an Item at the top. Fall off of it however you fall into the water or even if you land on the bridge you loose a lot of speed.

-----  
Mario Circuit  
-----

Difficulty: \*\*

This track is easy, but it can be pretty annoying with some of its sharp turns, and the ending is pretty nasty. Make sure that you do not get caught up with the grass. It really slows you down. Also, use speed bursts near the tunnel area, because it gives you more precise turns, and you can pass 2-3 people. Now, at the end, there are two pirahna flowers on the left and right of the finish line. If you are not perfectly centered on the bump before them, they will chomp on you, and could allow some people to finish before you. That can be really annoying.

-----  
Daisy Cruiser  
-----

Difficulty: \*\*\*

This track is definately a harder track. There are a lot of sharp turns, and you can fall of easily in certain parts. First of all, make sure that you stay close to the edge of the pool, but don't fall in! Also, the table area can be very difficult. Slow down if you have to, because it is better to slow down than to be held by a table for a long time. Also, I would recommend that you fall in the hole in the next area. It seems to be a short cut because I move up places when I boost out of the fan. Try to throw bananas or bombs near the stairs at the end of the course.

When you reach the pool area try to use items all over. Put bananas and bombs all over the pool. Also, that is the perfect time to use speed bursts. They can improve your turning greatly, and allows you to pass a lot of oponents that take the longer way of turning.

-----  
Waluigi Stadium  
-----

Difficulty: \*\*\*

This track is full of turns. One in particular is very hard because there is a mud pile right after. This slows you down a lot, and can lose the race at times. To tell the truth, I lose once because of it, but I have won going in the mud as well. If I were you, I would go full speed into the mud because it works more than it does not. The key to screwing people up is placing bombs or bananas on the ramps in the level. I personally like to be Diddy Kong in this level. He has the awesome big bananas.

Also, make sure you look at yourself on the big screen in the distance. It is actually pretty cool. Also, use as many speed bursts as possible on the mud

area. You have to do sharp turns all over without the drift because remember, drift is rarely used on turns that are not U-turns, or 180 degrees.

-----  
Shortcut ~from CoolNspikey~  
-----

Right before you get o the mud pile, use a mushroom to blast through it. also put fake item boxes and bananas on the dash panels to slow your opponents down.

-----  
\_ \_ \_ \_ \_ N E W C U P \_ \_ \_ \_ \_  
-----

.....-----.....  
=====Star Cup=====

-----  
Sherbert Land  
-----

Difficulty: \*\*\*\*

This track is hard. There are really sharp turns in the middle. You have to master the drift to do well at that part. Also, if you ever have a speed burst, wait until you reach the beginning area. That will give you big short cut by using it over the turns so you don't have to go through all that twistyness. I would recommend that you go slower on the icy area. There are ice monsters that freeze you and really slow you down. Once you practice it, you can easily get through the icy area going full speed.

Also, make sure you avoid the flying enemies which slow you down a lot. The tunnel after that is pretty easy with easy turns as long as you know what is coming up next. Get boxes and set bananas and bombs in this area because it is so tight that almost all of your items will prove to be good.

-----  
Mushroom City  
-----

Difficulty: \*\*\*\*

This is a harder track as well because there are so many cars in the road, and it is hard to see them when they are behind bumps. First of all, go straight when you come to the two-way road. If you turn right you will enter a harder section with more cars, plus you have to turn more. At the end is a hard part. Don't get hit by the cars, but don't fall off on the right. Try to find a speed burst around that area. There are usually a lot from other people falling.

-----  
Shortcut ~from Ash~  
-----

Mushroom City: At the end rather than going to the left there is a tiny road on the right but I don't think it works very well...

-----  
Shortcut ~from CoolNspikey~  
-----

A few seconds after the race starts, to the right (left if mirror mode), is a purple brick road. Mini-turbo into it and get an item box. It will help gain ranks if used correctly

-----  
Yoshi's Circuit  
-----

Difficulty: \*\*

This track is a bit of a break from the first two, but it has some hard parts. There is almost nowhere that you can fall off at, but you need to make sure you make sharp turns WITHOUT DRIFTING. Drifting is only good when you need to make U turns. If you are just making a sharp turn, make a sharp regular turn with the control stick. Also, place bananas, bombs, or any other items at the curved road that goes right and left. It has yellow lines drawn all over it. This will always hit other people.

Watch out for the piranhas that are near the end. They are placed so that you can not make those sharp turns. If I were you, I would get boxes and try to earn speed bursts near that area.

-----  
Shortcut ~from CoolNspikey~  
-----

yoshi's circuit

there is a tunnel next to some rails, you can use a mushroom to make the jump. It will help you a lot if you can pull it off.

-----  
DK Stadium  
-----

Difficulty: \*\*\*\*

DK Stadium is easy at parts, but difficult at others. The beginning is easy, and it leads to a cannon. This leads to a rocky area. Try to stay on the course but the rocky area won't slow you down much. Then this leads you to the hard part. There are three insanely sharp turns in a row. What does this mean? Well, you have to, again, master the drift. So, you might as well work on this early. After that is the famous bridge which is the perfect place for bananas.

On your next few runs, try to earn speed bursts. They are perfect to use near the rocky area. Then make your sharp turns and try to place bombs near the curves. If you are a smaller character I would try to stay in first for a while because if you fall behind early, you may not have enough strength or time to catch up.

-----  
6.1: Extra Cups  
-----

mk\_s61

-----  
\_ \_ \_ \_ \_ N E W C U P \_ \_ \_ \_ \_  
-----  
.....

=====Special Cup=====

-----  
-----  
Wario Coliseum  
-----  
-----

Difficulty: \*\*\*\*

This track is moderately hard. You are in the middle of a bunch of caged turns and there are some interesting ramps placed around the area. The key to getting a head start in the beginning of the level is getting boxes off of jumps. This will allow you to use specials with a lot of people near by. That would would make Bowser Jr. an excellent choice for this race.

After a few turns there will be a ramp that leads to a sharp turn. This one is almost impossible to make without slowing down, so make sure that you slow down. If you fall, you can cry and quit and start over, because you will not win with a fall. You will come to a part with three directions. One is left, one is right, and the other is forward to the speed jump. I would suggest going forward, because the speed burst leads to a second speed burst. This will be much easier to pass someone who is right ahead, or make some room with someone is right on your tail.

-----  
-----  
Dino Dino Jungle  
-----  
-----

Difficulty: \*\*\*

This track is average. I think once you play it a few times and memorize how the level goes, you will easily be able to master first place. You will start out with some sharp turns. These are easy and fun to place bananas. Also, do not jump off the ramped logs because they just slow you down. You will come to a large dino whom stomps his feet. He is easy to pass, and you can go three ways. Going right under him is the most dangerous, but you can obtain two boxes and you can get a faster path.

After the short tunnel is a bridge. This is a point in which many people fall off. Make sure you stay on even if you have to slow down. After the next tunnel there is a water geyser area. These geysers are a pain if you get caught up in them. They can slow you down, so make sure you don't run into one when they are flowing. After that is a simple bridge and a sharp turn. Use the drift and place some bananas in that area. Then there is a few bumps with two geysers at the end. Don't even think about getting caught in those geysers, and place a banana in the sprout where there is no geyser. Opponents are sure to hit it sometime.

-----  
Shortcut ~ByMegaman20xx20xxx~  
-----

in dino dino jungle when your getting into the second cave make a sharp right with a mushroom and you will find a bridge once start to slow down use a mushroom or you will fall. Also when your getting past the big blue dino and past the first cave make slight right and you will see some boost pads and a different route use them but be steady.

-----  
-----  
Bowser Castle  
-----  
-----



Difficulty: \*\*\*\*

This track is pretty difficult. There are many places in which you can fall off into the lava. Anyway, start off by going over the bridge. There are two ways with stomper guys on both sides. Avoid them easily and try to pick up a double box. Then turn a few halls which leads to a fire sprayer that rotates. Make sure you dodge this because fire makes you spin twice and can slow you down.

Next is a group of U-turns. Start your drift as soon as possible because you can gain a lot of ground if you make sharper turns than your opponents. After two U-turns you will come to an outside area with Bowser spitting fire balls at you. Dodge these and face a sharp turn followed by a U-turn. After that is a ramp that is perfect for bananas. One more sharp turn and you finished the lap. It is not too hard, but you have to make all your turns. That is something I can't help you with, you just have to learn it on your own. If you are having trouble see if my drift explanation will help you.

I also found a shortcut that is hard to pull off, but it does work. Once you are outside near the spitting bowser, go straight to find a break in the wall. If you jump over this break, it will allow you to pass the U-turn. It is a good shortcut if you need to bet 1-2 people, and it has worked before.

-----  
Rainbow Road  
-----

Difficulty: \*\*\*\*\*

This is the hardest track, and the final track in the entire game. There are almost no sides so it is so easy to fall off. And, when you do fall off you get so far behind it is almost impossible to catch up. In the beginning there are a few easy turns. After that are two sharp U-turns. The first one is easy to pull off, but the second has cause me a lot of problems. I would slow down, and make sure you DO NOT use speed bursts at the part, because even those sharp turns will not work in this area.

After those turns are a bunch of speed bursts. They do help you get ahead, but there are a lot of bananas and bombs in this area. So, you should really plant some of your own weapons here. This is really the hard part. With how fast you are going, and no sides on this part, it is soooooo easy to fall off. You really have to watch out and slow down at certain parts because falling off will put you way too far behind.

This leads to a circular area that boosts you to a higher level. Up here are a lot of speed bursts. Use them and hit the ramp. Place a banana before or after the jump. Then there is a really sharp circular turn at the end. I like to use speed boosts here to get ahead. The finish line is right ahead.

CONGRATULATIONS! YOU HAVE BEATEN MARIO KART DOUBLE DASH!!

-----  
\_ \_ \_ \_ \_ N E W C U P \_ \_ \_ \_ \_  
-----  
.....-----.....  
=====All Cup Tour=====

This is basically all of the levels put in one large cup. If you get the top

place in the first two difficulties you gain nothing, so they are pretty much useless. The third one does give you a surprise. For more information, check out the unlockables section.

6.2: Unlockables

mk\_s62

```
+-----+
|M U S H R O O M   C U P|
+-----+-----+-----+
|5 0 c c           |1 0 0 c c           |1 5 0 c c
+-----+-----+-----+
|Green Fire (kart)   |Rattle Buggy (kart) |Luigi's Mansion (level)
+-----+-----+-----+
|Mirror Mode: Toadette Kart (kart)
+-----+-----+-----+
```

```
+-----+
|F L O W E R   C U P|
+-----+-----+-----+
|5 0 c c           |1 0 0 c c           |1 5 0 c c
+-----+-----+-----+
|Bloom Coach (kart)  |Waluigi Racer (kart) |Turbo Birdo (kart)
+-----+-----+-----+
|Mirror Mode: Tilt-a-kart (level)
+-----+-----+-----+
```

```
+-----+
|S T A R   C U P|
+-----+-----+-----+
|5 0 c c           |1 0 0 c c           |1 5 0 c c
+-----+-----+-----+
|Para Wing (kart)    |Special Cup (cup)     |Barrel Train (kart)
+-----+-----+-----+
|Mirror Mode: Petey Piranha and King Boo (characters), Piranha Pipes (kart)
+-----+-----+-----+
```

```
+-----+
|S P E C I A L   C U P|
+-----+-----+-----+
|5 0 c c           |1 0 0 c c           |1 5 0 c c
+-----+-----+-----+
|Bullet Blaster (kart) |Toad/kart/Toadette (c/k) |All Cup Tour (cup)
+-----+-----+-----+
|Mirror Mode: Boo Pipes (kart)
+-----+-----+-----+
```

```
+-----+
|A L L   C U P   T O U R|
+-----+-----+-----+
|5 0 c c           |1 0 0 c c           |1 5 0 c c
+-----+-----+-----+
|Nothing            |Nothing              |Mirror Mode
+-----+-----+-----+
|Mirror Mode: Parade Kart (kart)
+-----+-----+-----+
```



