

Diddy Kong Racing FAQ/Walkthrough

by josh1212

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DIDDY KONG RACING FAQ/Walkthrough
(C) 2004 Josher_1212@sbcglobal.net
Version 1.04
Strategies finalized.

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Legal Junk

Plain and simple.

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Strategies

1. Bananas

Forget everything about bananas that you've learned in Mario Kart 64. In this game, bananas (up to 10) increase your max. speed. So get to 10 as quickly as possible. You lose 2 bananas when you hit certain hazards such as missiles, mines, or bubbles.

2. Zippers

Zippers are red-and-yellow features on the course that if you run over or go through them, your vehicle will get a tremendous speed boost for a couple of seconds. If you release the accelerator during the boost, your boost will be 3 times as long! Also, releasing just before you hit the Zipper will increase the boost even more! Air and Water Zippers will turn you in the direction of the zipper before boosting. Road ones will boost you in the direction you are facing. Releasing the accelerator doesn't work well with the hovercraft, though.

3. Balloons

These hold things that help you or hurt your opponents. There are five kinds:

a. Red: MISSILE

Missile -> Homing Missile -> 10-Missile Pack

Try to use regular missiles at close range. They travel in a straight line. Do not use them on top of a hill or you'll miss high. If you can, face down when you use one; then they will track the ground. It is best, when you use a homing missile, if the target is in sight, even though it has unlimited turning capability. You will hear an alarming sound when you are being targeted by this kind of missile. Finally, never use up all 10 shots in a missile pack. No matter how many you have left (even 1), when you get another red balloon, the pack is reloaded to 10 shots. Also, if you use one on turns, don't forget to lead your shot through the turn.

b. Blue: BOOST

Orange Boost -> Blue Boost -> Purple Boost

These are like portable Zippers. Don't forget to release the accelerator just before and during the boost period! I think that a blue boost is the equivalent of a Zipper and the purple boost is about 2 Zippers. Any kind of boost is trickiest in the hovercraft. Don't use one just before or during a turn. Before boosting, wait until the very end of the turn.

c. Yellow: SHIELDS

Alpha Shield -> Star Shield -> Lightning Shield

Shields protect you from weapons as well as course hazards like lasers, snowballs, and even dragon breath. Also, shields will spin out anyone who touches you. The better the upgrade, the longer the shield lasts. In some races, like Greenwood Village, there is a shield right after the start. The racers are cramped at this time, so get the shield and spin everyone out. You're in first place already!

ERROR in the NP Player's Guide: It states that all shields have the same effect. They don't. The better the shield, the longer the other driver will spin on contact with your shield. The lightning shield lasts for 30 seconds!

d. Green: DROPPERS

Oil Slick -> Mine -> Snare Bubble

My personal favorite. Drop these on the course somewhere, preferably next to a balloon, Zipper, in a shortcut, or in a tight, narrow turn. Your opponent will see the dropper, but it will be too late! Droppers can be placed anywhere, even in midair! In the hovercraft, hitting oil will cause you to lose 2 bananas. In the plane, an oil slick is represented by a cloud similar to dragon breath, but green. Hitting it will also cause you to lose 2 bananas. Hitting one in the car causes you to spin out, but no loss of bananas. All others work the same in any vehicle and cause you to lose 2 bananas. Especially in multiplayer mode, if you can put droppers near every Zipper on the course, the other drivers will have trouble catching up to you.

e. Rainbow: MAGNETS

Yellow Magnet -> Red Magnet -> Green Magnet

I don't like the first two, but the green one rocks! The first two pull you towards your rival (the red one has better range), and the green one pulls your rival back to you and has almost unlimited range! Don't use these near turns or other obstacles or you will likely get hung up on something and lose position.

4. Smoke

After any boost, your vehicle will start smoking black for a normal boost and colors for a super boost. This is a signal that the boost is wearing off. When you see it, hit the accelerator again. With the hovercraft, hit the accelerator early.

5. Jump Start

There is also a Rocket Boost in this game, like Mario Kart 64. When the words "GET READY" fade, hit the gas. Depending on the timing, you'll get a boost. The more faded the words, the better the boost. Try to get the blue "Super Boost" timing every time. It's actually not that hard.

6. Inside Line

This technique applies to all racing games. No matter what character/vehicle you use or what course you're on, you should always take the "inside line", which is the shortest route possible. Generally, if you go wide on turns, you cover more ground and you take longer to get through the turn. Unfortunately, this is where many of the coins are on the Silver Coin Challenges.

7. Braking/Tilt Turn

Until you master the tilt turn (A + B + R + turn), you'll try to power slide through turns. The technique is very different from Mario Kart, and because tilt turns are so much easier, I won't tell you how to power slide. But sometimes braking will still be a better option.

8. Shortcuts

Look for alternate routes on every course and figure out which ones offer the best balloon selection/save the most time. I shall show you many shortcuts in this guide. They, along with other things, are rated in difficulty from * to *****, with more stars being a harder technique.

9. A Zipper is a Zipper is a Zipper

As long as the vehicle can reach the Zipper, it can use it. In other words, by making your plane's fuselage hit a road Zipper, you'll get the boost. You can also hop (R, with the hovercraft) into air Zippers to get the boost. Be creative.

10. Unlock the fastest driver!

Unlocking T.T. as a playable character requires two things. First, you must beat a certain time on Time Trial. I have listed these as the "Silver" times. These are the times needed to "race" T.T.'s best ghosts. The "ghost" times are the "Gold" times as I have listed them. Beat these times on EVERY track and you've unlocked the fastest driver in the game.

Acceleration: Fastest

Top Speed: Fastest (even faster than Drumstick!)

Steering: Average

Overworld

This is where it starts. Before entering Dino Domain, switch to the plane and get the four hidden balloons in the overworld. Their locations are as follows, and are the same in Adventure II.

1. On the bridge leading to the Dino Domain entrance. You can't miss it.
2. On the cliff to the left of the Wizpig statue. Kind of hard to get.
3. On the water in the lower left corner of the map. Easy to get.
4. Hidden in a corner near the end of the waterfall leading to the beach area. There are some trees in the area.

After you get some balloons, you will be challenged to a race after exiting a world. You need 5 balloons to enter the Car challenge, 13 for the Hovercraft challenge and 18 for the Plane challenge. Follow the flags during the race to learn the course. Win a 3-lap race around the path for a balloon. There is a balloon per challenge. You need to win these balloons to finish the game.

Dino Domain

Course 1: Ancient Lake
Balloon Race Requirement: 1 Balloon
Level: *
Bananas: 21
Balloons: 4 Red, 4 Blue

Don't forget to get a super boost off the starting line so you can get three bananas at the start of the race. If you didn't, they'll all probably be gone before you can get there. It's a simple course, really. The hardest parts are the dinosaur on the backstretch and the S-curve about halfway through. It's also a little tough to hit the last Zipper because you have to finish turning while in the boost. It's easy for novices to go off the track.
Excellent place for beginners to train.

SHORTCUT 1 (Does not work in time trial)
Level: **
Laps: All

When you get to the S-curve, hit the Zipper (Super Boost Needed!) and cut through the grass. Use the balloon in the middle of the field to get through the rest of the grass without losing speed. It'll save you a little time, but you can only cut off a slice of the corner in Time Trial.

SHORTCUT 2 (Plane Only)
Level: ***
Laps: All

Cut over the lake on the backstretch.

Time Trial Section

Bronze = beginner

Silver = intermediate (and "Meet T.T. Times")

Gold = advanced (and "Beat T.T. Times")

Developers = developers' best times

Platinum = expert

My Best = master

Bronze: 1:18.00

Silver: 1:07.00

Gold: 1:01.28

Developers: 0:53.43

Platinum: 0:52.50

My Best: 0:49.53/0:15.35 LAP, Car

0:56.76/0:17.75 LAP, Hover

0:55.38/0:16.78 LAP, Plane

ReaderTime: 0:46.98/0:15.03 LAP, Car Luigi6500@wmconnect.com

0:54.88/0:17.88 LAP, Car Roland Van Holst

0:59.00/0:19.18 LAP, Hover Luigi6500@wmconnect.com

0:58.43/0:18.95 LAP, Plane Luigi6500@wmconnect.com

You CAN get 2 bananas in the second set of three. In time trial, the object is to get 10 bananas on the first lap as quickly as possible.

Not much you can do, really; this is a simple course with no shortcuts.

Course 2: Fossil Canyon

Balloon Race Requirement: 2 Balloons

Level: ***

Bananas: 19

Balloons: 8 Green, 4 Red, 3 Blue

Don't forget to get a super boost off the starting line so you can get two bananas at the start of the race. If you're in first place, you can get four bananas on the first lap instead of taking the pond shortcut. Also, the lower path on the backstretch will save you a lot of time. If you have a mine or a bubble, this is the place to use it. And even if they get by, you'll have a missile. The hard parts of this course (excluding the shortcut) are the turns in the tunnel. You'll have a blind 90-degree turn entering the tunnel and a 120-degree turn near the end of the tunnel.

SHORTCUT 1

Level: *****

Laps: 2 and 3

After you go under the arch with the red balloon (hitting the Zipper), there is another Zipper pointing directly towards the pond. Hit it and you'll sail over the pond, headed toward the tunnel. If you're using a REALLY fast character, you can actually bounce WAY off course after you hit the other side of the pond. This is tougher to do in the hovercraft, but the penalty is less steep if you miss. You can also do this with the plane.

SHORTCUT 2

Level: ***

Laps: All

Take the left-hand path on the backstretch. It's bumpy, but shorter.

Time Trial Section

Bronze: 1:51.00

Silver: 1:37.00

Gold: 1:30.18

Developers: 1:21.55

Platinum: 1:18.80

My Best: 1:16.13/0:23.35 LAP, Car

1:28.06/0:27.91 LAP, Hover

1:23.08/0:25.83 LAP, Plane

ReaderTime: 1:11.13/0:22.90 LAP, Car Luigi6500@wmconnect.com

1:44.93/0:33.46 LAP, Hover Luigi6500@wmconnect.com

1:35.26/0:30.31 LAP, Plane Luigi6500@wmconnect.com

By the time you reach the 120-degree turn in the tunnel, your bananas should be maxed out. Take the pond shortcut on laps 2 and 3 and the other shortcut every lap. Tilt turn through the tight turns.

Course 3: Jungle Falls

Balloon Race Requirement: 3 Balloons

Level: ***

Bananas: 25

Balloons: 4 Green, 7 Red, 1 Blue, 2 Yellow, 2 Rainbow

Doing a super boost here is tricky. The trick is to get it, then tilt turn the other way. The only other hard part is the bridge after the second Zipper. Some novices misjudge the turn onto the bridge and end up in the water and

8th place in no time at all. Other than that, this is an easy course.

SHORTCUT 1 (Requires purple boost, won't work in time trial)

Level: *

Laps: 3rd

Instead of taking the Zipper under the dino skull, go to the right of the road and use your purple boost. You'll grab a Rainbow balloon and regain a lot of lost time and position.

SHORTCUT 2 (Hovercraft/Plane Only)

Level: *

Laps: 2 and 3

Fly over the lake at the start.

Time Trial Section

Bronze: 1:20.50

Silver: 1:08.00

Gold: 1:02.50

Developers: 0:54.13

Platinum: 0:53.10

My Best: 0:53.66/0:17.16 LAP, Car

1:04.50/0:20.50 LAP, Hover

1:02.88/0:19.73 LAP, Plane

ReaderTime: 0:48.83/0:15.65 LAP, Car Luigi6500@wmconnect.com

1:10.83/0:22.61 LAP, Hover Luigi6500@wmconnect.com

1:13.96/0:24.03 LAP, Plane Luigi6500@wmconnect.com

No real strategies. This course takes lots of practice, especially if you're trying to get under 0:56.00.

Course 4: Hot Top Volcano

Balloon Race Requirement: 5 Balloons

Level: ****

Bananas: 20

Balloons: 8 Red, 9 Blue

This can be easy or medium, depending if you have/have not practiced with the plane in Tracks mode. The lava will not harm your plane or hovercraft. Getting 10 bananas is hard because only 11 bananas are available without skipping a Zipper. Be careful about using a purple boost in the pentagonal tunnel. YOU can get a purple boost every lap. There is a blue balloon in the first group, another one in the first shortcut, a third after the hump, and a fourth under the arch after the hump. It can be tough to beat the default record time of 1:48.00 in a hovercraft, though. Another tricky part is making the second Zipper after the pentagonal tunnel while not crashing into the wall just before the finish line. An entire field of hovercraft is an interesting race...

SHORTCUT 1 (won't work in time trial)

Level: ***

Laps: All

At the beginning, go into the right tunnel to receive a Blue balloon.

SHORTCUT 2

Level: *****

Laps: All

Right after shortcut 1, there is a narrow tunnel just wider than your plane.

Enter it to get 3 bananas. You can also get up here with the hovercraft, but you can't reach the bananas.

Time Trial Section

Bronze: 1:46.00
Silver: 1:35.00
Gold: 1:30.71
Developers: 1:22.48
Platinum: 1:19.99
My Best:
 1:35.23/0:30.21 LAP, Hover
 1:19.50/0:24.63 LAP, Plane
ReaderTime:
 1:50.78/0:36.08 LAP, Hover Luigi6500@wmconnect.com
 1:20.43/0:25.88 LAP, Plane Luigi6500@wmconnect.com

Try to fly on the inside of the turns. Consider skipping the first Zipper after the pentagonal tunnel on the first lap to get bananas, but by all means hit the second one every lap!

Boss 1: Tricky's Mountain
Level: *****
Balloons: 7 Red, 5 Blue

This is a hard race for being the first boss. Get a normal jump start rather than the super one, otherwise he'll run you over less than 10 seconds into the race. At the end, he'll really slow down, giving you a chance at victory!

SHORTCUT
Level: *****

When you see bushes on the left, drive into them. You'll enter a secret tunnel. There will be a Zipper inside. This should net you the lead. If you reach a depression with red and blue balloons and a boulder, you went too far.

Now that you beat the boss, guess what? You have to beat all the courses again, including the boss! Except there's a catch. On the courses, you NOW have to collect eight Silver Coins AND win the race at the same time.

Course 1: Ancient Lake
SILVER COIN CHALLENGE
Balloons Needed: 6
Level: **

This isn't much harder than the first race. Here they are:

1. Just past the hill after the sets of bananas after the starting line.
2. 3. 4. In the middle of the first turn.
5. In the S-curve, close to the left wall.
6. Just after the arch.
7. Second set of dino footprints, just after coin six.
8. In the middle of the two bananas at the end of the course.

Things you have to do differently:

Do NOT take the shortcut across the grass on the first lap, for coin 5.

Course 2: Fossil Canyon
SILVER COIN CHALLENGE
Balloons Needed: 7
Level: ****

This one could throw you a couple of curves. There are two semi-tricky coins.

1. To the right of the first Zipper.
2. Halfway through the first turn, near the green balloons.
3. After the second Zipper.
4. On the other side of the pond, where you should land after taking the shortcut. -Semi Tricky-
5. On the Zipper in the tunnel. -Semi Tricky-
6. Middle of the road with the grassy field just after the tunnel.
7. Just before the green and blue balloons on the higher route of the backstretch.
8. On the lower route of the backstretch. (Lap 2)

Things you have to do differently:

Skip the first Zipper on the first lap, for coin 1.

Take the longer route on the backstretch on the first lap, for coins 6 and 7.

Course 3: Jungle Falls
SILVER COIN CHALLENGE
Balloons Needed: 8
Level: *****

This is a step up from Fossil Canyon because of the third coin. It's the hardest coin yet.

1. About a second off the starting line. Get a jump start for the coin, then immediately tilt turn the other way to catch the Zipper on the outside. If you can't do this, save this coin for the next lap.
2. Outside corner after the first Zipper.
3. Try to catch the blue balloon and the Zipper. Head straight for the water. The coin is just before the water. When your Zipper runs out, use the boost. -Tricky-
4. On the right side of the bridge, where a banana was. (Lap 2)
5. Left edge of the road, get this after you got out of the water for coin 3.
6. Near a pond on the right side after the tunnel.

7. In the dino skull. Don't forget about the Zipper!

8. On the left edge of the wall, just before the finish line.

Course 4: Hot Top Volcano

SILVER COIN CHALLENGE

Balloons Needed: 10

Level: *****

You will have to skip both of the shortcuts and even take some longer paths to get all the coins on the first lap, but get it out of the way. You can make up time by getting a purple boost on laps 2 and 3 anyway.

1. Behind the mesa on the right side. There are two bananas there. This route will cause you to lose 2 positions.

2. In the left tunnel, opposite the first shortcut.

3. Between the two balloons on the left path, opposite the second shortcut.

4. Between the bananas on top of the hump.

5. On top of the arch after coin four.

6. In the middle of the pentagonal tunnel. Your rivals will throw a monkey wrench into your race about here. This area is prime for a missile ambush.

7. In the middle of the first Zipper on the backstretch.

8. In the middle of the second Zipper on the backstretch.

Things you have to do differently:

Go on the right side of the mesa on lap 1, for coin 1.

Skip the shortcuts on lap 1, for coins 2 and 3.

Boss 1: Tricky's Mountain (re-match)

Level: *****

NOW getting a super boost is safe, he's become THAT fast. Use every boost balloon on the course, but even that may not be enough. Use the shortcut again, but save a couple of balloons for a boost this time. He still slows down at the end. Don't slide off the mountain or take the shortcut backwards or you lose.

Differences from the first race:

The boss is much faster.

There are falling trees that are nearly impossible to avoid if you fall too far behind.

There is no Zipper in the shortcut.

Dino Domain TROPHY RACE

Level: *****

The Trophy Race is much like 4 races put together, except the winner is who has the most points. Here is the breakdown:

1st Place: 9 Pts.
2nd Place: 7 Pts.
3rd Place: 5 Pts.
4th Place: 3 Pts.
5th Place: 1 Pt.
6th Place or Worse: 0 Pts.

So you don't have to win every race. At least one driver will tally a lot of points, so try to place in the top three every race. Easier said than done, because in the Trophy Race, the computer's AI goes up. In other words, the computer hauls.

In order to finish the game, you must beat four T.T. Challenges. Each of the doors to the Challenges are locked. You must find a key on each level. These challenges are NOT races. They have different goals.

Dino Domain T.T. Challenge

Fire Mountain

Level: *****

Where is the key?

Ancient Lake. Drive forward and a little right, but slowly. You should see the key next to a small arch, on top of an incline with the Rare logo on it. Drive up the incline to get the key, then exit to the lobby. The Challenge door will open for you.

Object: Hatch three eggs fast.

This is the hardest and most annoying challenge. I wish they would've done a dogfighting challenge, but they didn't for some odd reason. Fly to the crater in the center of the arena to pick up an egg. Bring it back to your nest (the red one). The egg will start to hatch. When it does, you get one point. First to three points wins. The catch is that you can steal other players' eggs that are in their nests before they hatch. If an egg icon flashes on top of the screen, go to that player's nest and steal it before it hatches. Once you get two eggs and bring back a third, just wait by your nest unless someone also has fulfilled this condition. Just be careful what you do, because the computer is fond of stealing YOUR eggs as well!

Snowflake Mountain

This door is located in the snowy area of the overworld. Fly there in your airplane. You need two balloons to enter the door.

Course 5: Everfrost Peak

Balloon Race Requirement: 2 Balloons

Level: ***

Bananas: 31

Balloons: 6 Red, 8 Blue, 1 Rainbow

Going on the inside of curves is important, as well as getting max bananas quickly. There are several air Zippers, but the last one is angled oddly,

making it tougher to use it. Don't forget to use the road Zippers when you can!

Time Trial Section

Bronze: 2:09.50
Silver: 1:53.00
Gold: 1:48.00
Developers: 1:37.63
Platinum: 1:35.36
My Best: 1:30.95/0:28.81 LAP, Car
1:37.85/0:31.10 LAP, Hover
1:29.98/0:28.96 LAP, Plane
ReaderTime: 1:27.80/0:27.88 LAP, Car Luigi6500@wmconnect.com
2:00.10/0:38.03 LAP, Hover Luigi6500@wmconnect.com
1:43.61/0:32.56 LAP, Plane Luigi6500@wmconnect.com

The way to shave seconds off your time in the plane is to use the road Zippers. Don't ask how I got a better lap time in the car rather than in the plane.

Course 6: Walrus Cove

Balloon Race Requirement: 3 Balloons
Level: *****
Bananas: 20
Balloons: 4 Red, 5 Blue, 1 Green, 4 Yellow, 1 Rainbow

This course is tough. It has a number of chicanes, hazards, and even a loop-the-loop. What's a chicane? Basically it's a turn that is designed to cause you to crash. Two examples are the S-curve before the loop, and the S-curve after the bridge. Try to get both Zippers on the bridge.

SHORTCUT

Level: *****
Laps: All
The tough part is staying on the shortcut. It is a narrow part on the left of the backstretch. There is a Zipper, a Rainbow Balloon, and a couple of bananas. You can be as far back as 6th place coming into the shortcut, then in a battle for the lead going into the second lap. With the hovercraft, you should go left of left, onto the water to the left of the shortcut. You can do the hovercraft part anywhere on the backstretch.

Time Trial Section

Bronze: 2:28.50
Silver: 2:10.00
Gold: 2:06.28
Developers: 1:56.60
Platinum: 1:50.30
My Best: 1:48.00/0:34.38 LAP, Car
1:53.70/0:36.88 LAP, Hover
ReaderTime: 1:53.81/0:37.28 LAP, Car Luigi6500@wmconnect.com
2:31.23/0:48.30 LAP, Hover Luigi6500@wmconnect.com

Skip the second Zipper on the first lap to pick up two bananas. Don't forget about the sets of bananas in the chicanes, it is hard to get them but it can be done. Don't forget the big cut, especially

in the hovercraft.

Course 7: Snowball Valley

Balloon Race Requirement: 6 Balloons

Level: *****

Bananas: 17

Balloons: 4 Red, 7 Blue, 3 Green, 2 Yellow

If you don't rub the walls, the narrow path is the faster route. Take it on laps 2 and 3. Get a shield every lap before the snowballs so you don't get squashed.

Time Trial Section

Bronze: 1:22.05

Silver: 1:13.00

Gold: 1:06.41

Developers: 0:57.81

Platinum: 0:56.79

My Best: 0:57.33/0:18.21 LAP, Car

0:59.90/0:19.01 LAP, Hover

ReaderTime: 0:51.88/0:16.36 LAP, Car Luigi6500@wmconnect.com

1:21.05/0:26.26 LAP, Hover Luigi6500@wmconnect.com

Take the right path on lap 1 and the left path on laps 2 and 3. Avoid the snowballs. Enough said.

Course 8: Frosty Village

Balloon Race Requirement: 9 Balloons

Level: *****

Bananas: 29

Balloons: 6 Red, 2 Blue, 6 Green, 2 Yellow, 4 Rainbow

I will admit that this is the toughest developer time of them all. The frame rate is bad on this course. The Zipper in the tunnel is the toughest one. You'll probably have to tilt turn to get it.

SHORTCUT 1

Level: *****

Laps: All

I could never do this. You take a sharp right into the foggy area and hit ALL three Zippers to make this worthwhile because you're on the snow.

SHORTCUT 2 (Hover/Plane only)

Level: ****

Laps: All

Head into the waterfall after the foggy area. You'll pass through a secret area, get a Rainbow Balloon, hit a water Zipper, get two bananas, and recover a lot of lost time.

Time Trial Section

Bronze: 2:00.00

Silver: 1:44.00

Gold: 1:39.40

Developers: 1:28.01
Platinum: 1:27.36
My Best: 1:26.86/0:27.33 LAP, Car
1:45.28/0:33.63 LAP, Hover
1:46.48/0:32.83 LAP, Plane
ReaderTime: 1:30.05/0:28.41 LAP, Car Luigi6500@wmconnect.com
2:22.26/0:46.53 LAP, Hover Luigi6500@wmconnect.com
2:03.91/0:40.51 LAP, Plane Luigi6500@wmconnect.com

You should have 10 bananas by the time you get to the foggy area. Make sure you hit all the Zippers and at least TRY the first shortcut. If you can't do it, ignore it.

Boss 2: Bluey's Mountain
Level: *****
Balloons: 5 Red, 5 Blue

The only reason this is as hard as it is is you use a hovercraft for the first time. You must get a blue Super Boost off the starting line. So long as you get a couple of boost balloons, the boss will never catch up.

Course 5: Everfrost Peak
SILVER COIN CHALLENGE
Balloons Needed: 10
Level: ***

This isn't a lot harder than the regular race. Here are the coins...

1. Just past the hill after the starting line.
2. Left of the first air Zipper. Don't use it or you'll miss the coin.
3. 4. On the right, where the Rainbow Balloon is.
5. Above the arch just before the tunnel.
6. Center of the tunnel end.
7. Above the arch after the tunnel.
8. Below the arch after the tunnel. (2nd Lap)

Course 6: Walrus Cove
SILVER COIN CHALLENGE
Balloons Needed: 11
Level: *****

You HAVE to master the shortcut.

1. Just before the loop.
2. After the loop, in line with the three bananas on the outside of the tunnel.
3. Inside corner of the bridge, just after the right-angle turn. -Tricky-
4. End of the following tunnel, on the side opposite the Zipper.
5. Middle of the chicane after the third tunnel.

6. Outside section of the first part of the backstretch.
7. In the shortcut.
8. Narrow space between a tree and the water on the right side. (Lap 2)

Things you have to do differently:

Don't hit the second bridge Zipper on the first lap, for coin 3.

Don't hit the Zipper at the end of the third tunnel on the first lap, for coin 5.

Don't take the shortcut on the second lap, for coin 8.

Course 7: Snowball Valley

SILVER COIN CHALLENGE

Balloons Needed: 14

Level: *****

You get somewhat of a break here.

1. Straight ahead from the start/finish line.
2. Outside corner on the right section.
3. Right side of cliff after the waterfall.
4. Under the arch.
5. Left side of snowball field.
6. Outside corner of home stretch.
7. End of left section. (Lap 2)
8. Right side of snowball field. (Lap 2)

Course 8: Frosty Village

SILVER COIN CHALLENGE

Balloons Needed: 16

Level: ****

It takes 2 laps to get all the coins, but none of them are hard to get.

1. Left side of big arch.
2. Outside corner, next to a house. (Loss of position)
3. Just after the Zipper in the tunnel.
4. Halfway through the foggy area.
5. After the tunnel leading out of the foggy area. It's near the left wall.
6. Left side of shore near the start/finish line, almost in the water.
7. On the left wall just after the start/finish line. (Lap 2)

8. Right side of big arch.

Boss 2: Bluey's Mountain (re-match)

Level: *****

The boss is slightly faster, and won't slow down near the end.

Differences between this and the last race:

Most of the boost balloons are missing.

There are rolling snowballs in one section of the race.

Snowflake Mountain TROPHY RACE

Level: *****

As before, you do four races to earn points:

1st Place: 9 Pts.

2nd Place: 7 Pts.

3rd Place: 5 Pts.

4th Place: 3 Pts.

5th Place: 1 Pt.

6th Place or Worse: 0 Pts.

So you don't have to win every race. At least one driver will tally a lot of points, so try to place in the top three every race. The computer still hauls, especially on the last race. You'll have to boost at every opportunity just to place in the top three!

Snowflake Mountain T.T. Challenge

Icicle Pyramid

Level: *****

Where is the key?

Snowball Valley

Hang a left at the starting line and you'll see a guardrail. Turn right and the key is in an alcove. Exit the level to unlock the door.

Object: Stay in the game.

This is like Goldeneye 007 on wheels. You get missiles, mines, and shields. The object of the game is to shoot the heck out of your rivals. Sounds fun! Each player gets 8 bananas, and loses 2 when he/she gets hit by a missile or a mine. If you run out of bananas, you die. Simple as that. You can't upgrade items past homing missile/mine/star shield. This is an awesome multiplayer course to play. Get with three buddies and play this. It may get loud, so don't forget to bring earmuffs or similar apparatus. Better yet, turn the radar off.

Sherbet Island

I'm sure you've seen the island off the beach area. This is the entrance to Sherbet Island. You need 10 balloons to get in, and if you've been following this walkthrough, you should have over 20 by now...

Course 9: Whale Bay

Balloon Race Requirement: 10 Balloons

Level: *****

Bananas: 15

Balloons: 3 Green, 3 Red, 2 Blue, 2 Yellow, 3 Rainbow

Your first hovercraft race has two sharp turns and one tougher shortcut.
This won't be too hard.

SHORTCUT 1

Level: *****

Laps: All

Approach the pirate ship straight on and a whale will appear. Race up its back,
then hop (R) off it onto the pirate ship. It saves a lot of time.

Time Trial Section

Bronze: 1:31.30

Silver: 1:19.00

Gold: 1:13.11

Developers: 1:04.11

Platinum: 1:01.73

My Best:

1:00.93/0:18.38 LAP, Hover

ReaderTime:

1:05.38/0:21.05 LAP, Hover Luigi6500@wmconnect.com

Take the shortcut all three laps, and take the first turn wide on lap 1
so you can get the bananas. You should have 7 at the end of lap 1 and that's
all you're going to get.

Course 10: Crescent Island

Balloon Race Requirement: 11 Balloons

Level: *****

Bananas: 18

Balloons: 3 Green, 8 Red, 2 Yellow, 3 Rainbow

The course is shaped like a crescent moon, therefore expect severe hairpin
turns at both ends of the course. The last turn is a full 180. There's
another 180 inside the pirate ship.

SHORTCUT 1

Level: *

Laps: 2 and 3

Go on the outside route to hit a Zipper.

SHORTCUT 2 (Hovercraft Only)

Level: **

Laps: 2 and 3

Go into the water to the left of the pirate ship.

SHORTCUT 3

Level: *****

Laps: All

Go into the final 180 degree turn early. You'll find a small shortcut.

Time Trial Section

Bronze: 1:51.50

Silver: 1:39.00

Gold: 1:33.16

Developers: 1:25.01

Platinum: 1:23.92

My Best: 1:23.85/0:26.33 LAP, Car
1:30.70/0:28.50 LAP, Hover

ReaderTime: 1:20.01/0:26.16 LAP, Car Luigi6500@wmconnect.com

1:57.98/0:37.20 LAP, Hover Luigi6500@wmconnect.com

Don't forget about the shortcuts. Other than that, just get to 10 bananas as quickly as you can.

Course 11: Pirate Lagoon

Balloon Race Requirement: 13 Balloons

Level: *****

Bananas: 22

Balloons: 3 Green, 4 Red, 4 Blue, 1 Yellow, 1 Rainbow

This is a HARD hovercraft course. There are 180 turns and switchbacks a-plenty. There are three Zippers on the track, and only one is easy to hit.

SHORTCUT 1

Level: ***

Laps: All

Use the small ramp to cut the final curve.

Time Trial Section

Bronze: 1:47.65

Silver: 1:34.00

Gold: 1:28.56

Developers: 1:13.51

Platinum: 1:11.10

My Best:
1:10.45/0:22.33 LAP, Hover

ReaderTime: 1:20.05/0:24.50 LAP, Hover Luigi6500@wmconnect.com

Fiddling with your banana strategy is the hardest part. The second hardest is taking the U-turns quickly.

Course 12: Treasure Caves

Balloon Race Requirement: 16 Balloons

Level: *

Bananas: 18

Balloons: 2 Green, 4 Red, 2 Blue, 1 Rainbow

No curves are sharper than 60 degrees, making this an easy course. The tricky(?) spot is getting through the cave without falling into the muck.

Time Trial Section

Bronze: 1:20.55
Silver: 1:10.00
Gold: 1:05.63
Developers: 0:55.05
Platinum: 0:54.03
My Best: 0:53.36/0:16.33 LAP, Car
1:04.50/0:20.50 LAP, Hover
1:02.88/0:19.73 LAP, Plane
ReaderTime: 0:49.43/0:15.20 LAP, Car Luigi6500@wmconnect.com
0:54.06/0:16.33 LAP, Car Roland Van Holst
1:25.05/0:27.93 LAP, Hover Luigi6500@wmconnect.com
1:17.73/0:24.03 LAP, Plane Luigi6500@wmconnect.com

Getting max bananas is easy, so just stick with racing fundamentals here.

Boss 3: Bubbler's Barrier
Level: *****
Ballons: 4 Red, 3 Blue

Again, get only a normal starting line boost. If you get a super boost, the boss will be laying mines all over you. The blue balloons are too far outside to help; instead get a homing missile/missile pack. Don't get right behind him or he'll blow you up and likely out of the race. Try to keep shooting him so you can pass him and not have to deal with the mines.

Course 9: Whale Bay
SILVER COIN CHALLENGE
Balloons Needed: 17
Level: *****

This is much, much harder than the first race. Here are the coins:

1. Just past the starting line, on the right.
2. Left of the palm tree in the first hairpin turn.
3. On the outside of the first hairpin turn.
4. In the second Zipper.
5. A couple seconds before the whale.
6. In an alcove well to the right of the pirate ship.
7. In the third Zipper.
8. Middle of the course just before the start/finish line.

Things you have to do differently:

Don't take the pirate ship shortcut on lap 1, for coin 6.

Course 10: Crescent Island
SILVER COIN CHALLENGE
Balloons Needed: 18
Level: *****

Not much to say except practice makes perfect.

1. In the tunnel where the road first splits up.
2. On the right side of the open area.
3. Left side before the pirate ship, near the tree. -Tricky-
4. On top of the pirate ship, in the middle of a hole leading downward.
-Tricky-
5. Left of the second tunnel entrance.
6. In the third shortcut.
7. 8. In the first shortcut. (Lap 2)

Things you have to do differently:

Don't take the first shortcut on the second lap, for coins 7 and 8.

Go on top of the pirate ship on lap 1, for coin 4.

Course 11: Pirate Lagoon
SILVER COIN CHALLENGE
Balloons Needed: 20
Level: *****

Nine stars. No joke. It's hard.

1. Left side of the opening stretch, near the Zipper.
2. Just before the first hairpin turn.
3. On a beach well to the right of the main path.
4. After the second Zipper.
5. Outside corner of second hairpin turn.
6. Outside corner of last turn, parallel to shortcut.
7. In-line with shortcut, after ramp. (Lap 2)
8. On an islet to the right of the first Zipper. (Lap 2)

Course 12: Treasure Caves
SILVER COIN CHALLENGE
Balloons Needed: 22
Level: *

It takes 2 laps to get all the coins, but none of them are hard to get.

1. Just past the starting line, on the left.
2. Outside corner, after the short tunnel. (Loss of position)
3. Just after the second Zipper.

4. On the left side of the muck cavern, halfway through.
5. Near the end of the muck cavern, left side.
6. On the right, in line with the first Zipper. (Lap 2)
7. On the left side of the muck cavern, halfway through. (Lap 2)
8. Near the end of the muck cavern, right side. (Lap 2)

Boss 3: Bubbler's Barrier (re-match)

Level: *****

The boss is much faster, and the course is tougher. Before attempting, pray.

Differences between this and the last race:

The boss leaves bubbles instead of mines.

There is a bubble behind the cave's red balloon.

Sherbet Island TROPHY RACE

Level: *****

As before, you do four races to earn points:

- 1st Place: 9 Pts.
- 2nd Place: 7 Pts.
- 3rd Place: 5 Pts.
- 4th Place: 3 Pts.
- 5th Place: 1 Pt.
- 6th Place or Worse: 0 Pts.

So you don't have to win every race. At least one driver will tally a lot of points, so try to place in the top three every race. The computer is really hauling now, so you need a lot of hovercraft skill here.

Sherbet Island T.T. Challenge

Darkwater Beach

Level: *****

Where is the key?

Crescent Island

Go in the water at the start of the level and look around the shortcut area. The key is behind one of the pillars, in a small alcove.

Object: Stay in the game.

This is identical to Icicle Pyramid except you're in hovercraft this time, and you have only ONE yellow balloon to go to, under an arch.

Dragon Forest

OK, this one's a little tricky. Maybe because the dragon's world isn't

supposed to be found! Well, anyway... It's behind the waterfall to the left of where you found a balloon on a cliff in the meadow of the overworld. The dragon will not yield to those who don't have 16 balloons. If you have completed all of Taj's challenges and followed this walkthrough, you should have 31 balloons by now...just enough to slip by. Don't forget your fireproof uniform, because the competition is red hot!

Course 13: Windmill Plains

Balloon Race Requirement: 16 Balloons

Level: *****

Bananas: 15

Balloons: 8 Green, 9 Red, 6 Blue, 1 Yellow, 2 Rainbow

This is your longest race yet. There are a couple of windmills with road Zippers (don't forget to use them!) Getting max bananas isn't hard. Unfortunately, there are no shortcuts.

Time Trial Section

Bronze: 2:45.50

Silver: 2:22.00

Gold: 2:13.13

Developers: 2:03.16

Platinum: 1:55.60

My Best: 1:55.11/0:37.30 LAP, Car

1:59.78/0:38.41 LAP, Hover

1:51.90/0:35.83 LAP, Plane

ReaderTime: 1:44.61/0:33.40 LAP, Car Luigi6500@wmconnect.com

2:07.78/0:40.23 LAP, Hover Luigi6500@wmconnect.com

1:59.01/0:39.25 LAP, Plane Luigi6500@wmconnect.com

Remember the road Zippers. You can hit the air Zipper before the third windmill AND the road Zipper under it on the same lap, but it's tricky. To turn in the best time, everything has to fall into place.

Course 14: Greenwood Village

Balloon Race Requirement: 17 Balloons

Level: *****

Bananas: 34

Balloons: 6 Green, 5 Red, 1 Blue, 2 Yellow, 1 Rainbow

Easily the toughest course so far, it's the second hardest in the game. There are four(!) 180s to navigate, as well as a double chicane, three 180s one right after another. You need to master the tilt turn to do well here!

SHORTCUT

Level: *****

Laps: All

Drive straight into the well. You'll fall into a hidden passage with two bananas and a Zipper.

Time Trial Section

Bronze: 2:18.40

Silver: 1:46.00

Gold: 1:40.61
Developers: 1:31.80
Platinum: 1:28.94
My Best: 1:26.70/0:27.46 LAP, Car
1:39.73/0:31.41 LAP, Hover

ReaderTime: 1:19.41/0:25.40 LAP, Car Luigi6500@wmconnect.com
2:06.66/0:40.68 LAP, Hover Luigi6500@wmconnect.com

Don't forget about the shortcut and tilt turning. Also there's a Zipper on the inside of the last turn.

Course 15: Boulder Canyon

Balloon Race Requirement: 20 Balloons

Level: *****

Bananas: 31, including four useless ones (see the T.T. Challenge section for more details)

Balloons: 3 Green, 5 Red, 4 Blue, 1 Yellow, 2 Rainbow

This is a HARD hovercraft course. There are too many logs in the middle of the track. It takes lots of practice.

SHORTCUT

Level: ***

Laps: All

Take the left path in the dungeon.

Time Trial Section

Bronze: 2:36.83

Silver: 2:11.00

Gold: 2:02.35

Developers: 1:51.15

Platinum: 1:42.95

My Best:

1:39.80/0:32.06 LAP, Hover

ReaderTime:

1:51.90/0:34.01 LAP, Hover Luigi6500@wmconnect.com

Dealing with the logs is again the hard part. Try to break the 1:40.00 barrier. It's an awesome challenge.

Course 16: Haunted Woods

Balloon Race Requirement: 22 Balloons

Level: **

Bananas: 33

Balloons: 6 Green, 5 Red, 1 Yellow, 1 Rainbow

A simple, easy figure eight. The course will be littered with mines and bubbles after lap 1.

SHORTCUT (Hover Only)

Level: *

Laps: 2 and 3

Go across the fountain.

Time Trial Section

Bronze: 1:32.30
Silver: 1:22.00
Gold: 1:09.51
Developers: 0:58.25
Platinum: 0:57.35
My Best: 0:57.08/0:17.90 LAP, Car
1:04.38/0:20.63 LAP, Hover

ReaderTime: 0:54.40/0:17.06 LAP, Car Luigi6500@wmconnect.com
1:18.61/0:23.91 LAP, Hover Luigi6500@wmconnect.com

Getting max bananas is easy, so just stick with racing fundamentals here.

Boss 4: Smokey's Flight
Level: *****
Ballons: 5 Red, 4 Blue

Literally, this is your hottest race so far. This boss likes to use flame breath to hinder your progress. If you fly into a fiery cloud, you'll lose a lot of time. If you hit more than four flames, he'll beat you for sure. Make sure you get the balloon under the windmill and the one just before the finish line. The other two won't make much difference. Taking the inside line here gives you a way to overcome the dragon's speed advantage. He sticks to the center of the course, which isn't the fastest route. One strategy is to get homing missiles or missile packs and blow the dragon out of the sky. But it's easier to use boosts and blast right by.

Course 13: Windmill Plains
SILVER COIN CHALLENGE
Balloons Needed: 23
Level: *****

There are a couple of coins that are out of your way, especially numbers 6 and 8.

1. Under the first windmill, just past the starting line. Some players save this for the second lap.
2. Under the second windmill.
3. Middle of the first valley, a little low.
4. Left side of the long tunnel.
5. Under the third windmill.
6. Under the waterfall on the left in the second valley.
7. Right side of the canyon wall, fairly high up.
8. After the canyon following the sixth coin. You have to skip the Zipper to get this one.

Things you have to do differently:

Skip the Zipper in the second valley on the first lap, for coin 5.

Skip the blue balloon in the canyon on the first lap, for coin 6.

Skip the Zipper following the canyon on the first lap, for coin 7.

Course 14: Greenwood Village

SILVER COIN CHALLENGE

Balloons Needed: 24

Level: *****

Twelve stars. No kidding. It's the highest rank. You'll probably be throwing your controller (or keyboard for you lawbreaking game pirates) in frustration trying to get this.

1. On the far left of the village. It's well out of your way.
2. At the end of the village, on the far right. Also out of your way.
3. Left side of the tunnel before the forest. Tough to get because the turn carries you to the right. This costs you time.
4. In the forest area, on the outside. This costs you a bit of time.
5. At the end of the forest area, on the inside. Easy to get.
6. OK, this is where it gets brutal. At the end of the tunnel after the forest area, hang a left and go into the tunnel. Don't use the Zipper in the previous tunnel or you won't make this. Make sure you get the two bananas in there. You'll miss coin eight completely and lose a lot of position, guaranteed.
7. On the outside right corner of the first half of the double chicane.
8. Right side of the second tunnel. You should have seen this after you got coin six. (Lap 2)

Things you have to do differently:

Don't take the well shortcut on the first lap, for coins 2 and 3.

Don't take the first Zipper on the first lap, for coin 1.

Take the side path on the first lap, for coin 6.

Course 15: Boulder Canyon

SILVER COIN CHALLENGE

Balloons Needed: 30

Level: *****

Very little difference with the coins. It gets the same level as before.

1. Right side of the course, near the start and near a couple of balloons.
2. Just before the rapids.
3. On a wall after the rapids.

4. Perfectly aligned with the zipper in the castle.
5. Just before the start of the dungeon section, on the left.
6. 7. In the left tunnel near the end of the dungeon.
8. Just before the last Zipper.

Course 16: Haunted Woods
SILVER COIN CHALLENGE
Balloons Needed: 37
Level: ***

It takes 2 laps to get all the coins, but this is easy, albeit the fact that you need 37 of the 38 possible balloons you can get at this point.

1. Left side of the fountain.
2. Castle passage, right side, parallel to Zipper. You'll miss the Zipper.
3. Middle of the gate leading to the first haunted passage.
4. 5. On the inside of the sharp corner in the first haunted passage.
6. Placed between the two Zippers leading to the second haunted section.
7. 8. On the right side of the fountain. You'll lose some time here. (Lap 2)

Things you have to do differently:

Skip the first Zipper on lap 1, for coin 2.

Skip the pair of Zippers before the second haunted section on lap 1, for coin 6.

Go on the right side of the fountain on lap 2, for coins 7 and 8.

Boss 4: Smokey's Flight (re-match)
Level: *****

This is even more frustrating than the last race. The dragon has obviously been practicing its run around the course as well as its fire breath. Not only is the dragon MUCH faster, its fire breath stops you for twice as long as before. *Possible SPOILER - scroll down quickly*

I guess this race is so hard for the reward Timber gets in the ending sequence...

Differences between this and the last race:

The boss flies a lot faster.

The boss's fire breath is twice as powerful.

Dragon Forest TROPHY RACE

Level: *****

As before, you do four races to earn points:

- 1st Place: 9 Pts.
- 2nd Place: 7 Pts.
- 3rd Place: 5 Pts.
- 4th Place: 3 Pts.
- 5th Place: 1 Pt.
- 6th Place or Worse: 0 Pts.

So you don't have to win every race. At least one driver will tally a lot of points, so try to place in the top three every race. The computer is hauling like the dragon now, so really focus this time!

Dragon Forest T.T. Challenge
Smokey's Castle
Level: **

Where is the key?
Boulder Canyon

Go up to the castle where there are four balloons, then STOP. Collect a purple boost from the blue balloon, then turn around. Ignore the "WRONG WAY" message on the screen. Hit the bell to raise the drawbridge, then hit your boost. Do this right and you'll rocket up to the key and four useless bananas.

Object: Get 10 bananas in your treasure chest.

After finding Smokey's key to his castle, you can participate in a race for fruit. Get 10 bananas in your chest to win. Thing is, you can get shot at, causing you to lose the bananas you hold, and you can only hold two at a time. When you play the computer, ignore the other drivers and just get bananas. Also, ignore the bananas in the moat; they take too long to collect.

Boss 5: Wizpig's First Strike
Level: *****
Balloons: None!

Make sure you use each and every Zipper and get the boost off the line. He's a road hog, like all hogs are (laughs), so he can be tough to pass. The strategy here is to get the lead before the start of the second lap and keep it. Once you get ahead by a considerable distance, this is easy. If you fall into the water on the first half of the course at any point, restart, even if it's the last lap.

SECRET! Unlocking Drumstick

Once you have 4 gold trophies and 39 balloons, drive around the water by the meadow until you find a frog with red hair sticking out of its head. Run over it with your car (sounds fun!) to unlock Drumstick. This bird's statistics are like this:

Acceleration: About the same as Banjo's.
Steering: Better than Krunch but worse than Banjo.
Top Speed: Higher than Krunch's.
Overall Evaluation: This is an excellent choice for hovercraft races...

too bad there aren't any more left!

Future Fun Land

Requirements: Beat Boss 5, Got 4 Gold Trophies

On the beach, drive toward the sign. The lighthouse will turn into a rocket ship and send you to this world. If you leave and want to come back, drive onto the lighthouse platform and you'll be warped back to this area.

Course 17: Spacedust Alley

Balloon Race Requirement: 39 Balloons

Level: *****

Bananas: 33

Balloons: 8 Green, 7 Red, 5 Blue, 2 Rainbow

Wake up and smell the asteroids! There are a pair of asteroids, a missile-shooting ship, and many lasers to avoid. This is a tough course to master. The caverns are the trickiest part of this course, and it's a real challenge in the car.

SHORTCUT

Level: *

Laps: All

After the second blue tunnel, hang a right and head into the gully. You'll find a Zipper, three bananas, and a MUCH shorter route.

Time Trial Section

Bronze: 2:30.63

Silver: 2:12.00

Gold: 2:06.16

Developers: 2:00.38

Platinum: 1:53.85

My Best: 1:58.35/0:37.28 LAP, Car

1:56.11/0:37.80 LAP, Hover

1:53.06/0:36.83 LAP, Plane

ReaderTime: 1:52.38/0:36.73 LAP, Car Luigi6500@wmconnect.com

2:28.90/0:49.33 LAP, Hover Luigi6500@wmconnect.com

1:52.80/0:36.66 LAP, Plane Luigi6500@wmconnect.com

If you drive the car, you'll have plenty of road Zippers to use. Don't forget about the shortcut in the gully!

Course 18: Darkmoon Caverns

Balloon Race Requirement: 40 Balloons

Level: *****

Bananas: 25

Balloons: 9 Green, 7 Red, 3 Blue, 2 Yellow, 1 Rainbow

Longest course in the game. It has hills and craters that can throw you off course, not to mention another double chicane, a long turn, and two loop-the-loops!

Time Trial Section

Bronze: 2:44.43
Silver: 2:20.00
Gold: 2:12.05
Developers: 2:05.68
Platinum: 2:00.00
My Best: 1:58.51/0:38.36 LAP, Car
2:06.51/0:40.76 LAP, Hover

ReaderTime: 2:01.80/0:39.18 LAP, Car Luigi6500@wmconnect.com
2:37.13/0:51.56 LAP, Hover Luigi6500@wmconnect.com

Not much to say. Get max bananas quickly and tilt turn a lot in the third tunnel.

Course 19: Spaceport Alpha

Balloon Race Requirement: 41 Balloons
Level: *****
Bananas: 41
Balloons: 7 Green, 7 Red, 4 Blue, 6 Yellow, 2 Rainbow

The ventilator shaft and the laser trench are the tough spots on this course. To get through the shaft quickly, try minimizing your changes in altitude. Put droppers in here to make it hard for the competition to do the same thing. Grab a shield before you enter the trench.

Time Trial Section

Bronze: 2:29.37
Silver: 2:16.00
Gold: 2:09.03
Developers: 1:55.00
Platinum: 1:53.23
My Best: 1:59.60/0:38.48 LAP, Car
1:59.61/0:37.78 LAP, Hover
1:53.08/0:36.91 LAP, Plane

ReaderTime: 1:49.06/0:35.18 LAP, Car Luigi6500@wmconnect.com
2:22.15/0:44.81 LAP, Hover Luigi6500@wmconnect.com
1:50.53/0:35.85 LAP, Plane Luigi6500@wmconnect.com

The laser trench and ventilation shaft will cause problems here. You don't get a shield, so fly carefully and figure out a pattern you can use.

Course 20: Star City

Balloon Race Requirement: 42 Balloons
Level: *****
Bananas: 24
Balloons: 8 Green, 4 Red, 3 Yellow, 5 Blue

It is easy to fall off the bridge after the rainbow tunnel, especially in the hovercraft. If you do fall off, hit restart. The 90-degree turns come one after another here, so you'll have to master the tilt turn here.

SHORTCUT (Plane Only)
Level: ***

There are a limitless number of ways to do this, but the plane can cut corners in the city and make life a lot easier.

Time Trial Section

Bronze: 2:31.36
Silver: 2:07.00
Gold: 2:01.45
Developers: 1:52.96
Platinum: 1:41.10
My Best: 1:39.66/0:32.65 LAP, Car
1:54.88/0:36.78 LAP, Hover
1:50.78/0:34.38 LAP, Plane
ReaderTime: 1:33.06/0:29.96 LAP, Car Luigi6500@wmconnect.com
2:21.10/0:46.20 LAP, Hover Luigi6500@wmconnect.com
2:21.10/0:46.20 LAP, Plane Luigi6500@wmconnect.com

This is by far the easiest level to beat T.T. time on.
I barely had to try! Just remember to tilt turn in the city and you should break 2:00.00 without a sweat.

Boss 6: Huh?!

There's no boss here. At least not yet. After you win the Star City race, you'll get the Silver Coin Challenge immediately.

Course 17: Spacedust Alley
SILVER COIN CHALLENGE
Balloons Needed: 43
Level: *****

You could easily dodge the lasers in the Balloon Race. Not so here in the Challenge. Most of the coins here are directly in the line of fire.

1. Slightly below and to the right of the first Zipper.
2. On the ground, to the right of a Blue Balloon shortly after coin 1.
3. After the Rainbow Balloon in the blue tunnel, very high up.
4. Left side of the green shooting ground.
5. In the laser triangle.
6. In the middle of the four balloons marking the exit of the caverns.
7. Right side of the shooting ground. (Lap 2)
8. By now, you've probably lost your lead. Well you're in luck, because this one is in the shortcut below the laser triangle.

Things you have to do differently:

Skip the first two Zippers on the first lap, for coins 1 and 2.

Likely, you'll have to hit the laser in the first blue tunnel to get coin 3.

Skip the shortcut on lap 1, for coin 5.

Course 18: Darkmoon Caverns

SILVER COIN CHALLENGE

Balloons Needed: 44

Level: *****

Ten stars. The longest course in the game has a tough Challenge.
Every coin is placed on the outside line or before a loop.

1. In line with the first three bananas and Zipper on the right.
2. Outside corner in the area where the first laser is shooting.
3. In the second tunnel, after the Zipper.
4. Shortly after the third coin, in the middle of the track.
5. In between the two craters.
6. Near the beginning of the long turn after the double chicane.
7. Just before the first loop-the-loop.
8. Just before the second loop-the-loop.

Course 19: Spaceport Alpha

SILVER COIN CHALLENGE

Balloons Needed: 45

Level: *****

Most of these coins float near the walls, which is why this is so hard.

1. Near the second yellow arrow painted on the right wall of the first turn.
2. Outside wall of the second turn. The wall is green.
3. In the center of the ventilation shaft.
4. In the crosshair of the runway area.
5. About 1/4 through the trench, on the left.
6. In the entrance to the blue tunnel, very high up.
7. In the entrance to the red tunnel, also very high up.
8. About 2/3 of the way through the trench, on the right. (Lap 2)

Course 20: Star City

SILVER COIN CHALLENGE

Balloons Needed: 46

Level: *****

The reason why this is eleven stars is because all the coins are on outside corners, many of which you'll have to go well out of your way for.

1. Edge of the road after the rainbow tunnel. It's easy to fall off if you

hit the Zipper.

2. Center of the road just before the dome.
3. Right side of the Blue Balloon tunnel, at the very end.
4. Inside corner of the first turn in the city.
5. Near the second Zipper in the city.
6. In the shorter turns near the end of the city, this is placed on the outside of the second turn.
7. Outside corner of the turn following coin six.
8. End of the city limits.

Things you have to do differently:

Skip the first Zipper on lap 1, for coin 1.

Boss 6: Wizpig Strikes Back (re-match)

Level: *****
Requirements: 47 Balloons, 4 Keys, T.T. Amulet Completed
Balloons: 7 Blue, 8 Red, 1 Yellow

OK, this is it. Your chance at humiliating him on his own turf! This is a frustrating race if you haven't unlocked T.T., but it is much easier if you did. Grab the first Blue balloon on the outside, but wait to use it until after you get into open airspace. Then fly on top of the Wizpig statue's snout and collect another Blue balloon. Use this immediately. When you reach the tunnel, MAKE SURE YOU GET THE YELLOW BALLOON. Activate the shield and rush through the throne room. The laser fire is nearly impossible to dodge. Ignore the rest of the balloons as they do not help you enough to make a difference. You should be in first place by the time you get into the tunnel on the second lap. Win three laps and it's all over.

<SPOILERS>
For those of you who want to earn the ending yourself, scroll down quickly!

Once you beat Wizpig, his missile malfunctions, sending him flying into another planet, destroying his missile in the process. All the other characters (including the bosses!) have a celebration. My favorite part is at the end of the sequence when Timber flies on Smokey the dragon!

</SPOILERS>

Future Fun Land TROPHY RACE

Level: *****

Huh?! What the... There's more to do?! Yep, you have one more (optional) task. The TROPHY RACE, duh! What's that? There's only room for 4 trophies on the Sign? No problem! Anyway, once you have all the balloons, you can enter this race. This trophy will not appear in T.T.'s game status, but there IS evidence of beating it. If you win, the sign displaying your trophies will vanish.

1st Place: 9 Pts.
2nd Place: 7 Pts.
3rd Place: 5 Pts.
4th Place: 3 Pts.
5th Place: 1 Pt.
6th Place or Worse: 0 Pts.

This computer hauls more than ever, so use cunning en masse to win!

After the credits following the good ending, a list of times will appear. These were known as the "mystery times" when the game came out, but these are the BEST times achieved on each course with the default vehicle by Nintendo and Rare staffs.

Adventure II

What the HECK?!? There's MORE?! You bet! To really test your skill, Rare added a SECOND Adventure mode. Just beat the game to unlock it. There are some difference between Adventures I and II. Here they are:

The computer hauls on every course, and REALLY hauls in the trophy races.

You are collecting platinum balloons, not gold ones.

All the courses have been flipped horizontally, like what you see in a mirror. In effect, this reverses the direction of ALL the turns on the course.

All text on the course itself (such as the "START" banners) has been flipped horizontally (i.e. the banner reads "TRATS" with the R and S being backwards.)

All items have been horizontally inverted, such as balloons.

First place driver starts on the right instead of the left.

All the Silver Coins have been placed in different locations.

OK, onto the times se..... WHAT?! You actually want a walkthrough?! Well... all right... if I must. But I will only walk you through the Silver Coin Challenges, because everything else is exactly the same, except the tracks (excluding Taj Challenges, which are on the overworld) have been mirrored. Here they are...

Course 1: Ancient Lake
SILVER COIN CHALLENGE II
Balloons Needed: 6
Level: **

This isn't much harder than the first race. Here they are:

1. Just past the hill after the sets of bananas after the starting line. This time, it's on the outside edge of the road.

2. 3. 4. On the outside edge of the first turn. You will lose a couple of positions getting these.
5. In the S-curve, on the edge of the right wall.
6. Just after the arch, on the outside.
7. Second set of dino footprints, just after coin six. Also on the outside.
8. Parallel to the last Zipper, this coin is on the outside. You should be in about 5th place here if you got them all on one lap.

Things you have to do differently:

Do NOT take the shortcut across the grass on the first lap, for coin 5.

Do NOT hit the second Zipper on lap 1, for coin 8.

Course 2: Fossil Canyon
SILVER COIN CHALLENGE II
Balloons Needed: 7
Level: *****

Coins 1, 3, and 5 can be brutal. Here are the locations:

1. To the right of the first Zipper, on the edge of the road..
2. Halfway through the first turn. This one is on the sand.
3. Parallel to the second Zipper, on the outside.
4. On the other side of the pond, left of where you should land after taking the shortcut. -Semi Tricky-
5. To the left of the Zipper in the tunnel, you have to tilt turn HARD to get this. -Tricky-
6. Left side of the road with the grassy field just after the tunnel.
7. Middle of the higher route of the backstretch.
8. On the lower route of the backstretch. (Lap 2)

Things you have to do differently:

Skip the first Zipper on the first lap, for coin 1.

Skip the second Zipper on the first lap, for coin 3.

Skip the Zipper in the tunnel on the first lap, for coin 5.

Take the longer route on the backstretch on the first lap, for coin 7.

Course 3: Jungle Falls
SILVER COIN CHALLENGE II
Balloons Needed: 8
Level: *****

This is a ten-star test.

1. On the outside edge of the first turn. (Lap 2)
2. Outside corner, parallel to the second Zipper. (Lap 2)
3. Brutal. This is on the right side and is impossible to get without falling into the water. Get it, then use your blue balloon boost to get out without losing an exorbitant amount of position.
4. On the bridge, where a banana was. (Lap 2)
5. Offroad on the right, get this after you got out of the water for coin 3.
6. Near a pond on the right side (outside) after the tunnel.
7. In the dino skull. Don't forget about the Zipper!
8. On the right side, where the Rainbow Balloon was in Adventure I. (Lap 2)

Things you have to do differently:

Skip the second zipper on the second lap, for coin 2.

Skip the Zipper in the dino skull on lap 2, for coin 8.

Course 4: Hot Top Volcano
SILVER COIN CHALLENGE II
Balloons Needed: 10
Level: *****

You have to go more out of your way here than you did last time on this course.

1. Behind the mesa on the right side. This is lower than it was before and more outside. You will not be able to get two bananas like you did last time.
2. Just under a stalactite after the first shortcut.
3. In the second shortcut, this one is low.
4. After the bananas on top of the hump.
5. Just under a stalactite after the hump.
6. Just before the pentagonal tunnel, this one is placed very low.
7. In the middle of the lava to the right of the Zippers.
8. Just under the top of the last arch. You should be in about 6th place.

Things you have to do differently:

Go on the right side of the mesa on lap 1, for coin 1.

Skip the second shortcut on lap 1, for coin 3.

Skip the Zipper after the hump on lap 1, for coin 5.

Skip both of the Zippers on the backstretch on lap 1, for coins 7 and 8.

Course 5: Everfrost Peak
SILVER COIN CHALLENGE II
Balloons Needed: 10
Level: *****

FINDING the coins is the hard part.

1. Under a Blue balloon near a tree.
2. Behind a wall on the outside. Run one lap in reverse to find the exact location.
3. In the valley after the first Zipper, this one is low.
4. This one is higher up from coin 3, on a ledge. (Lap 2)
5. Just before the tunnel, this one is low.
6. In the left route after the tunnel.
7. Outside corner, near the final Zipper.
8. Left side, placed against a wall near the end.

Things you have to do differently:

Skip the first Zipper and likely do a 360 on lap 2, for coin 2.

Skip the last Zipper on lap 1, for coins 7 and 8.

Course 6: Walrus Cove
SILVER COIN CHALLENGE II
Balloons Needed: 11
Level: *****

Many of the coins are placed near the walls or near the water, making this level difficult.

1. Behind the first corner.
2. End of the loop-the-loop.
3. Parallel to the second bridge Zipper.
4. Near the bananas in the S-curve after the bridge.
5. On top of a snowbank in the chicane.
6. Before the first jump, near the outside edge of the track.
7. In the shortcut.
8. Before the third jump, behind a tree near the water. (Lap 2)

Things you have to do differently:

Skip the shortcut on lap 2, for coin 8.

Skip the second bridge Zipper on lap 1, for coin 3.

Course 7: Snowball Valley
SILVER COIN CHALLENGE II
Balloons Needed: 14
Level: *****

You get somewhat of a break here. Probably the last break you get.

1. Edge of the water, left path.
2. Top of the waterfall.
3. Bottom of the waterfall.
4. Just after the arch, close to where the fourth coin used to be.
5. Left side of snowball field.
6. Inside corner of home stretch.
7. Start of right section, dangerously close to the water. (Lap 2)
8. Right side of snowball field. (Lap 2)

Course 8: Frosty Village
SILVER COIN CHALLENGE II
Balloons Needed: 16
Level: *****

The computer really hauls here. On top of that, it takes THREE laps to get all the coins. It'll definitely take more than one try to get past this stage. It all adds up to 11 stars.

1. Middle of the arch, after a hill. You'll have to really slam on the brakes or you'll sail over it.
2. Outside corner, next to a house. (Loss of position)
3. Left path of the foggy area.
4. Right path of the foggy area. (Lap 2)
5. Left of the start/finish line. (Lap 2)
6. Left side of shore near the start/finish line, almost in the water.
7. Next to a tree on the left side, after the big arch. (Lap 2)
8. Right of the start/finish line. (Lap 3)

Course 9: Whale Bay
SILVER COIN CHALLENGE II
Balloons Needed: 17

Level: *****

The majority of the coins are well out of your way. You might have to nose the computer out at the checkered flag to get this balloon.

1. Just past the starting line, on the outside, after the first Zipper.
2. Right of the palm tree in the first hairpin turn.
3. Inside after the first turn.
4. In the Zipper on the very outside of the course, in the pirate ship area.
5. On the beach after the pirate ship.
6. Just before the start/finish line, in plain sight.
7. On the end of the pirate ship. (Lap 2)
8. Between the yellow and blue balloons in the first hairpin turn. (Lap 2)

Things you have to do differently:

Don't take the pirate ship shortcut on lap 1, for coin 4.

Don't take the last Zipper on lap 1, for coin 6.

Course 10: Crescent Island

SILVER COIN CHALLENGE II

Balloons Needed: 18

Level: *****

When you see the locations of some of the coins, you'll think "OMG this is impossible to win!" It's an 11-star test. Practice makes perfect.

1. Just past the starting line, on the beach to the right. It's on a downslope.
2. Inside path, it's on the corner where the two paths rejoin.
3. On a downslope just before the open area. It's well out of your way.
4. At the start of the open area. This is also well out of your way.
5. Near a palm tree and two bananas on the left.
6. Behind the mast pole on the ship. The pole has an arrow pointing right.
7. After the pirate ship, on the left side of the track. Close to the water.
8. Outside of the second 180 degree turn.

Things you have to do differently:

You have to skip most of the Zippers on lap 1.

Skip the shortcut on lap 1, for coin 8.

Course 11: Pirate Lagoon

SILVER COIN CHALLENGE II

Balloons Needed: 20

Level: *****

Not too bad overall, but some of the coins will cost you position.

1. After the first set of balloons, in the middle of the track.
2. Behind a tree on the outside of the opening stretch.
3. On the beach of the first hairpin turn.
4. In the middle of the tunnel. This is in plain sight.
5. Just after the Zipper after the tunnel.
6. 7. On the beach of the second hairpin turn.
8. In the shortcut.

Course 12: Treasure Caves

SILVER COIN CHALLENGE II

Balloons Needed: 22

Level: *****

As before, it takes 2 laps to get them all, but it's fairly easy.

1. Before the first three bananas.
2. Before the next set of two bananas.
3. 4. Behind the arch. They're both on the outside of it.
5. Entrance to the muck cavern, on the left.
6. After the muck, on the left.
7. Entrance to the muck cavern, on the right. (Lap 2)
8. Parallel to the last Zipper. (Lap 2)

Course 13: Windmill Plains

SILVER COIN CHALLENGE II

Balloons Needed: 23

Level: *****

1. Between the two windmills, on the right.
2. Far to the left, after the second windmill.
3. Entrance to the first tunnel, in the middle.
4. Behind a haystack after the first tunnel.
5. Under the next arch, very high up.

6. In the waterfall area, parallel to the Zipper, on the outside.

7. After the canyon, on the outside (left).

8. Middle of the right-angle tunnel's exit.

Things you have to do differently:

Skip the first Zipper, for coin 2.

Skip the second Zipper, for coin 4.

Skip the third Zipper, for coin 6.

Skip the fourth Zipper, for coin 8.

Course 14: Greenwood Village

SILVER COIN CHALLENGE II

Balloons Needed: 24

Level: *****

This is a "what is this BS" challenge. The hardest one in the whole game.

1. Where coin 2 was before you invert the track.

2. In the well. (Lap 2)

3. Past the apex of the hairpin turn after coin 1.

4. 5. Outside path of the forest area.

6. Between the left tunnel and the trees. It's near the area of where coin 6 was last time.

7. 8. On the outsides of tight corners near the end of the track.

Things you have to do differently:

Don't take the well shortcut on the first lap, for coin 1.

Take the side path on the first lap, for coin 6.

Course 15: Boulder Canyon

SILVER COIN CHALLENGE

Balloons Needed: 30

Level: *****

Not bad, though there is one coin that will give you fits...

1. Right side of the course, near the green moss before the waterfall.

2. Halfway down the waterfall on the side opposite the balloons.

3. On a wall after the rapids.

4. Take the break to the right instead of going across the bridge. You'll find this coin upon re-entry into the castle from that route.

5. Just before the start of the dungeon section, on the right, hidden behind

a turn.

6. In the right tunnel near the end of the dungeon.

7. At the end of the left tunnel.

8. Side opposite the last Zipper.

Course 16: Haunted Woods

SILVER COIN CHALLENGE II

Balloons Needed: 37

Level: *****

It takes 2 laps to get all the coins, but this is easy, albeit the fact that you need 37 of the 38 possible balloons you can get at this point.

1. Left side of the fountain.

2. Castle passage, right side, parallel to second Zipper. You'll miss the Zipper.

3. 4. In the forest's 180 degree turn, both on the outside.

5. Parallel to the final Zipper.

6. On the second Zipper. (Lap 2)

7. 8. On the right side of the fountain. You'll lose some time here. (Lap 2)

Things you have to do differently:

Skip the second Zipper on lap 1, for coin 2.

Go on the right side of the fountain on lap 2, for coins 7 and 8.

Course 17: Spacedust Alley

SILVER COIN CHALLENGE II

Balloons Needed: 43

Level: *****

This time, the coins aren't in the line of fire, but they're hard to find, too! Even with this guide, you'll have to do some scavenging yourself.

1. Behind a tree in the opening stretch.

2. In the first turn.

3. To the right of the first tunnel entrance.

4. 8. In the green firing area. Collect one on lap 1 and the other on lap 2.

5. Behind the lower section of the energy pylon that's farthest right.

6. Entrance to the main cavern path, above the shortcut.

7. In the cavern's sharpest turn.

Things you have to do differently:

Skip the first two Zippers on the first lap, for coins 2 and 3.

Skip the shortcut for coins 6 and 7.

Course 18: Darkmoon Caverns
SILVER COIN CHALLENGE II
Balloons Needed: 44
Level: *****

You must have mastered the tilt turn by now or you won't pass this.

1. On the first Zipper.
2. Outside corner in the area where the first laser is shooting.
3. In the second tunnel, before the Zipper. This is obscured by the turn.
4. Just before the first crater.
5. On the third Zipper.
6. On the fourth Zipper.
7. Just before the first loop-the-loop.
8. In the tunnel between the loop-the-loops, on the outside corner.

Course 19: Spaceport Alpha
SILVER COIN CHALLENGE II
Balloons Needed: 45
Level: *****

The trick is beating the AI, which is really intense at this point in the game.

1. In the middle of the first four balloons.
2. Outside wall of the second turn. The wall is green. The coin is high up.
3. Beginning of the ventilation shaft.
4. Make a SHARP right after the ventilator shaft and you'll find this hidden inside a Zipper. If you hit the Zipper, you won't lose a lot of position.
5. 6. 7. In the trench. 5 is on the left, 6 is centered, and 7 is on the right.
8. Halfway through the blue tunnel, high up and on the left.

Course 20: Star City
SILVER COIN CHALLENGE II
Balloons Needed: 46
Level: *****

The reason why this is eleven stars is because all the coins are on outside corners, many of which you'll have to go well out of your way for. Basically, whatever corner there WASN'T a coin last time, there is one now.

1. Parallel to the Zipper at the beginning of the rainbow tunnel.
2. Outside path just before the dome.
3. Center of the Blue balloon tunnel, about 2/3 of the way through.
4. Outside corner of the first turn in the city.
5. Inside corner near the second Zipper in the city.
6. In the shorter turns near the end of the city, this is placed on the outside of the first turn.
7. Parallel to the last Zipper in the city.
8. Outside part of the last corner.

Things you have to do differently:

Skip the first Zipper on lap 1, for coin 2.

 ALL RIGHT, are you happy now? Good.

 My Best Times

 I listed my times in each course's section, but for your convenience, I'll list them all here.

Ancient Lake

	Car	Hovercraft	Plane
Best Time	0:49.53	0:56.76	0:55.38
Best Lap	0:15.35	0:17.75	0:16.78

Fossil Canyon

	Car	Hovercraft	Plane
Best Time	1:16.13	1:28.06	1:23.08
Best Lap	0:23.35	0:27.91	0:25.83

Jungle Falls

	Car	Hovercraft	Plane
Best Time	0:53.66	1:04.50	1:02.88
Best Lap	0:17.16	0:20.50	0:19.73

Hot Top Volcano

		Hovercraft	Plane
Best Time		1:35.23	1:19.50
Best Lap		0:30.21	0:24.63

Everfrost Peak

	Car	Hovercraft	Plane
Best Time	1:30.95	1:37.85	1:29.98
Best Lap	0:28.81	0:31.10	0:28.96

Walrus Cove

	Car	Hovercraft
Best Time	1:48.00	1:53.70
Best Lap	0:34.38	0:36.88

Snowball Valley

	Car	Hovercraft
Best Time	0:57.33	0:59.90
Best Lap	0:18.21	0:19.01

Frosty Village

	Car	Hovercraft	Plane
Best Time	1:26.86	1:45.28	1:46.48
Best Lap	0:27.33	0:33.63	0:32.83

Whale Bay

	Hovercraft
Best Time	1:00.93
Best Lap	0:18.38

Crescent Island

	Car	Hovercraft
Best Time	1:23.85	1:30.70
Best Lap	0:26.33	0:28.50

Pirate Lagoon

	Hovercraft
Best Time	1:10.45
Best Lap	0:22.33

Treasure Caves

	Car	Hovercraft	Plane
Best Time	0:53.36	1:04.50	1:02.88
Best Lap	0:16.33	0:20.50	0:19.73

Windmill Plains

	Car	Hovercraft	Plane
Best Time	1:55.11	1:59.78	1:51.90
Best Lap	0:37.30	0:38.41	0:35.83

Greenwood Village

	Car	Hovercraft
Best Time	1:26.70	1:39.73
Best Lap	0:27.46	0:31.41

Boulder Canyon

	Hovercraft
Best Time	1:39.80
Best Lap	0:32.06

Haunted Woods

	Car	Hovercraft
Best Time	0:57.08	1:04.38
Best Lap	0:17.90	0:20.63

Spacedust Alley

	Car	Hovercraft	Plane
Best Time	1:58.35	1:56.11	1:53.06
Best Lap	0:37.28	0:37.80	0:36.83

Darkmoon Caverns

	Car	Hovercraft
Best Time	1:58.51	2:06.51
Best Lap	0:38.36	0:40.76

Spaceport Alpha

	Car	Hovercraft	Plane
Best Time	1:59.60	1:58.46	1:53.08
Best Lap	0:38.40	0:37.78	0:36.91

Star City

	Car	Hovercraft	Plane
Best Time	1:39.66	1:54.88	1:50.78
Best Lap	0:32.65	0:36.78	0:34.38

READER'S TIMES

You have a time you want to tell me about? Here's your chance.
They don't need to beat my times, but just turn in a decent time (Gold or better) and you should be eligible. I need the course, time, vehicle, and driver if it isn't T.T.. I would also prefer a screenshot, but you don't need one. Don't send me cheap times because I can tell cheats from the real deal.

Ancient Lake

	Car
Best Time	0:46.98 Luigi6500@wmconnect.com 0:54.88 Roland Van Holst
Best Lap	0:15.03 Luigi6500@wmconnect.com 0:17.88 Roland Van Holst

Hovercraft

Best Time	0:59.00 Luigi6500@wmconnect.com
Best Lap	0:19.18 Luigi6500@wmconnect.com

Plane

Best Time	0:58.43 Luigi6500@wmconnect.com
Best Lap	0:18.95 Luigi6500@wmconnect.com

Fossil Canyon

	Car
Best Time	1:11.13 Luigi6500@wmconnect.com
Best Lap	0:22.90 Luigi6500@wmconnect.com

Hovercraft

Best Time	1:44.93 Luigi6500@wmconnect.com
Best Lap	0:33.46 Luigi6500@wmconnect.com

Plane

Best Time	1:35.26 Luigi6500@wmconnect.com
Best Lap	0:30.31 Luigi6500@wmconnect.com

Jungle Falls

	Car
Best Time	0:48.83 Luigi6500@wmconnect.com
Best Lap	0:15.65 Luigi6500@wmconnect.com

Hovercraft

Best Time	1:10.83 Luigi6500@wmconnect.com
Best Lap	0:22.61 Luigi6500@wmconnect.com

Plane

Best Time	1:13.96 Luigi6500@wmconnect.com
Best Lap	0:24.03 Luigi6500@wmconnect.com

Hot Top Volcano

	Hovercraft
Best Time	1:50.78 Luigi6500@wmconnect.com
Best Lap	0:36.08 Luigi6500@wmconnect.com

Plane

Best Time 1:20.43 Luigi6500@wmconnect.com
Best Lap 0:25.88 Luigi6500@wmconnect.com

Everfrost Peak
Car

Best Time 1:27.80 Luigi6500@wmconnect.com
Best Lap 0:27.88 Luigi6500@wmconnect.com

Hovercraft

Best Time 2:00.10 Luigi6500@wmconnect.com
Best Lap 0:38.03 Luigi6500@wmconnect.com

Plane

Best Time 1:43.61 Luigi6500@wmconnect.com
Best Lap 0:32.56 Luigi6500@wmconnect.com

Walrus Cove
Car

Best Time 1:53.81 Luigi6500@wmconnect.com
Best Lap 0:37.28 Luigi6500@wmconnect.com

Hovercraft

Best Time 2:31.23 Luigi6500@wmconnect.com
Best Lap 0:48.30 Luigi6500@wmconnect.com

Snowball Valley
Car

Best Time 0:51.88 Luigi6500@wmconnect.com
Best Lap 0:16.36 Luigi6500@wmconnect.com

Hovercraft

Best Time 1:21.05 Luigi6500@wmconnect.com
Best Lap 0:26.26 Luigi6500@wmconnect.com

Frosty Village
Car

Best Time 1:30.05 Luigi6500@wmconnect.com
Best Lap 0:28.41 Luigi6500@wmconnect.com

Hovercraft

Best Time 2:22.26 Luigi6500@wmconnect.com
Best Lap 0:46.53 Luigi6500@wmconnect.com

Plane

Best Time 2:03.91 Luigi6500@wmconnect.com
Best Lap 0:40.51 Luigi6500@wmconnect.com

Whale Bay

Hovercraft

Best Time 1:05.38 Luigi6500@wmconnect.com
Best Lap 0:21.05 Luigi6500@wmconnect.com

Crescent Island
Car

Best Time 1:20.01 Luigi6500@wmconnect.com
Best Lap 0:26.16 Luigi6500@wmconnect.com

Hovercraft

Best Time 1:57.98 Luigi6500@wmconnect.com
Best Lap 0:37.20 Luigi6500@wmconnect.com

Pirate Lagoon

Hovercraft

Best Time 1:20.05 Luigi6500@wmconnect.com
Best Lap 0:24.50 Luigi6500@wmconnect.com

Treasure Caves

Car

Best Time 0:49.43 Luigi6500@wmconnect.com
0:54.06 Roland Van Holst

Best Lap 0:15.20 Luigi6500@wmconnect.com
0:16.33 Roland Van Holst

Hovercraft

Best Time 1:25.05 Luigi6500@wmconnect.com

Best Lap 0:27.93 Luigi6500@wmconnect.com
Plane

Best Time 1:17.73 Luigi6500@wmconnect.com

Best Lap 0:24.03 Luigi6500@wmconnect.com

Windmill Plains

Car

Best Time 1:44.61 Luigi6500@wmconnect.com

Best Lap 0:33.40 Luigi6500@wmconnect.com
Hovercraft

Best Time 2:07.78 Luigi6500@wmconnect.com

Best Lap 0:40.23 Luigi6500@wmconnect.com
Plane

Best Time 1:59.01 Luigi6500@wmconnect.com

Best Lap 0:39.25 Luigi6500@wmconnect.com

Greenwood Village

Car

Best Time 1:19.41 Luigi6500@wmconnect.com

Best Lap 0:25.40 Luigi6500@wmconnect.com
Hovercraft

Best Time 2:06.66 Luigi6500@wmconnect.com

Best Lap 0:40.68 Luigi6500@wmconnect.com

Boulder Canyon

Hovercraft

Best Time 1:51.90 Luigi6500@wmconnect.com

Best Lap 0:34.01 Luigi6500@wmconnect.com

Haunted Woods

Car

Best Time 0:54.40 Luigi6500@wmconnect.com

Best Lap 0:17.06 Luigi6500@wmconnect.com
Hovercraft

Best Time 1:18.61 Luigi6500@wmconnect.com

Best Lap 0:23.91 Luigi6500@wmconnect.com

Spacedust Alley

Car

Best Time 1:52.38 Luigi6500@wmconnect.com

Best Lap 0:36.73 Luigi6500@wmconnect.com
Hovercraft

Best Time 2:28.90 Luigi6500@wmconnect.com

Best Lap 0:49.33 Luigi6500@wmconnect.com
Plane

Best Time 1:52.80 Luigi6500@wmconnect.com

Best Lap 0:36.66 Luigi6500@wmconnect.com

Darkmoon Caverns

Car

Best Time 2:01.80 Luigi6500@wmconnect.com

Best Lap 0:39.18 Luigi6500@wmconnect.com
Hovercraft

Best Time 2:37.13 Luigi6500@wmconnect.com
Best Lap 0:51.56 Luigi6500@wmconnect.com

Spaceport Alpha

Car

Best Time 1:49.06 Luigi6500@wmconnect.com
Best Lap 0:35.18 Luigi6500@wmconnect.com

Hovercraft

Best Time 2:22.15 Luigi6500@wmconnect.com
Best Lap 0:44.81 Luigi6500@wmconnect.com

Plane

Best Time 1:50.53 Luigi6500@wmconnect.com
Best Lap 0:35.85 Luigi6500@wmconnect.com

Star City

Car

Best Time 1:33.06 Luigi6500@wmconnect.com
Best Lap 0:29.96 Luigi6500@wmconnect.com

Hovercraft

Best Time 2:21.10 Luigi6500@wmconnect.com
Best Lap 0:46.20 Luigi6500@wmconnect.com

Plane

Best Time 2:21.10 Luigi6500@wmconnect.com
Best Lap 0:46.20 Luigi6500@wmconnect.com

----- My Other FAQs

For the updated list, go to
www.gamefaqs.com/features/recognition/40188.html

----- Version History

1.04- Added 120 Luigi6500@wmconnect.com times.

1.03- Best my Hover record on Hot Top Volcano.

1.02- Added two Reader Times.

1.0b- My email changed, so I had to submit this update.

1.0 - Strategies finalized. The only updates will be for low times.

0.8 - Initial release. I just need to finish Adventure II walkthrough.

----- Credits

GameFAQs.com - For hosting this document.

Neoseeker.com - For hosting this document.

NP Player's Guide - for giving me data about the courses, such as bananas, balloons, and T.T.'s times.

Myself - for writing this guide.

All who have submitted me times, including
Roland Van Holst - 2 times
Luigi6500@wmconnect.com - 120 times

Nintendo and Rare - for making this great game.

You - for reading this.

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