

# Mario Kart 64 FAQ/Walkthrough

by NMorgan

Updated to v2.01 on Aug 7, 2005

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Mario Kart 64

.:Console:.

Nintendo 64

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EASY-NAVIGATE

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To quickly find a section you are looking for, hold the CTRL key and press the F key to bring up a search string and type in any key words in the Table of Contents (listed below). It should help you navigate your way through this guide a lot quicker.

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Mario Kart 64 is (c)1996 Nintendo.

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R Button: Hop your Kart (useful for the power slide)  
L Button: Change background music.  
Start: Pauses and unpauses the game.  
C Up: Changes your camera closeness while racing.  
C Down: No Known Use.  
C Left: No Known Use.  
C Right: Change Maps.  
D Pad: No Known Use.

=====  
202 - Items  
=====

This section is for the possible items that you can receive from driving over a question mark block.

Banana

-----

If you ask me, this is the most lame item of the game. If you run over one of these, you will lose control of your Kart and begin to slide. Sometimes, if you press B directly after you hit the banana, you will not slide. If you have one of these, you may fire them forward by holding forward on the control stick as you launch it.

Banana Group

-----

A group of five bananas! Personally, I don't really like this item, but still, it is a very useful item. When you activate this item, five bananas will trail behind you. You can also release each banana one at a time by pressing Z each time. If you want to fire the bananas forward, press up on the control stick as you fire them.

Ghost

-----

Meh. This item isn't usually too useful. It will make you invisible for a very short period of time, usually about 10 seconds or so. Thus, you will be vulnerable to any form of attack. Also, if you get lucky, upon usage, you will steal another item from somebody. However, if nobody else has any items, you won't get anything.

Green Koopa Shell

-----

This green shell is always a handy item to have. Upon pressing Z, the shell will fire ahead of you. If the shell hits anybody, it will sort of cause their Kart to go berserk for a while. It's always good to aim these before shooting. You can also shoot them behind you if you hold backwards on the control stick as you press Z.

Green Koopa Shell Group

-----

Yeah! Now we're talking. This is one of the best items to have. Upon usage, three green shells will begin to circle around you. If anybody tries to hit you with shells or bananas, the shells will block their attacks! Also, you can use the green shells to harm people by pressing Z. If the shells hit someone, their Kart will go berserk. It's always good to aim the shells before shooting them off.

Lightning Bolt

-----

This is a very cool item, but you usually only get it if you are pretty far

behind in the race. Upon its usage, every other character on the course will become small. When they are small, they will go slower, and you can run over them. If you run over them, you will flatten them, and they will lose precious time on the clock. If you are far behind, they are always nice to get.

#### Mushroom Boost

-----

This is a kind of lame item to have. The only use for it is to give you a very weak boost. Personally, I like to use them to cut across grassy areas. After you use it once, it is done. However, sometimes boosts are necessary for certain shortcuts in the game, so they can come quite useful at times.

#### Mushroom Boost Group

-----

This is a pretty useful item. To sum it all up, it is exactly the same as an ordinary Mushroom Boost, except there are three of them as opposed to one. I like to use them to cut across grassy areas where you would not normally be able to get across. Also, sometimes they are necessary for accessing certain shortcuts in the game.

#### Power Star

-----

I absolutely love this item. When you use it, it will give you vulnerability to any form of attack. Not only that, but if you touch someone while you have the star powers, you will harm them! Also, you go considerably faster than you do while you have the star as opposed to while you do not.

#### Red Koopa Shell

-----

Red shells are a pretty popular item to have. If you shoot one of these, they will automatically home toward the player in front of you. Even if you would normally completely miss the person, the red shell will zoom toward the player and hit them. You can also use it as protection by holding Z (it will trail behind you).

#### Red Koopa Shell Group

-----

Many people consider this the best item of the game. When you use them, three Red Koopa Shells will circle around you. These shells can be used as both protection and weapons. If anybody tries to hit you with either shells or bananas, as long as the shells rotate around you, you will not get hit. Also, if you decide that you want to attack somebody, just aim somewhere near their general direction, and the shell will hit them. Even if you would normally completely miss, the shells will zoom toward the player in front of you.

#### Spiny Shell

-----

This is a very useful item. You usually get this item if you are far behind in the race. They are also very rare. Anyway, upon usage, the spiny shell will shoot directly toward the first place Kart. It will also hit anybody in the way of its path, but it will automatically hit the first place person no matter what (unless they have a star).

#### Turbo Mushroom Boost

-----

This is a fairly useful item. It is basically based on the same principal as the Mushroom Boosts, except with time thrown in. You will be able to use this boost as many times as you possibly can within an allotted time period. Usually, I use them to cut across grassy areas that I would not be able to cut across normally. They can also come in handy for certain shortcuts.

## Upside Question Mark Block

-----

These look just like normal question mark blocks, except if you examine them really hard, you will notice that the question mark is upside down, hence the name of the item! If you get one of these, it is a good idea to place them with a group of other ordinary question mark blocks. That way, it will be hard for another player to recognize the difference. If you run into one of these, it will explode, and your kart will flip high into the air.

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| | | | | | Section 03 |  
_| |_| |_| |_| | C H A R A C T E R S |  
|_ _ _ _| -----
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## ===== 301 - Lightweights to Heavyweights =====

NOTE: The characters listed below will be listed in order of their weight. The lightest characters will be listed first.

### Toad - Lightweight

-----

Toad is the guy with the mushroom head. In my opinion Toad is one of the best characters to use in Mario Kart. Toad had excellent acceleration, and a very fast top speed. He is ideal for setting records. However, he cannot turn very well, and he will get bumped around a lot by the heavier characters.

Top Speed: \*\*\*\*\*  
Acceleration: \*\*\*\*\*  
Steering: \*  
Weight: \*

### Princess Peach - Lightweight

-----

Princess Peach is the only female of the game. I would consider her to be a very fast character. She has wonderful acceleration and, her top speed is good too. She takes longer than other characters to slow down, though. Also, it is harder for her to make sharp turns as opposed to other characters.

Top Speed: \*\*\*\*\*  
Acceleration: \*\*\*\*\*  
Steering: \*  
Weight: \*\*

### Yoshi - Lightweight

-----

Yoshi is the green dinosaur racer. I would consider Yoshi to be an above average character. Yoshi has a decent top speed and an even faster acceleration. Also, he has better steering than the other lightweights.

Top Speed: \*\*\*  
Acceleration: \*\*\*\*  
Steering: \*\*\*  
Weight: \*\*

#### Mario - Middleweight

-----

Mario is the human with the red hat, but you already knew that, didn't you? Anyway, Mario is basically the ideal all around character. He has about average everything. His speed, his acceleration, his steering, and his weight, all average.

Top Speed: \*\*\*  
Acceleration: \*\*\*  
Steering: \*\*\*  
Weight: \*\*\*

#### Luigi - Middleweight

-----

Luigi is the human with the green hat. Luigi is a pretty average character, just like Mario. Luigi has slightly better steering than Mario, though, and his top speed is lower, too.

Top Speed: \*\*  
Acceleration: \*\*\*  
Steering: \*\*\*\*  
Weight: \*\*\*

#### Wario - Heavyweight

-----

Wario, wearing yellow, is the big fat human with the bad attitude. He is the only human heavyweight. He has wonderful steering and acceleration, but his top speed is lacking very much. Personally, I don't like using him.

Top Speed: \*  
Acceleration: \*\*\*\*  
Steering: \*\*\*\*\*  
Weight: \*\*\*\*\*

#### Donkey Kong - Heavyweight

-----

Donkey Kong is the ape. Donkey Kong has a most excellent top speed, which is the best factor about him. He also has nice steering, just like all of the heavyweights. The bad thing about Donkey Kong, however, is that his acceleration is very poor.

Top Speed: \*\*\*\*\*  
Acceleration: \*  
Steering: \*\*\*\*  
Weight: \*\*\*\*\*

#### Bowser - Heavyweight

-----

Bowser is the giant turtle, a member of the race of the Koopa. He has very nice steering and speed. His acceleration is not very good, though.



Personally, I never use him.

Top Speed: \*\*\*\*

Acceleration: \*

Steering: \*\*\*\*

Weight: \*\*\*\*\*

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| | \ \ / / | Section 04 |  
\_| | \_ \ / \_ | C O U R S E W A L K T H R O U G H S |  
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=====  
401 - Courses in the Mushroom Cup  
=====

Course 1 - Luigi Raceway - Mushroom Cup  
-----

You are now in Luigi's Raceway! Start out by riding down along the road. Continue to ride down the road until you pass the first hill. Directly after the first hill, there is a set of question mark blocks. Get one of the question mark blocks, then you will be followed by very long, but gradual left turn. When the turn straightens out, there will be a tunnel ahead with a large screen above the tunnel that will showcase you on the screen. As soon as you go into the tunnel, there will be a slight right turn directly followed by another set of question mark blocks. As you exit the tunnel, there will be another slight right turn. After the right turn, there is another long gradual left turn, except you'll come across a set of question mark blocks this time. After this turn, there will be a straightaway with the finish line dead ahead!

Course 2 - Moo Moo Farm - Mushroom Cup  
-----

You are now in Moo Moo Farm, a farm that has many Moo Moos that will try to jump out of the ground to harm you. When you start the race, drive over a very small hill, directly after this hill, there will be a set of question mark blocks, so be sure to get one of the question mark blocks. After that, make the right turn that awaits. There will then be a small straightaway followed by another right turn. When you make this right turn, don't make it too sharp or you will be in danger of hitting a Moo Moo. Continue racing along until you get to the next set of question mark blocks followed by the word 'Nintendo' engraved into the ground. After this, turn right again. Continue a little bit and then make a left underneath the bridge. Race for a few more seconds and you will come to another set of question mark blocks. Then there will be a gradual right turn, don't make this right turn too sharp or you'll be driving in a cluster of Moo Moos, which puts you in danger of getting hit. Just make sure you aren't too close to the right fence and you'll be fine. After the gradual right turn, you'll come across another set of question mark blocks, which I advise you to get at least one of them. Then, drive underneath the white bridge (don't hit the pillars) and past the finish line.

Course 3 - Koopa Troopa Beach - Mushroom Cup

-----  
This entire race will be on the beach! If you drive into the water, you will drive slower. If you drive too far into the water, Lakitu will pick you up and put you back on dry land again, but you will lose precious time. Also, there are several crabs, don't run over them! If you run over a crab, it will have the same effect as running over a banana peel.

Start out the race by driving along, and going around the huge rock in front of you. Go around this rock to the right side. Once past the rock, you will get to a set of question mark blocks, which I highly advise you to get. Then, you will see a sign that points both left and right around a large rock. Don't take the left path, it is much longer, and you will not get anything special by taking the left path. So, take the right path around the giant rock and then continue traveling through the path. Eventually, you will come to a red and yellow zig-zagged jump. Go over the jump, and then get one of the question mark blocks that follows it. Now, you have two options to take.

#### Path 1

-----

I highly recommend this option if you have a Mushroom Boost. The Mushroom Boost will allow you to take a huge shortcut. Anyway, continue going straight past three more zigzagged jumps, you will then come to another zigzagged jump, but this one is much narrower. If you have a Mushroom Boost, then go up this narrow zigzag ramp, and use the Mushroom Boost as soon as you get onto the ramp. With some luck, you will go into a hole in the rock which will allow for a huge shortcut. If either you don't have a Mushroom Boost, or you missed the hole in the wall, then bypass the ramp. Drive to the right a little bit, and make a left turn so that you can see a bunch of question mark blocks in front of you.

#### Path 2

-----

Immediately after the set of question mark blocks, make a sharp right turn. If your turn is sharp enough, you will notice a very small patch of land sticking up above the water. Go through this patch of land. There are four crabs on this patch of land that will move back and forth, so be sure not to hit them. Bypass the patch of land with the four crabs on it.

#### Rejoined

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Drive straight ahead and grab one of those question mark blocks. Now, you will have to make a very gradual left turn as you continue to race along. Ignore the giant ramp that you will come up to, pass the giant rock and the palm trees. (NOTE: If you took Path 1, this is where you will reemerge if you accessed the shortcut). Continue driving along and get one of the question mark blocks as you start to make another gradual left turn. Continue driving along until you see two more zigzagged ramps. If you would like a question mark block, drive up the first of the two ramps. If you don't need a question mark block, then I advise you to ignore the ramps; slow you down. Dodge the crabs and drive past the finish line.

#### Course 4 - Kalimari Desert - Mushroom Cup

-----

This entire race will take place in a desert! Try to stay on the track of the desert, which is slightly darker than the rest of the desert. If you don't drive on the track, you'll drive slower, which isn't cool. There will be two railroad crossings per lap. If there is a train going past the track as you are approaching the track, sadly, you will have to wait for the train to pass.

After you begin the race, continue down the straightaway, and eventually you will come to a gradual left hand turn. In the middle of this left hand turn is a set of question mark blocks, so be sure to get one of the question mark blocks. After the gradual left hand turn ends, you will come to a railroad crossing. If there is a train crossing this area, put on your brakes and wait for the train to pass. If the train isn't there in the first place, then simply drive past the rail road crossing. Once past the rail road crossing, make the gradual right turn. When the gradual right turn is done, you will approach a cluster of question mark blocks. I highly recommend that you grab one of those question mark blocks. After the question mark blocks, you will come across another rail road crossing. Once again, if the train is there, wait for it to pass. However, if the train is not there, you can just cross the rail road crossing as you please. Once past this second rail road crossing, make the extremely long gradual left turn. This gradual left turn is pretty long. Toward the end of this turn is a cluster of question mark blocks. I advise you to grab one of these question mark blocks to help you improve in the race. Once the gradual left turn is finished, there will be a straightaway followed by a sharp right turn directly followed by a sharp left turn. After this series of turns is the finish line which you should drive past before your opponents, obviously.

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402 - Courses in the Flower Cup  
=====

Course 1 - Toad's Turnpike - Flower Cup  
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This entire race takes place on an active turnpike! A turnpike with actual automobiles on it! If you accidentily hit a vehicle, you will fly into the air as if you go hit with a bomb! So, don't hit the vehicles. Luckily, you will be driving the same direciton that traffic will be driving in (unless, of course, you are playing in 'extra mode').

When you start off the race, drive ahead a little bit and the guardrail will curve in revealing a small area with four question mark blocks in it. Try your best to get one of these question mark blocks, but don't risk getting hit with a car just to get one. After this set of question mark blocks, there will be a rather long, but gradual left turn followed by a small straightaway which is followed by another gradual left turn. After this second gradual left turn, there will be another area where the guardrail curves in to reveal some more question mark blocks. Once again, try your best to get one of these question mark blocks, but don't risk getting hit by a vehicle. Now you will be in a very long straightaway. In this straightaway, go down a steep hill, then up a gradual hill. At the end portion of this straightaway, there is another area where the guardrail curves in to allow you to get an item from the question mark blocks. Same deal as before, try to get one of these question mark blocks, but do not risk getting hit. Now that you are at the end of the straightaway, prepare to make a long right turn. As you make the long right turn, the turnpike will reduce by one lane; instead of three lanes, it will reduce into two. After this right turn is done, there will be another area in the right side of the guardrail where there are question mark blocks. I advise that you grab them, but be sure not to get hit by a car as you do this. Once again, make another right turn. As soon as this turn is over, you will reach the finish line.

Course 2 - Frappe Snowland - Flower Cup  
-----

As soon as you start out this race, make a relatively sharp right turn followed immediately by a relatively gradual left turn. You will come across a set of question mark blocks, I advise you to grab one of these. Drive past the single snowman, but do not hit the snowman! If you hit the snowman, for some reason, the snowman will explode, and so will your car! Once you pass this snowman, make a sharp left turn past two more snowmen that are on the right side of the track, then make a small gradual left turn. Drive past another snowman bomb, this one located on the left side of the track. Once you pass this snowman, make a sharp left turn. Now go down the hill, then up the hill, and suddenly the track will rapidly lower and you will drop down onto the track below. After the track, there is a set of question mark blocks followed by a sharp left turn. Now this part is tricky: The track will greatly widen, but it will be completely filled up with snowmen bombs! Carefully pass this field of snowman bombs without hitting a snowman! If you accidentally hit a snowman, it's no big deal, you just lose time. After you bypass this field of snowmen bombs, you'll come to a relatively sharp left turn followed by a relatively sharp right turn. Take both of these turns, and then you'll come to another left turn. Make the left turn, and then the next part of the track is straight. The snow on both sides of the track will begin to rise creating a wall made of snow. Just after these walls of snow form, you'll drive past a set of question mark blocks, I highly advise you to pick one up. After the set of question mark blocks, there will be a series of sharp left turns. Make these sharp left turns, and then you'll come to a sharp right turn. Make the sharp right turn, go over the bridge, and then past the finish line!

#### Course 3 - Choco Mountain - Flower Cup

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As soon as you start out this track, make the sharp right turns, then the sharp left turn that follows. Get one of the question mark blocks in the cluster of question mark blocks as you pass them, then make another sharp right turn. Drive through the tunnel, and then make the long gradual right hand turn. When you pass the next set of question mark blocks, grab one of them, then make the left turn. Go up and over the giant hill that follows. Now make the long gradual left hand turn. When you pass the area where the rocks fall, the turn will become sharper. Continue to turn left until the left turn stops and becomes right. After the right turn, make another small turn, and then go over the three steep hills, and past the finish line.

#### Course 4 - Mario Raceway - Flower Cup

-----

When you start out this course, make a right turn, get one of the question mark blocks, then make another right turn. When the right turn stops, it will become a left turn, which will then be followed by a straightaway, and then a very sharp left turn. After this sharp left turn is a small straightaway followed by a very sharp right turn. Take this sharp right turn, then get one of the question mark blocks located in the cluster of question mark blocks ahead. After passing the cluster of question mark blocks, take the slight left turn, then take the slight right turn that follows, then you will be on a small straightaway. After the small straightaway, there is a very gradual right turn. Take the gradual right turn, then take the left turn that follows. There is a cluster of question mark blocks in the middle of the left turn, so be sure to get one of them. After that, there will be a straightaway. Continue driving through the straightaway through a tunnel made of a giant green pipe. After you pass the green pipe tunnel, make the right turn, and continue driving straight past the finish line.

Course 1 - Wario Stadium - Star Cup  
-----

As soon as you start the race, go over the three tiny hills, and make the left turn. After the right turn, go up and over the giant sloping hill. After the giant sloping hill, there will be a row of five question mark blocks, grab one of them. After that, make another left turn. Then, make another left turn, a right turn, and then another left turn right in a row. There will be another row of five question mark blocks. Grab one of them if you can. After that, drive over a series of two slopes, and make a left hand turn directly after that. Then, make a very gradual right hand turn, then go up and over the next two giant slopes that follow. now there will be a set of question mark blocks, be sure to get one of the question mark block. After the set of question mark blocks, there is a long straightaway that contains a bunch of hills. As soon as this straightaway ends, make an extremely sharp right turn, and then go over three more hills, then make an extremely sharp left hand turn and go over a series of six tiny hills. Continue along past a set of five question mark blocks. Get one of these if you can. After this set of question mark blocks, continue down the straightaway until the right hand turn ahead. This right hand turn is very gradual and there is a set of question mark blocks in the middle of the turn. The turn will slowly get sharper. When the turn ends, you will see a large slope. This slope is important, if you don't clear the jump, you will fall down below to a part of the track that you already passed, which will put you behind a good 20 seconds. A good strategy here is to put banana peels, upside down question mark blocks, et cetera at the top of this jump. Anyway, go off the jump at normal racing speed and you will clear it with no problems. Once you clear the jump, go straight and you'll come to a set of question mark blocks. Get one of the question mark blocks, and turn right when the track turns. Now there will be an extremely sharp left hand turn. And I'm talking extremely sharp. Make the sharp turn, and then you'll come to a straightaway. The finish line is just ahead, so don't screw anything up before then.

Course 2 - Sherbet Land - Star Cup  
-----

This entire race will take place on ice, so be sure to take cautions of the slippery conditions. There are several penguins that will be sliding around the ice. If one of them hits you, you will stop dead in your tracks and have to waste time accelerating again. So don't hit the penguins! There is also a very icy pond in the center of the stage. If you accidentily fall into the pond, Lakitu will have to fish you out. Thus, losing precious time.

When you start out the race, head right past a penguin, and then make a sharp left turn (careful not to fall into the pond) and drive past another penguin. There is a set of 5 question mark blocks here, so be sure to pick up at least one. Continue driving ahead and make another sharp left turn when the path turns to the left, careful not to fall into the pond. You should now a giant rock in the middle of the ice. This is where your path splits in two.

Path 1  
-----

I recommend this path for any situation. This is the path that just about anybody would take normally. Drive to the left side of the giant rock that you see. There is a set of four question mark blocks, so be sure to grab at least one of them.

## Path 2

-----

This path is slightly longer, but it is free of danger. None of the computers ever take this path. Drive along on the right side of the giant rock. You will come across a single question mark block, so get it.

## Rejoined

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Continue to drive along and you will eventually come to a cave with two penguins sliding just before it. While being careful not to hit one of the penguins, drive into the cave. In the cave, there will be a series of giant pillars, all of which have two penguins circling them. This part is tricky, but if you listen to this strategy, you should be fine: Go around the first pillar on the left side, the second pillar on the right side, the third pillar on the left side, and the fourth and final pillar on the right side again. So, basically, you are weaving inside and out of the pillars, but you absolutely must start out on the left side if you want to be more effective. Also, be sure to get one of the question mark blocks located inbetween the first and second pillars. As soon as you drive out of the cave, make a gradual right turn. You'll come to a set of four question mark blocks, be sure to grab one of them. When you continue to drive along, you will come to a penguin followed by a very sharp left turn. Avoid the penguin, and make the sharp left turn. There is also another penguin after the sharp left, so avoid that one too. After that, continue to drive ahead past the finish line.

## Course 3 - Royal Raceway - Star Cup

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Start out by driving along the straightaway. Turn left when you approach a turn, and be sure to get one of the question mark blocks as you pass them. Make another left turn and then a quick right turn followed by another right turn at the "Mario Star" sign. Continue racing as you make a short right followed very shortly by a left, and then another left. Now, continue driving along up the large ramp. Soon, you will drive above a red and yellow colored surface that will give you a speed burst. After you pass the first speed burst, you will come to another speed burst that leads straight off the edge of the jump. Yes, you have to take this. When you take this second speed burst, make sure you are facing completely straight before you take the jump. This will line you up correctly so that you land on the road far ahead. Once you land ahead, get one of the five question mark blocks. The yellow road to the right leads to the Castle from 'Super Mario 64', but if you go that way, you will never be able to win the race. Only see the castle if you are just fooling around. Anyway, after the set of five question mark blocks, turn left past the castle. Here you will have to do some pretty tricky turning. Make a right, then a very sharp left followed by another right. Get one of the question mark blocks, then make the next left and drive past the finish line.

## Course 4 - Bowser's Castle - Star Cup

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Start off by driving over the wooden bridge, and turning right at the giant Bowser statue. The giant Bowser statue will shoot fire at you, but the fire cannot actually harm you; it's only there for show. Anyway, be sure to get one of the four question mark blocks at the turn. Continue driving on the cobble stone and into the castle. As soon as you enter the castle, you will be bombarded with a set of blue thwomps. To avoid the thwomps, what I usually do is drive to the left of the red carpet on the checkerboard floor. Then, make the turn left when the path goes that way. Once you turn left, you will almost immediately have to turn right. When you turn right, two thwomps will come from behind you and position themselves in front of you and try to stomp on

you. If you get stomped on, you will become flattened, which is not cool. Anyway, once you get past these thwomps, be sure to turn right. Continue driving along the red carpet and turn right where the arrow points. In this room, there are two more thwomps, except these thwomps will be dragging back and forth along the floor. If one of these evil thwomps hits you, their shrill faces will begin to laugh at you! How rude! Anyway, once past these thwomps, turn left where the arrow directs you to. Drive across the wooden bridge, and then turn right where the arrow is aiming at. Drive down the staircase, and get one of the question mark blocks there. When you get to the outside area, make an extremely sharp left turn. Then, turn right where the arrow directs you to. Cross the wooden bridge, then go up the counterclockwise circular slope. Once at the top of this slope, continue to drive along and you will drop down onto a lower surface. Be sure to get one of the question mark blocks here, then continue to drive along and you will drop down onto another lower path. Make a sharp right turn and continue to drive straight past the finish line.

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404 - Courses in the Special Cup  
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Course 1 - D.K.'s Jungle Parkway - Special Cup  
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Start driving along and make a relatively sharp right hand turn. Get one of question mark blocks as you pass the cluster of them. Continue driving along, making a very gradual right turn that will gradually get sharper and sharper until it becomes one of the sharpest turns in the game. Eventually, you will start going uphill, and there will be a fence on both sides. Then, you will come to a red and yellow colored speed burst platform that will give you enough speed to land on the rest of the track past the huge pit of water. As soon as you land, turn left and continue driving along the path. Get one of the question mark blocks as you pass them. Eventually, you will come to a sharp right hand turn. For this part of the stage, if you accidentally wander into the grassy areas, you will have giant rocks thrown at you from within the jungle. So, do your best to stay on the track. Anyway, continue driving along until you make two more left turns, then grab one of the question mark blocks. After the question mark blocks, turn right again, and then left. Get one of the question mark blocks as you pass them, and drive over the huge bridge. If you have a banana, upside question mark block, etc., it is a good idea to drop them over the bridge because it is not very wide and it is likely to hit somebody for sure. Anyway, once you cross the wooden bridge, make a right turn and get one of the question mark blocks on the slope area. Drive around the slope (if you try to go directly up the slope, you will fall down) and continue to head straight and you will pass the finish line.

Course 2 - Yoshi Valley - Special Cup  
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This is a course where there are 11 possible paths that you can take to get through the level. Instead of providing you with all 11 ways to finish the level, I am only going to provide you with the quickest route. Well, at least it is always the quickest route for me. If you look at the map, it seems like it would be the quickest.

Start out the race by going down the brown part of the path, do not go in the grassy area. When you get to the set of question mark blocks, be sure to get one of the question mark blocks. As the path begins to curve to the left, turn to the left so that you stay on the path. Eventually you will drive over

a very small wooden bridge. Now, you are in an area where if you fall off the cliff, it will take you a while to bounce down, and once you hit the bottom, Lakitu will fish you out and bring you back to the top. This will cause you to lose precious seconds, so don't fall off the cliff! Anyway, as soon as you cross the short wooden bridge, turn left. Pass the porcupine, and drive along the narrow path. When you cross the narrow path, get a question mark block, then turn left where the red wooden sign tells you to go. Continue down the rightward turning path until you come to another set of question mark blocks. After this set of question mark blocks is a short drop of the track. Simply think of it as nothing and continue to drive along. Take the slight right turn and then take the extremely gradual leftward turn. When you come across another set of question mark blocks, the gradual left turn will become much sharper. Then suddenly, the left turn will terminate, and become a rightward turn, then it will slowly turn into another leftward turn. Continue driving along the path and you will come to an enlarged area of the path that has a giant egg rolling around it. Be sure not to hit the giant egg or you will get completely flattened. Also, there is question mark blocks laying around the egg, so try your best to get a question mark block without hitting the giant egg. After the giant egg is a long wooden bridge that you must cross to get to the next portion of the level. After the long wooden bridge, you will be back on the part of the level where you started out. Just remember to stay in the brown part of the ground; don't wander into the grass or you will slow down. Continue on this path up a hill, and then make a gradual left past the finish line.

### Course 3 - Banshee Boardwalk - Special Cup

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Banshee Boardwalk is one of my favorite places, but it is usually one of the hardest stages for those of you who are not very good at this game. There are several places to fall off of the boardwalk. Remember that it is better to be safe than sorry. Don't try to speed past sharp turns when there is not guard rails; it's better to take your time and be safe than to fall off the edge a bunch of times.

Start off the race by making a sharp left turn where the red arrow tells you to. Then, make a sharp right turn at the next arrow. There is not a guardrail here, so be careful. Once you pass this sharp right turn, make another slight right turn, and continue driving along until you get to a set of question mark blocks. After the question mark blocks, make another sharp left turn. There is not a guardrail here, so be careful. Continue driving down a slight hill, then up another slight hill, then make a relatively sharp left turn. Get one of the four question mark blocks as you pass them.

This is usually the part where most amateur Mario Kart 64 players fall off. There is no guardrail, so be careful. You will have to make a slight left turn followed immediately by a slight right turn. It isn't really that hard of an obstical if you ask me, but for some reason, a lot of people that I play this game with have trouble here. Anyway, after you pass that area, continue driving along and the boardwalk will drop, and you will drop onto a lower area of the boardwalk. Think of it as nothing and continue driving along. Then make a left turn followed by another left turn, then go into the old worn down pier of the boardwalk. The red arrow painted on the wall is pointing right, so be sure to go right. If you go left, you will wind up at a dead end, and you will be forced to drive into the water. When you are inside of the old pier and you have gone right, many bats will start flying at you. You will notice a long wooden board sticking up vertically. Most people would normally go to the right side of this board, but it is much quicker to go to the left side of the board. Just make sure when you get to the gap, you press R. If done correctly, you will hop over the gap. Once you pass the board, you will have to make



an extremely sharp right turn. Bypass some more bats, and then get one of the question mark blocks, if you can. After the question mark blocks, turn left around the wall, and go through the exit of the old rundown pier and back onto the boardwalk. Once back on the boardwalk, turn right where the red arrow points to. Go straight for a while, then turn left where the arrow points to. Get one of the question mark blocks as you pass them, and then continue to turn in the left direction (careful not to fall off the boardwalk!). You will now be on a huge straightaway with the finish line directly ahead.

#### Course 4 - Rainbow Road - Special Cup

Before I begin explaining how to get through this course, I am going to let you know that this entire track is infested by Chain Chomps! Every once in a while, you will see a Chain Chomp heading your way. As soon as you see a Chain Chomp, get out of the way. If you get hit by a Chain Chomp, it will have the same effect as getting hit with a bomb.

When you start off, race forward down the gigantic hill. When you get to the bottom of the hill, the will will begin to gradually slope upwards again. Eventually the slope will become level again, at this point, the course will begin to gradually curve to the right. Be sure to turn right as the course curves right. In the middle of the curve is four question mark blocks, so be sure to get at least one of those. When the right curve straightens out, you will come to another set of question mark blocks, so get one of them. Directly after the question mark blocks, there is a gradual curve to the left. Take the curve to the left. Then, go straight a little bit more, and you will come across another set of question mark blocks. After the question mark blocks, the track will begin to curve drastically to the left. If you look at your map, you will see that you go in a full circle! Once you get through this circle, go ahead a little bit more, and you'll come across another set of question mark blocks; get one of them. Go straight for a while more, and turn left when you get to the fluorescent D.K. picture. When the track straightens out again, you will come across a set of four question mark blocks, so get one of them. Then, go down the hill as it goes down, and then back up as it goes back up. When you get to the fluorescent Toad picture, there will be a set of question mark blocks directly followed by a right turn. When the right turn ends, it will become straight for a very short time. At the end of the straightaway, get one of the question mark blocks, and then start to turn left. When the left curve ends, it will become straight again. Continue to go straight, and you will come across a set of question mark blocks. Get one of the question mark blocks, and then continue to go straight. Pass the finish line.

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| \ \ / / | Section 05 |  
| \ / / | B A T T L E M O D E |  
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501 - Battle Mode Basics  
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Please note that Battle Mode is only available for 2 or more players; you can not play against a computer player in the Battle Mode.

## Rules for the Battle Mode

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The rules for the battle mode is quite simple. You start out with three balloons attached to your Kart. When you lose all three balloons, you lose. Obviously, it is not a good thing to lose all of your balloons. If you lose all of your balloons and you're playing with 3 or more players, you will turn into a miniature bomb kart. You will remain a miniature bomb kart until the winner is decided. As a miniature bomb kart, although you cannot win yourself, you can still run into a normal kart to cause the bomb to explode, causing the player to lose a balloon. Once you explode once, you are done; you cannot come back. You will stay a miniature bomb kart until the winner is decided.

A balloon symbolizes how many remaining times you can get hit without losing. When you get hit you lose a balloon. So, since you start out with three balloons, and a person is driving with two balloons, that means that they have gotten hit once. If a person is driving along with only one balloon left, that means that they've gotten hit twice. Simple, huh?

To lose a balloon, one of the following things must occur:

- Get hit with a green shell.
- Get hit with a red shell.
- Run over a banana.
- Get hit with an upside down question mark.
- Get hit by a player whom has a power star.
- Drive off the edge, or into a lava pit.
- Get hit with a player who has lost and has been turned into a bomb on wheels.
- If you are a lightweight player, you can lose a balloon by getting rammed into by a heavyweight.

There are four courses that you can choose from in the Battle Mode. They are called Big Donut, Block Fort, Double Deck, and Skyscraper. To learn more about these courses, scroll down to section 502 below.

## Advice in the Battle Mode

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To become better at the battle mode, take my advice. It is always a good idea to check your radar to see your other players positions. If you recognize the location of another player, you can go to their location and ambush them. By checking the radar, you can also tell when you are close to an enemy. If you are close to an enemy and you have weapons, it's a good idea to try to attack them. However, if you don't have any weapons, it's a good idea to run away. Another good method to improve yourself in the battle mode is to learn each battle track. There is only four of them! Learn where every wall is, learn where all the question mark blocks are. This will come with experience.

## ===== 502 - Battle Mode Courses =====

There are a total of four courses in the battle mode. This will give you a general description of each course.

### Big Donut

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This is the most basic of the four battle mode arenas. It is shaped like a giant donut, hence the name, and has a giant lava pit in the center. If you fall into the lava pit, you will lose a balloon. There are four different pillars set up on all four sides of the donut. If you notice that someone is carrying a red shell, it is a good idea to hide behind one of the four pillars, that way, it will be harder for them to hit you.

#### Block Fort

Block fort is, in my opinion, one of my favorite courses. Block fort is a square shaped course, and there are four different blocks evenly distributed throughout the level. Each block has a different color; either green, yellow, blue, or red. For each block, there is another smaller block on top of it of the same color. To get onto each block initially, there are ramps that you must drive up. There are bridges that connect all the blocks together, which makes it much easier to get from block to block.

#### Double Deck

This is the largest of the four battle courses. Double Deck is a square shaped course, which is divided into four stories. The lowest of the four stories is colored dark green, the second lowest story is colored light green, which is followed by red for the next highest story, and pink for the highest story. Due to the fact that this is the largest of the four battle arenas, you may have trouble finding some of your opponents.

#### Skyscraper

This is one of the smallest, but most fun of the battle arenas. Due to the arena being so small, there is constant action; there won't be any periods of boringness when nothing happens. Thus, rounds are much shorter than they are in other courses. The entire battle takes place on top of a giant skyscraper, hence the name of the arena. There are many holes in the arena that you can fall through.

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| \ \ / / | | | Section 06 |
|_ \ / _ | | | M I S C E L L A N E O U S |
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#### 601 - Secrets / Cool Stuff

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If you know of a secret that I am unaware of, please notify me.

#### Alternate Title Screen

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The default title screen is a picture of Bowser trailing Wario and Mario as they are all racing. To get an alternate title screen, simply get the gold cup in all four 150cc cups. This will give you an alternate title screen that shows Donkey Kong about to throw a shell at Luigi or Yoshi.

#### Awards Ceremony Loser

In the awards ceremony, just before the winning players get onto their pedestools (1st, 2nd, 3rd), if you look into the distance, you will see one of the losing competitors on the very right side of the background.

#### Become the Awards Ceremony Loser

-----  
To become the Awards Ceremony loser, complete a grand prix and place either fourth place or lower. When it comes time for the awards ceremony, the music in the awards ceremony will be very distorted, and you will hit a bomb. Good job, loser!

#### Course Ghosts

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In Time Trials, you can make a course ghost appear by beating a certain time in either Mario Raceway, Luigi Raceway, or Royal Raceway. The times are extremely fast, and it is even a challenge to get to these times. Once you beat those times, you will race the course ghosts, which are even harder to beat. If you can beat the ghosts, you are one of the best at Mario Kart 64.

Mario Raceway: 1'30"00

Luigi Raceway: 1'52"00

Royal Raceway: 2'40"00

#### Free Boost

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Before the start of every race, you can get a free boost. To do it, wait for Lakitu to come down with the street light. As soon as the second light dimmes down, just before the third "GO" light turns on, press A. If timed correctly, you will get a free speed burst that will give you a slight advantage.

#### Mario Raceway Time

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On the title screen, press the R button and your fastest time for Mario Raceway will appear.

#### Save Yourself From Banana Slips

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When you are racing along, if you run into a banana peel, most of the time you will sort of slide along and you will not lose control of your kart right away. If this happens, simply press the B button and you will not lose control of your kart. This also works for all other types of slips, such as driving over a porcupine or a crab, or if you just simply begin to spin out of control.

#### Super Mario 64 Castle

-----  
In Royal Raceway, just after the huge jump, if you follow the yellow road off the track, you will drive to the Castle Courtyard from Super Mario 64! Everything is in exactly the same spots; the trees, the bridges, even the shadows. Pretty cool, huh?

#### Unlock Extra Mode

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To unlock Extra Mode, simply get the gold trophy in all four cups. Upon doing this, you will unlock the extra mode. The extra mode is simply a mirrored version of all the courses. Extra mode is played in 150cc.

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Ok. My original intention for this section was to make cool little ASCII maps of each course. But, however, when I really thought about it, not many people really care about ASCII maps. It would also take me way too long to do, and would be a major waste of KB. If you really want to see maps of each course, open up your Mario Kart 64 instructions booklet and turn to page 25. If for some reason you don't have access to a Mario Kart 64 instructions manual and you really want to see maps of each course, start up Mario Kart 64. When you get to the screen where it asks how many players you want to pick, press the R button to access the 'data' option. In 'data', choose which course you want your map for. The map will be located on the top right of whatever course you chose.

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| \ \ / | | | | | Section 07 |  
| \_ \ / \_ | | | | | G U I D E E N D I N G |  
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701 - Guide Information  
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FAQ STATS
Update No. 3
Size 61.6KB
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Pages 21
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Lines 1,246
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Webmasters, if you would like to post this guide on your website, you need not ask permission, you already have it! Just be sure to give credit to Nick Morgan.

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702 - Credits  
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Thank you all very much. All of you completely rock.

~ Shigeru Miyamoto, as always, for making this amazing game.

~ My brother Matt and my cousin Chad for stinking so badly at this game as I was watching them play through a grand prix, which brought to my attention the "Become the Awards Ceremony Loser" secret that I added into the secrets section of this guide.

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703 - Contact Information  
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Only email me if you have questions about Mario Kart 64.

E-Mail: NicholasSMorgan <at> comcast <dot> net

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704 - Copyright / Disclaimer  
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Other FAQs I've Written:

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