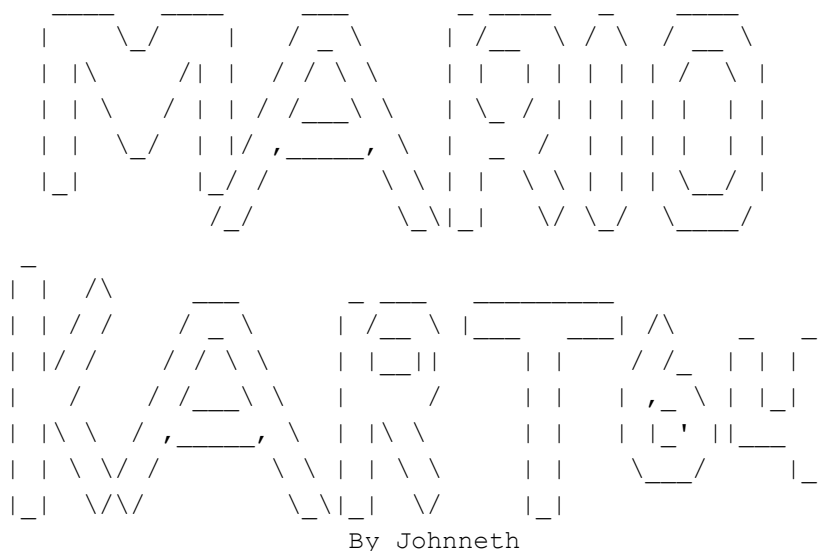


# Mario Kart 64 Guidance

by Johnneth

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Mario Kart 64  
Nintendo 64  
Guidance  
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### 1. Introduction

The game was created in 1996 by a company known as Nintendo. In this racing game, you can speed, cheat, steal, and even shoot stuff. And talk about the tracks!

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### 2. Controls

- A - Accelerate/Select
- B - Brake/Back
- Z - Use Item
- L - Change Music
- R - Jump/Power Slide
- Right C Button - Change Map View

Control Stick - Guess. To steer!

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### 3. Control Tricks

These are certain little things you can do by pressing certain buttons.

#### -1. Power Slide

This is quite easy to do. Before you turn a corner, press R. After turning the corner, if you hear a screeching noise, then you did it right.

#### -2. Turbo Start

Just after the 2nd light goes press down on A hard. You should do a turbo start like you have mushroom (see the Items)

#### -3. Throwing banana's forward (single ones only)

Put your finger on Z, keeping it down, then press up, and release Z.

#### -4. Throwing green turtle shells backward (single ones only)

Same as throwing banana's forward, but press down instead of up. If you're in a cave or something with walls, then throwing one of them behind you is great..because it will bounce between the walls, and it's very hard to get past.

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### 4. Racers

#### -1. Light racers

Peach - She is one of the fastest characters in the game. She turns corners well, and is quite fast. The bad thing is - she can't slow down very well.

Toad - This one I like to use. He's just like Peach...but a little slower, which makes it easier for him to slow down.

Yoshi - A fast, good player, and turns corners well. Not much to say really, but kind of like Peach...but a bit slower.

#### -2. Medium-weight racers

Mario - Medium speed, medium-weight...the ideal player for beginners.

Luigi - The same as Mario.

#### -3. Heavy racers

Bowser - He's fast, evil, and good at turning corners. Why would Mario wanna race with someone who hates him so?

DK - He can be fast when he wants to, and also can turn corners pretty easily.

Wario - I don't know if he's related to Mario in any way..but he's also good at turning corners, and like the other heavy players, can make smaller players spin out if they crash.

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### 5. Items

-1 Banana.

Simple. You can easily throw them forward (see Control Tricks) or leave them behind you.

-2 Buncha Banana's

5 Banana's in a bunch. You can't throw these ones. It's good to put them all one after another in the middle of the road.

It's almost impossible to miss one then!

-3 Green Turtle Shell

you can throw them in front of you, and they'll go whatever direction you're facing. Or, you can simply throw them backwards

(see Control Tricks)

-4 Three Green Turtle Shells

Just like one turtle shell, but they can't be thrown behind you.

-5 Red Turtle Shell

The red turtle shells can't be thrown back. They must always be forward. Why? Because these ones are homing devices.

When you shoot one, it goes and shoots at whoever's in front of you. Sometimes it doesn't always make it though...

-6 Three Red Turtle Shells

3 red turtle shells. 3 times the homing deviceness.

-7 Fake Question Mark Boxes

You can plant one of these somewhere to fool others into thinking it's a real question mark box. The only ways to tell if it's

fake or not is to look at it's question mark - if it's upside-down then it's fake. Another way is looking at it's place.

If it's out of the crowd of other boxes, then it's fake.

-8 Ghost

Makes you turn invisible for about 10 seconds. If any of the other characters are carrying an item, then when

you turn invisible, it will steal that item from them so you can use it when you come visible again. It makes you invincible

to some things as well, like bananas and thunderstorms. It can also make people run straight through you, or vice-versa.

-9 Lightning Bolt

This is really great. When you fire it, a thunder storm strikes and everybody that's a ghost or using a

star at the time will turn small for a while, and won't be able to use some of their items until they are big again.

-10 Star

Supposably the best item you can get. It makes you invincible, have the power to trip other people up if u smash into them,

and have a light show on your face.

-11 Spiky Shell

This one's really good if you're coming last. Get the Spiky Shell and fire it. It goes after the first person. Sometimes it

can crash into other players between you can the first person - and still keep going.

-12 Super-Mushroom

This you can press over and over again, because it's just like a mushroom, except there's about 10 of it!

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## 6. Courses

There are four stages in each Cup. At the title screen you can choose your engine size. Either 50cc, 100cc, or 150cc. You can also unlock an extra one (see extras). Here's the courses and what they're like. Of course, they all have 3 laps.

### -1 Mushroom Cup.

-1a Luigi's Raceway - This is Luigi's course. A small raceway that's easy to pass. There's a hot air balloon with Luigi on

it that comes down time to time. Beneath it is attached a question mark box. Press R when the balloon is low, and if

your timing is right, you'll get it, and it will be a spiky shell.

-1b Moo Moo Farm - This one's full of gofers and is surrounded by a lot of cows. Just don't hit the gofers.

-1c Koopa Troopa Beach - This has got to be one my favourite because of it's shortcuts (see Shortcuts). It's Koopa Troopa's

course, but he isn't a player in Mario Kart. I've heard you can get him, but I never managed it. The course is on a little

island and you have to race around the whole thing. Watch out for crabs though...there are heaps of those.

-1d Kalimari Desert - This one has 2 trains that go along a train track that you'll have to watch out for..and is set

basically in the middle of nowhere.

### -2 Flower Cup.

-2a Toad's Turnpike - Toad's Track. This is based on a road with a crossover - and many of cars.

-2b Frappe Snowland - Based in the snow, this course has a highly large amount of snowmen to run into. It also has an

ice sculpture of Yoshi..but I don't know why.

-2c Choco Mountain - This one looks a lot like chocolate. In a part of the track, falling bits of choccy come from the

top of the mountain which you have to dodge. There's a fence in that part, but if you're in 150cc there isn't.

-2d Mario Raceway - This has a tunnel in it! Hehe..and it's also Mario's course. It has a lot more turns than Luigi

Raceway does though.

### -3 Star Cup.

-3a Wario Stadium - This is one of the longest tracks in the game. It's Wario's track as well. Hip-hooray. The scene in

this track looks like a dirt bike arena.

-3b Frappe Snowland - For this track you have to drive on a lot of ice, except for a time when yo go in a cave.

Watch out, there are a lot of penguins though.

-3c Royal Raceway - The hardest raceway, I reckon. It's named after Peach. It's over a lake and has a huge jump just

after half way through.

-3d Bowser's Castle - Being Bowser's course, of course, it has lots of lava and stuff like can kill you. Many of

those big blue block thingys around the place. You can easily get squashed.

### -4 Special Cup.

-4a DK's Jungle Parkway - This one has ltos or turns and a ramp near the start. It's also DK's track.

-4b Yoshi Valley - This is a pickle. Near the beggining, you go into a canyon and it sort of turns into a maze, but you

all end up in the same place at the end. Sort of confusing.

-4c Banshee Boardwalk - This one is hard, without much railing where you need it, a building with bats, and ghosts

flying around. Not your average boardwalk.

-4d Rainbow Road - The excellent rainbow road is..here. Race along this track 3

times..and it takes forever.

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## 7. Shortcuts

Here are shortcuts for each track in Mario GP..if there are any. Please e-mail me if you have any more. Here's one cheat you can do for most tracks. When you have a star, super-mushroom, or a mushroom or something, you can cut across places off the track without sinking into whatever you're crossing, like grass or sand.

Koopa Troopa Beach - When you come to the first rock arch go to the right of it. Go slightly to the left and the water parts

giving you a place to go through.

After the 3 ramps under the rock arch, theres a little ramp aimed at a hole. You can use a mushroom

to get up there, or just jump using R. It cuts off a bit from the track, by coming out of the waterfall.

Kalimari Desert - You need a star for this one. At the second train track stop, turn left and follow the tracks. Activate

the star just before you enter the tunnel. You can save a lap with this.

Toad's Turnpike - Just before the crossover near the begging pull a powerslide to the right and jump over the rail. Lakitu

will pick you up and place you back on the track. Now the same thing again, and you should fall through.

It's hard, but practise makes perfectamundo.

Frappe Snowland - At the beginning don't go over the starting line; instead back up and go to the middle of the bridge.

Accelerate up to the right side and jump so you land on the snow. Don;t touch the main road when you jump.

Keep driving and Lakitu will pick you up and put you fully on te bride.

If he doesn't put you there, the

trick didn't work.

Wario Stadium - It is possible to jump over the wall next to the first 4 jumps on Wario Stadium. Get on a bump and line

yourself up with a wall. Accelerate towards it, and press R just before you get to the wall. If you're

timing is right, you should sail straight over it.

Royal Raceway - Just before the second pair of arrows at the jump, use a Super-Mushroom and aim as far to the left as you

can. Try and land on the flat part of the mountain. If done right. Lakitu should pickyou up and place you

right infront of the finish line!

Bowser's Castle - The following aren't really cheats but they're helpful. You can get some speed by jumping over the stairs.

Also where you come to the room where the two big blocks start moving out to where you're headed, they'll

either land a bit to the left off the track, or a bit to the right. My advice is - stay far off the track.

That way no matter where you go you won't be crushed. Do this for the room with lots of the blocks. Stay

to a far side and you won't get squashed.

DK's Jungle Parkway - You can get a few seconds ahead by veering slightly to the left on the jump. If you hit the boat then

you explode.

Yoshi Valley - This one can sometimes be confusing because of it's mazy like ways. The fastest way to go is to the right, then left, then a bit to the right again. You should come across a checkered ledge. Go over it and there will be 3 porcupines. Watch out for them. and pull hard to the left. Once you get to the place where all the tracks meet, just after the railing on the right goes away, pull a powerslide and try and jumping on a bridge thas below and follow it. This one is extremely hard but good when masterered. Another good cheat is, when you have a star, mushroom or a super-mushroom, you can jump to the left where the tracks meet, which will cut off a corner just ahead.

Banshee Boardwalk - When you enter the ghost house, make a left, but not as sharp as normal, and you'll see a star shaped pool. Jump over it to come first.

Rainbow Road - At the beginning, do a turbo start, then go as far to the left as possible, and make sure you're facing straight there too. Before you hit the wall, press R. If you're timing is right, you can land on another piece of the track, which cuts about a 3rd of the way through the track! This can be done on the following laps if you have a mushroom.

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## 8. Arenas

The following are the arenas for VS mode for 2-4 player.

- 1. Big Donut - This one is one big circled arena with a pool of lava is in the middle.
- 2. Block Fort - Contains different coloured blocks, with bridges, ramps, and if you shoot turtle shells and they don't hit anyone, then you have a lot of mishap on the floor.
- 3. Double Deck - This is one big block with ramps and holes.
- 4. Skyscraper - This one's a bit unusual - on top of a skyscraper, with lots of holes to fall down.

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## 9. Extras

Some cool extras in the game.

- 1. For a new Title Screen and Mirror Mode (extra) then complete every cup in Mario GP, coming first, and in 150cc. Good luck!
- 2. When in Time Trials, try and beat these times for the following tracks:

|               |         |
|---------------|---------|
| Mario Raceway | 1'30"00 |
| Luigi Raceway | 1'52"00 |
| Royal Raceway | 2'40"00 |

To verse the course ghosts!

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## 10. FAQ

- Q. What's with the star-shaped pool in Banshee Boardwalk?
- A. I'm not sure, but I'm e-mailing Nintendo about it.

Q. Why is there Peach's Castle on Royal Raceway?

A. Because it's Peach's course. DUUUUUUUUH. :)

Q. What the f?\*& is Mirror Mode?!?!?

A. It's when you can do entire courses like it's in a Mirror. Instead of turning left, you turn right. Geddit?!

Well, that's it! If you have any more questions or anything useful about it, please e-mail me with the e-mail above.

Good luck!

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