

ways, shapes or forms without the WRITTEN (e-mail is fine) authorization from the author (that's me!). And you may not put it in a magazine, sell it, nor do ANYTHING with it without asking me first, and as long as you do not change it, alter it, or change it in any way whatsoever. If I let You use this on your website, it is YOUR responsibility to keep it updated. The latest version can always be found at GameFAQs.com (where you should view it right now, if not, then let me know).

Sorry for the long stuff... But I know there are A LOT of people that will more then happy rip off someone's work (in this case mine) so... I think it was necessary.

1 . I N T R O

I made this guide, hoping to make you get to know the levels a bit more. But don't expect too much, though, I will only present SOME tips/info on each levels (only...four...). I recommend that you explore the levels for yourself first, to get to know the basic layouts of each level. In time, though, as I play and as (hopefully) one of the readers CONTRIBUTE, I hope I'll add more to the level tips...

I really don't have much else to say...so go on reading!

2 . T H E L E V E L S

Since there are four different levels (doesn't sound much, does it?) this is of course divided in four different sections.

DONUT

Since you can be on the opposite side of the opponent at all times, it isn't very funny to play against a "coward", at least not if there's only two of you. But, fortunately there are some nice tricks here too. Here's the most important thing about this level: Power-sliding really rocks at this place (read the "tip" below)!

CHASED/HUNTED

The floor at the Big Donut is excellent for sharp turns and such. If you're being chased by someone who doesn't know how to do that "power slide" trick (you know that trick with the red smoke and all). You could with ease out-drive him and become a hard target at the same time (as long as he doesn't use a red shell, in which case you should seek cover immediately).

LET GO OF RED SHELLS

If you have a red shell you can do the following "trick". Let an opponent come as close as possible, BEHIND you. Shoot away your shell and turn as FAST as you can, to either left or right. Now the shell will hopefully (and usually) go forward a bit, and stop, and go back to hit your opponent.

NOTE: If you DON'T (for some reason) turn to either your left or right the shell will turn back and hit YOU unless your opponent is behind you slightly to the left (or right). Because if your target is RIGHT BEHIND you, then it is pretty obvious that YOU will get hit!!

WHERE AND HOW

Bananas and false boxes should be released in groups (a lot at the same place) on as big an area as possible. The bananas will get harder to avoid, and the phony boxes almost impossible to spot (unless he/she is driving slow). Just keep track of where you put them!

BLOCK FORT

Without any doubts the funniest (and my personal favorite) level thanks to all the tricks and coolness (of the level of course). This is also an excellent place to play a little "chicken race" at the beginning of the level. Just go straight ahead (preferably with two players only) and see who's the chicken!! :p

ATTACK FROM ABOVE

As long as you're close enough and shoot with a red shell you can usually hit a target BELOW.

BANANA TIP

Place TONS of bananas at the yellow areas...I think you know why... :) Just remember where you put them okay? :)

SURPRISE

Drop false boxes and bananas between the two ramps at the very bottom in all the forts. Not many people expects that they're "walking" RIGHT into the trap as they're panicking because they're being chased by *someone*...

SURPRISE 2

Same as above, but instead put the items just after the first corner at the next floor.

KING OF THE HILL

Get to the very top of a fort. Place bananas and phony boxes (that's what I call them) so that they build some sort of barricade around you. Now arm yourself with a red shell and wait with shooting until someone shows up to get past your defense.

NOTE: This little "trick" or whatever you may call it, might cause some trouble if the opponent is invincible. So, if anyone should use this themselves, all you gotta do is collect a star (which may not be the easiest thing on earth) and ram right through the barricade and drive right at them!

DOUBLE DECK

You might start to feel a little lonely at this place. The reason for that is that there is a total of FOUR floors! Even though there are a lot (to say the least) floors at this place, many things can happen... The funniest thing (IMO) with this level is the chicken race at the very beginning of the level (check out below...).

CHICKEN RACE

At the very start of the level (when you're about to begin) you and your opponent(s) are faced against each other... PERFECT for chicken race! It's even more fun if you're four and all four drives towards each other! Although, I recommend having ONE opponent -- just make sure YOU get Bowser and not him/her... I think you know why :)

EXTRA: I've actually managed to RAM (causing him to lose a balloon)DK using Bowser. I don't know WHAT happened, but I think it could be due to the fact that I got a turbo start and he DIDN'T. Could that be the reason? Nah... :p

BANANAS

A very good weapon against annoying followers. The only thing you gotta do to make him think otherwise, is to place some bananas right in his path... This trick works best (obviously) when playing against one of those "less-experienced" or "less-advanced" players. This is because a good player knows how to JUMP over or DODGE your bananas...

NOTE: This can happen to you to! If it does, remember that it is possible to AVOID losing a balloon by instantly braking as soon as you hit the banana (doesn't always work, but most of the time it does).

HOW DID THAT HAPPEN?

A hard, but very useful trick. Start by collecting a TON of bananas and then try to get to the floor BELOW your opponent (make sure he/she doesn't know you're there). Go RIGHT below him (check the map to make sure you're below) and press (at the control stick) UP and the Z-button. One of the bananas should fly right up the floor and hopefully hit the target. I told you it was hard!

NOTE: This trick with throwing a banana forward can also be used for other things. For example, if you're chasing someone, you could place yourself right behind and throw a banana, hopefully your target will drive on the banana.

ATTACKS FROM ABOVE

You'll almost always hit an opponent if you use a red shell and shoot it from the very top of the level.

LETHAL HIDE AND SEEK

If you combine this with the previous trick, you'll become almost invincible (as long as you do it right). Hide in one of the corners at the top floor and keep shooting down green shells down the big hole. Constantly keep an eye at your "enemies" screens (even if you're not supposed to -- just keep it discreet) to see if they're trying to get to you. If that's the case, there are three escape routs -- to the left, right or DOWN.

BLOCKED ESCAPE ROUTE

Laying bananas and/or fake boxes at the "starting area" will cause people trying to escape from the top floor (by driving down the hole) to have a REAL hard time. To make this even more effective, you can chase down your opponent AND shoot a red shell...

SKYSCRAPER

This is a big fast and extremely dangerous level. Skyscraper consists of 30% PITS so it is extremely important that you know the level and look where you go. But hey, look it from the bright side, this is also a PERFECT opportunity to lure your foes down the holes!

ESCAPE THE SHELLS!

It is possible to jump over the big hole in the middle of the level by pressing the R-button (the jump button...), but keep in mind that you need some decent speed to perform this. Otherwise, you know what will happen... Every shell that is "hunting" you will probably go down the hole. Make sure you master this "skill", so that less experienced (or should I

say...more crappy...) players will get tempted to try the trick for themselves -- hopefully they'll fail and fall to their deaths... Also, if you're driving at the "outer" area of the level, you can do the same thing -- simply jump over the holes to avoid being knocked out by the shells. This is, though, a LOT easier than the one in the middle, so try mastering the one in the middle a little more. It makes newbies (to the game) have a more hard time copying your tricks :)

THRU THE WALL

When you're at the outer area of the level, keep in mind that it is possible to jump in those starting areas. This can also (I think) be used to avoid shells.

BANANA BARRICADE

Get some bananas and drive off to a beginning area. Drive right through while "releasing" all the bananas in a 45 degree barricade. You've now set up a nice track for followers... Just make sure you remember where it was.

End of section! If you feel I've done anything incorrect, have any misinformation, or if you simply want to add/contribute something you can let me know at my e-mail address found at the top.

3 . B A S I C T I P S

Here I will list, some basic tips...

=====

- * Remember to power slide at ALL TIMES. Not only does it make you faster, but you can turn corners and avoid traps, shells etc. easier!
- * If you're up against three friends, who's all every good at the game, and you feel you might not have a chance you could always try to get a "secret partner" before the game begins. Or try suggesting to be *extra nice* to eachother. Or of course, you could always try blackmail :)
- * If things get messy, and you only have say one balloon left and you're being chased by someone you could always "accidentally" hit him/her with your shoulder or something. "Oops! Sorry!!" :p
- * I kinda like this one. When you're chasing someone, try this: If you're equipped with a red shell (or a blue one, anything homing) you can always try screaming "HA! Now I'm gonna get ya! 3, 2, 1 KAABOOOOOM!!!!" Hopefully (and usually) your friend will get nervous, causing them to make a mistake -- and there's your chance. I've SOMEHOW managed to get a friend to drive down the lava at DONUT! Now, I don't know if I were lucky, skilled or if it was

simply the clumsiness of my friend that did it, but boy was he pissed afterwards :p

- * Learn how to get good accuracy with the shells. Through years (not really years...) of playing I've finally mastered every single thing in this game. One thing, is the green shells. It is possible to simply shoot away your green shell towards an opponent a bit ahead of you, and STILL HIT THE TARGET!!! That means good accuracy, it comes with practice.
- * Remember that, if you got one (or three) green shells stocked, and you're unfortunate enough to be chased by someone, try makin him/her appearing RIGHT behind you and press Back + Z. You will now shoot your green shell BACKWARDS and hopefully hit your target. This, too, can be learned so that you almost always make a perfect hit. But like I said, all it needs, is a little practice...

That's all the "basic tips" for now. If you want to contribute something, you can e-mail me if you want.

4 . C O P Y R I G H T S T U F F

This document is Copyright 2000 Mallow.

It may not be reproduced in any ways, shapes or forms without the WRITTEN (e-mail is fine) authorization from the author (that's me!). And you may not put it in a magazine, sell it, nor do ANYTHING with it without asking me first, and as long as you do not change it, alter it, or change it in any way whatsoever. If I let You use this on your website, it is YOUR responsibility to keep it updated. The latest version can always be found at GameFAQs.com (where you should view it right now, if not, then let me know).

This document is Copyright Mallow 2000-2001.
All rights reserved.

Some "rules" if you want this FAQ on Your site:

1. You make ABSOLUTELY SURE, that you ask for my permission first.
2. You do not alter, nor change it in any way, shape or form.
3. You DO NOT, and I mean not SELL this to anyone!!!! This is MY work!
4. You give me the EXACT URL!
5. If you want to link to the FAQ, that's perfectly fine. Just as long as you don't link directly to this FAQ. Only the actual game page. Why? Because it says so at GameFAQs.com. For some reason, you are not allowed to link to anything ending with the extension ".txt" or ".doc" or any text file (any FAQ).
6. If you want this on your site, you have to make sure you always take the latest version from GameFAQs. I hate being asked questions that may already be answered in a newer version at GameFAQs, just because you forgot to update it.

That's about it, have a nice day! :p

5 . C O N T A C T I N F O

Feel free to contact me, at mallow51@hotmail.com if you find any typos, errors or anything like that.

You may contact me, and probably get an answer, as long as you:

- * Make sure you make it very clear what the mail is all about. In other words, a good subject has a better chance of being read, and answered.
- * DO NOT; under any circumstances mail me a chain letter. I will delete it immediately. I don't give a damn about any of those so you'd better not fill up my mail box with them, or I will be forced to "Block Sender". [Then you will no longer be able to mail me]
- * Make it readable! Write in English, proper English. I want to be able to UNDERSTAND what you're writing! Also, if you contribute anything try to make it as detailed as possible (for the sake of the viewers... Not saying I'm a professional myself, but that doesn't count! :p)
- * Never mail me twice....I don't like when people mail me twice.
- * If you don't get a reply within a week, you can be pretty sure that it was a stupid e-mail or it didn't meet up with one of these conditions. But hey, sometimes you might get lucky and I'll answer anyway.
- * I'll try to answer all mails with the best of my ability, so I I'd greatly appreciate if you do NOT send me "Answer my mail!" type of mails... Thank you!!

That's that. I know I may seem harsh (and I am), BUT THAT'S THE WAY IT IS! I wrote this FAQ, so I can write whatever the **** I want in here! Besides...it's MY mailbox we're talking about here...okay?

6 . C R E D I T S

This is where I credit everyone/everything that is/has been involved with this FAQ and or/game. If this made any sense, only God knows...

NINTENDO: About 45% of the world have this company to thank, because of their great games and consoles. This is one of THE best companies ever. And if you didn't know it already, it's on THEIR machine you're playing! Unless you got a ROM... Grrrr... But lets face, this company would never be as good if it weren't for this man:

SHIGERU MIYAMOTO: This guy is the inspiration of many game developers and has made a lot of HIGH QUALITY GAMES. One is this one (I think).

