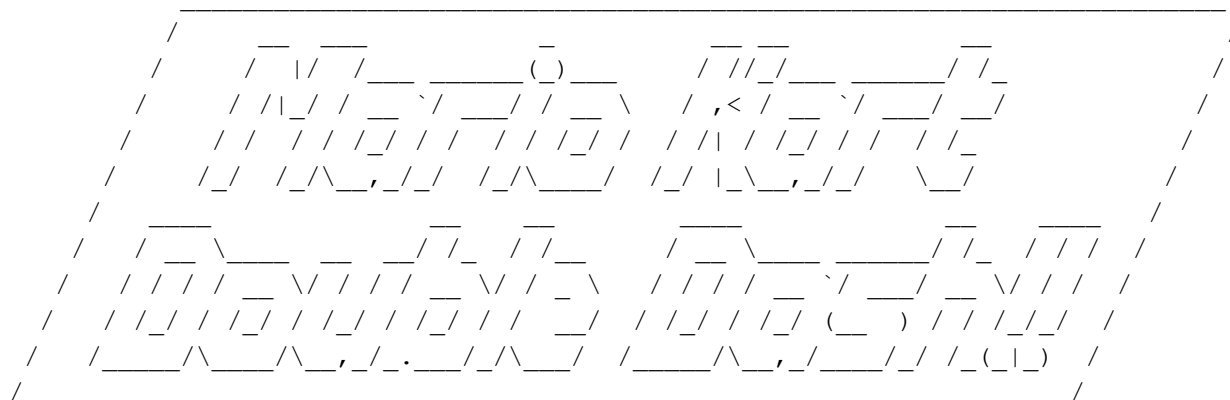


Mario Kart: Double Dash!! FAQ/Walkthrough

by TripleJump

Updated to vFinal on Apr 15, 2008



FAQ/Walkthrough By TripleJump	Mario Kart: Double Dash!!
Last Updated: June 11th, 2006	1-16 Players
Contact: triplejumpfaqs[at]gmail[dot]com	3 Blocks of Memory
Creation Date: 08/09/05	Broadband Adapter Compatible

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8888b     d8888 888     d8P
88888b.d88888 888     d8P
888Y88888P888 888d88K
888 Y888P 888 8888888b
888 Y8P 888 888 Y88b
888 " 888 888 Y88b
888 INTR* 888 888 Y88b

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INTRODUCTION

Welcome to Mario Kart: Double Dash!! One of my favorite racing games. This is the first Mario Kart where you can play two player on the same team simultaneous or up to 16 players at once. I'll start with the MK History:

The First game was called Super Mario Kart. For the SNES, I remember playing it with my Friend. The Second game was called Mario Kart 64, for the Nintendo 64. I would rent it along with Ocarina of Time whenever I rented it. The Third is a port from the SNES, Mario Kart: Super Circuit for the GBA. Mario Kart DS has also been released. I hope to pick my copy up soon.

The goal of Mario Kart is less alike the main series, and more alike Super Mario Strikers, and other sports games. What do you do? You drive around on mini go-karts and beat other people into pulp just to win. Over the years the cast and tracks grew and grew. Turning a simple game into a great one. If you have never played a Mario Kart game, turn around and beg for death. You have no idea what you are missing out on. No storyline, so that means... FREE PLAY! With multiplayer game modes BESIDES Grand Prix, replay value rises. There's always something new around the corner.

This is one of my largest files, which means my FAQs are tiny. Check out the other ones if you have time, you can see them by pressing "Back" on your browser and clicking on my contributor name. Which is next to the link to the FAQ.

Now, on with the show!

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8888b     d8888 888     d8P
88888b.d88888 888     d8P
888Y88888P888 888d88K
888 Y888P 888 8888888b
888 Y8P 888 888 Y88b
888 " 888 888 Y88b
888 CHAR* 888 888 Y88b

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CHARACTERS

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*****
| Mario |
*****

```

Mario, Possibly the most well-known video game character of All-Time. His first game was a Donkey Kong game, where he had to save princesses from Donkey Kong.

Eventually Donkey Kong left, and Pauline (the princess) left somewhere. Mario became a Plumber and found Mushroom Kingdom while working in the pipes. He then had to save Princess Peach. His nemesis is usually Bowser these days.

Special Item: Red Fireball

| Luigi |

Luigi, Mario's younger brother. Often Overshadowed by him. He is the tall and skinny shy one. I remember him back in Super Mario Bros. 2 as that guy who can jump higher than everyone. His big break came in Luigi's Mansion (which I am currently writing a Ghost FAQ for with hamstarz12). He saves Mario from the Boos.

Special Item: Green Fireball

| Peach |

Peach is the Princess of Mushroom Kingdom. She is constantly kidnapped by Bowser and needs a lot of saving by Mario. She somehow always invites Mario over for cake. She was the girl in Super Mario Bros. 2 who could float.

Special Item: Heart

| Daisy |

Daisy is the Princess of Sarasaland. She is a tomboy. Mario saves her once, we know little about her.

Special Item: Heart

| Toad |

Toads are the little men of mushroom kingdom. Toads help out Mario and Luigi whenever they can, like in Super Mario Bros. 2 or Luigi's Mansion. Also Super Mario 64. Toad is my favorite Character.

Special Item: Golden Mushroom

| Toadette |

This is Toadette's first game (I think). She is a Female Toad. With dangly earrings.

Special Item: Golden Mushroom

| Donkey Kong |

DK was the first enemy Mario had, he stole Pauline and Mario (in his carpenter days, called Jumpman) saved her. The first Mario game was actually mostly about DK. He later stopped kidnapping wenches and set down in the jungle, with his Nephew and his Girlfriend.

Special Item: Big Banana

| Diddy Kong |

Diddy Kong is DKs nephew, he lives in a shack in the Kongo Jungle with Donkey Kong.

Special Item: Big Banana

| Wario |

Wario is the "Evil Mario". He is a fat, yellow guy instead of the thin red guy we know. He has a few of his own games that I dont usually play.

Special Item: Bob-omb

| Waluigi |

Waluigi is the "Evil Luigi".

Special Item: Bob-omb

| Yoshi |

Yoshi is the trusty green guy. He has known Mario ever since he was a baby. Baby Mario fell off the stork taking him and Baby Luigi across the ocean. He found Yoshi Island and Yoshi took him across all the way back to Luigi. He has helped Mario and Luigi in a lot of games.

Special Item: Egg

| Birdo |

Birdo was the Super Mario Bros. 2 Boss, you picked up her Eggs and threw it at her. She turned good for a few games.

Special Item: Egg

| Bowser |

Bowser is Mario's Current Nemesis, he appears in many games. He kidnapps Peach a lot, and is always stopped by Mario and Luigi. Bowser is the king of the Koopa . Which are a form of turtle.

Special Item: Bowser Shell

| Baby Bowser |

This is Bowser when he was a child, he plotted against Baby Mario and Baby Luigi even as a Baby.

Special Item: Bowser Shell

| Baby Mario |

When the Baby Mario fell off the stork taking him and Baby Luigi, he met Yoshi. Who returned him to his brother. Baby Mario is a cry-baby (duh) and is an awesome Kart Driver and Thrower

Special Item: Chain Chomp

| Baby Luigi |

Baby Luigi is Baby Marios brother. I don't know much about him.

Special Item: Chain Chomp

| Koopa |

A standard Koopa unit, Green Shell.

Special Item: Triple Shot Green Shell

| Paratroopa |

A flying Koopa, Red Shelled with wings.

Special Item: Triple Shot Red Shell

| Petey Piranha |

Piranhas are the Fireball spitting plants that live in the pipes.

Special Item: All

| King Boo |

Boo are ghosts that live in their own Manors and Castles. Usually when they are looking at your they cover their eyes, when you look away they move towards

you. King Boo is their leader.

Special Item: All

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88888b.d88888	888	d8P		
888Y88888P888	888d88K			KARTS
888 Y888P	888	88888888b		
888 Y8P	888	888	Y88b	
888 "	888	888	Y88b	
888 KART*	888	888	Y88b	

Your characters have different Karts, you can't put a character in any Kart smaller than they are, Thus:

Light= 2 Lights	Medium= 1 Light + 1 Medium	Heavy= 1 Light + 1 Heavy
	Medium= 2 Mediums	Heavy= 1 Medium + 1 Heavy
		Heavy= 2 Heavys

+-----+
| LIGHT KARTS |
+-----+

Name: Goo-Goo Buggy
Character: Baby Mario

Speed: +
Acceleration: +++++
Weight: ++

Name: Rattle Buggy
Character: Baby Luigi

Speed: ++
Acceleration: ++++
Weight: ++

Name: Koopa Dasher
Character: Koopa

Speed: ++
Acceleration: ++++
Weight: ++

Name: Para Wing
Character: Paratroopa

Speed: +
Acceleration: +++++
Weight: ++

Name: Toads Kart
Character: Toad

Speed: ++
Acceleration: ++++
Weight: ++

Name: Toadettes Kart

Character: Toadette

Speed: +

Acceleration: +++++

Weight: ++

Name: Barrel Train

Character: Diddy Kong

Speed: ++++

Acceleration: ++

Weight: ++

Name: Bullet Blaster

Character: Baby Bowser

Speed: ++++

Acceleration: +++

Weight: ++

Name: Parade Kart

Character: None

Speed: +++

Acceleration: +++++

Weight: +++++

+-----+
| MEDIUM KARTS |
+-----+

Name: Red Fire

Character: Mario

Speed: +++

Acceleration: +++

Weight: +++

Name: Green Fire

Character: Luigi

Speed: ++

Acceleration: +++++

Weight: ++

Name: Heart Coach

Character: Peach

Speed: ++

Acceleration: +++++

Weight: +++

Name: Bloom Coach

Character: Daisy

Speed: +++

Acceleration: +++

Weight: ++

Name: Turbo Yoshi

Character: Yoshi

Speed: ++

Acceleration: ++++

Weight: +++

Name: Turbo Birdo

Character: Birdo

Speed: +++

Acceleration: +++

Weight: ++++

Name: Parade Kart

Character: None

Speed: ++++

Acceleration: +++

Weight: ++++

+-----+
| Heavy Kart |
+-----+

Name: DK Jumbo

Character: Donkey Kong

Speed: ++++

Acceleration: ++

Weight: ++++

Name: Koopa King

Character: Bowser

Speed: +++++

Acceleration: +

Weight: +++++

Name: Wario Car

Character: Wario

Speed: ++++

Acceleration: ++

Weight: ++++

Name: Waluigi Racer

Character: Waluigi

Speed: +++

Acceleration: +++

Weight: +++

Name: Piranha Pipes

Character: Petey Piranha

Speed: ++++

Acceleration: ++

Weight: +++++

Name: Boo Pipes
Character: King Boo

Speed: ++
Acceleration: ++++
Weight: +++++

Name: Parade Kart
Character: None

Speed: ++++
Acceleration: +++
Weight: +++++

888b	d888	888	d8P	
8888b	d8888	888	d8P	
88888b	d88888	888	d8P	
888Y88888P888	888d88K			CONTROLS
888 Y888P	888	88888888b		
888 Y8P	888	888	Y88b	
888 "	888	888	Y88b	
888 CONT*	888	888	Y88b	

+-----+
| 1 Player |
+-----+

A- Accelerate; You must hold to go. Press right when Lakitu drops his hand and the light turns green for a rocket start.

--

B- Reverse; Hold to move back, you can hold left and right to turn around.

--

C Stick- No Use

--

Control Stick- Turn; The sharpness of your turn depends on the pressure you push on it sideways.

--

D Pad- No Use

--

L- Drift

--

R- Drift

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X- Throw; Hold up and down to throw forward and back

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Y- Throw; Hold up and down to throw forward and back

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Z- Switch Driver/Thrower

+-----+
| 2 Player |
+-----+

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Driver
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| Mushroom Bridge |
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Laps: 3

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| Daisy Cruiser |
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Laps: 3

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| Waluigi Stadium |
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###+, I###I,
I###I, +###,
###, H###,
O###, +###,
I###, I###I,
I###+, ##,
I###HI, I###O,
O#####I, I#####+,
O#####
+O#####O

| Sherbet Land |

Laps: 3

```

.....
.....
.....,=IO#####OII,.....
.....,#####OII,.....
.....,#####H,.....
.....,O####IIIII#####O,.....
.....,###=,,,,,,+,IIIII#####I,.....
.....,###I,,,,,,I####O+,.....
.....,###I,.....+O####+,.....
.....,###I,.....,O####+,.....
.....,###I,.....,+O####,.....
.....,###I,.....,H###O,.....
.....,###I,.....,+####+,.....
.....,###I,.....,I##O,.....
.....,###I,.....,###,.....
.....,###I,.....,I##H,.....
.....,###I,.....,+####,.....
.....,I##I,.....,I##=,.....
.....,I##=,.....,I##I,.....
.....,###,.....,###I,.....
.....,+,###O,.....,###I,.....
.....,I##I,.....,+II##I,.....
.....,III###,.....,+,IO#####I,.....
.....,+,O#####O,.....,+,#####O,.....
.....,+,#####=,.....,+,#####+,.....
.....,O#####O,.....,#####OIIIIIIII+,.....
.....,I####OII,.....,O##O,.....
.....,####+,.....,I##+,.....
.....,####,.....,+####+,.....
.....,####,.....,O##O,.....
.....,I####I,.....,###,.....
.....,I####I,.....,I##I,.....
.....,I####I,.....,I##=,.....
.....,#####,.....,I##,.....
.....,#####,.....,I##,.....
.....,+,#####,.....,I##=,.....
.....,I#####,.....,I##+,.....
.....,#####,.....,O##+,.....
.....,I#####,.....,+####+,.....
.....,#####,.....,+,O####+.
I#####,.....,O##+,.....
I#####,.....,O##+,.....
H#####,.....,+,H####+,.....
#####,.....,#####+.
#####,.....,+####,.....
#####,.....,=O###,.....
#####,.....,I##I,.....
#####+,.....,+##I,.....
#####O,.....,###I,.....
#####H,.....,###I,.....
#####O=,.....,+##I,.....
#####+,.....,I##I,.....

```



```
.,I###O,.....,###.
.,###+,.....,###I,
.,I###III,.....,###,
.,#####+,.....,O###,
.,+O#####=. ,I###,
.,I#####I,.....,I###,
.,.,+O###I,.....,I###+,
.,.,I###I,.....,I###I.
.,.,###,.....,###I,
.,.,I###O,.....,###I,
.,.,O###+,.....,###I,
.,.,###,.....,+###I,
.,.,###I,.....,O####I,
.,.,###O,,,IIIO#####O,,
.,.,#####I,,
.,.,I#####+,
.,.,=#####O,,
```

```
+-----+
| Yoshi Circuit |
+-----+
Laps: 3
```

```
.,.,+###O#####O,
.,.,+###+,.....,###,
.,.,+###I,.....,I###I.
.,.,+IIII####H,.....,I###I,IIII,
.,.,=#####O,.....,I###IO#####I,
.,.,#####+,.....,I#####O,
.,.,I#####O,.....,I#####+,
.,.,+###+,+I,.....,O#####O,O###I,
.,.,I###O,.....,#####,###I,
.,.,I###I,.....,#####I,+###I,
.,.,+###I,.....,#####,+###O.
.,.,###I,.....,O#####,+#####O,
.,.,###I,.....,I###+,I#####O,
.,.,###I,.....,O#####+,
.,.,###O,.....,I###,
.,.,###,.....,O###I,
.,.,I###O,.....,+###I,
.,.,+###I,.....,I###I.
.,.,+###. ,.....,+IIO#####I,
.,.,O####OII,.....,#####I,
.,.,+#####II,.....,I#####I,
.,.,+#####+,.....,#####,
.,.,+I#####,.....,+IIO#####I,
.,.,O###O,.....,+###O,
.,.,O###I,.....,###,
.,.,+###,.....,+###,
.,.,O###I,.....,#####,
.,.,+###,.....,O###O+,
.,.,O###I,.....,+###+,
.,.,I###,.....,I###I,
.,.,###+,.....,I###,
.,.,O###O,.....,+O#####,
.,.,II###+,.....,O#####+,
.,.,I#####I,.....,O#####+,
.,.,O#####H,.....,I#####II,
.,.,I#####O,.....,###+IIII,
```

I###HII+,,,,,,###
I###,,,,,,I#####O+,
I###+,,,,,,I#####+,
I###I,,,,,+O#####+,
###I,,,,.IIIO#####I+,
##O,,,,,IIO#####+,
###+,,,,,,H#####O.
I###,++O,,,,,+#####O,
,,O#####I,,,,,I###
,,+#####I,,,,,I###I,
,,+#####I,,,,,+###I,,II.
. . . . ,IIIII###I,,,,,###H,,,,,+H##O,
. . . . ,###I,,,,,###O,,+I#####I,
. . . . ,###I,,,,,=#####I,
. . . . ,###O,,,,,+#####I,
. . . . ,###, +O#####I###I,
. . . . ,I###+. . . . ,IIIII,I###I,
. . . . ,I###I. . . . ,###+,
. . . . ,###I. . . . ,+##O,
. . . . ,###H,,,,,###I,
. . . . ,###, +#####O,
. . . . ,I###I,,,,,+#####I,,
. . . . ,+###, ,O###I,,
. . . . ,O###, ,O###+,
. . . . ,I###I,,,,,O###=,
. . . . ,+###I,,,,,O###+,
. . . . ,I#####I,,,,,O###+,
,,+#####,,O###O.
,,,#####,,O###+,
,,O###HII#####,,O###+,
,,I###I,,,,,O##+, ,O###+,
,,###I. . . . ,O###+,
,,###O. . . . ,O###=,
,,O###I. . . . ,+I#####+,
,,###+, ,O#####O+,
,,+###I,,,,,+#####I=,
,,I###I,,,,,O#####I,
,,I###, ,I#####OI,
,,I###, ,I#####+,
,,I###. . . . ,=O#####,
,,I###. . . . ,O###+,
,,I###. . . . ,H####,
,,I###. . . . ,+####,
,,I###+, ,I###
,,I###OI+, ,I###
,,#####IIIII, ,I+, ,###,
,,H#####I#####O,
,,+#####+,
,,+IIIIIO#####=
,,+IIIO#####II+,

....., +#####=#,

....., #####O,

....., +###I, +IO###I,

....., O###I, I###I,

....., ###, ###I,

....., ###I, ###I,

....., ###I, I###I,

....., ###I, ###+,

....., +#O, +###O,

....., #I, O###I,

....., #I, ###,

....., I#+, ###=#,

....., I#, O###I,

....., I#, +#####I,

....., I#, +O#####O,

....., I#, +#####I,

....., #O, I###,

....., #I, O###,

....., #I, +III=, I###,

....., #I, O#####+, I###,

....., #I, I#####I, O###,

....., I#=, I#####O, I###,

....., I#, I#####+=###,

....., I#, I###I###O, O###,

....., I#, I###, ###O###,

....., +#####H+, I###I+#####I,

....., =#####H, +###O, O#####,

....., +#####O=, ###, +###O,

....., I###OII#####+, I###H,

....., I###H, #O#####I=#####+,

....., +###OII#I, IIO#####O###I,

....., +#####=#, I#####I,

....., IO#####I, +I#####O,

....., #####I+, +O#####H,

....., O#####O+, +I#####=#,

....., O#+I#####O+, I#####I,

....., #I, =O#####I, O#####I,

....., #I, +#####O, +O###=#,

....., #I, +H#####I, +I+,

....., IO####+, #I, +O####,

....., O#####II, +#I, O###,

....., I#####O#IIIIII+, +###,

....., O###HII#####O,

....., ###, II#####+,

....., ###I, +IO#####O,

....., ###I, O#, IIIIII,

....., ###, #I,

....., O###, #I,

....., I###+, #I,

....., I###H, #I,

....., ###O, =#I,

....., +#####, I#,

....., I###, I#,

....., I###, I#,

....., I###, #O,

....., H###, #I,

....., ###, #I,

....., I###I, #I,

....., +#####OII+,
....., I#####HI,
....., +IIIIO#####,
....., +I#####O,
....., +#####II###O,
....., II#####OI, +####I,
....., O#####O, #####H,
....., H#####H, =###O=,
....., O#####I+, +####+,
....., ###II+, =####+,
....., I###I, O###I,
....., +####+, #####+,
....., I###O, H####,
....., O###, O###O,
....., ###, +###,
....., ###+, I###I,
....., ###, +###,
....., #O, O###O,
....., #, +###,
....., #, I###,
....., #I, O###,
....., #I, +####,
....., #O, +#####I,
....., ###, I###H+,
....., ###+, I###,
....., ###I, I###I,
....., ###, I#####I+,
....., O###=, O#####H+,
....., I####+, +#####O+,
....., #####, I#####I,
....., +H###I, +O#####I,
....., =####+, =O#####O,
....., O###I, +#####O,
....., ###I, +I#####+,
....., ###, +I#####+,
....., O###, +O###O,
....., I###O, ###,
....., +###I, I###I,
....., I####+, +###I,
....., O###O, ###,
....., ###I, O###,
....., +###I, I###,
....., ###I, O###,
....., ###H, III###I, I###,
....., ###, O#####I, O###+,
....., I###, O#####I+, +###,
....., I###, =#####I,
....., I###I, O###I, +I#####O,
....., +###I, +###, +O#####H,
....., ###, =###I, IIIIIIIIIIIIIIIII,
....., O#####O,
....., I#####+,
....., O#####O+,
....., IIIIII,

+-----+

Laps: 3

.....
.....I+.....
.....+#OIIIIIIIIIIIIIIIIIIIIIO##.....
.....I#####.....
.....I#####,,.....
.....I##,.....I##.....
.....I##,.....+##I,.....
.....I##,.....+##I,.....
.....I##,.....##I,.....
.....I##,.....O####+,.....
.....H##+.....I##O##I,.....
.....+##I.....I##O,+O####+,.....
.....I###+,.....I##O, O##I,.....
.....I####,.....I##,##I,.....
.....#####I,.....I##,##I,.....
.....I#####,.....I##,##I,.....
.....I#####,.....I##.##I,.....
.....O#####+,.....I##.##I,.....
.....#####I,.....I##.##I,.....
.....#####I,.....I##.##I,.....
.....##,##I,##H.....I##+,.....
.....##,##I,##I.....I##,.....
.....##,##I,##I.....I##,.....
.....#####I,.....##I.....I##,.....
.....O#####+,.....##I,##I,.....
.....I#####,.....##I,##I,.....
.....I#####,.....##O,##I,.....
.....#####I,.....O##O,##O,.....
.....I####,.....O###+,O##=.....
.....##I,.....+#####+,.....
.....##OIII,.....+#####+,.....
.....O#####O+,.....##O+,.....
.....I#####I,.....##I.....
.....+#####O,.....##I.....
.....O####I,+O####,.....##I.....
.....I#####I, O###+.....##I.....
.....O#####+, I###I.....##I.....
.....O#####,,##I.....##I.....
.....###H###,##I.....##I.....
.....###O###,##I.....##I.....
.....I#####,,##I.....##I.....
.....#####,,##I.....##I.....
.....#####,,I###I.....##I.....
.....#####,,+###+.....##I.....
.....#####O,.....##I.....
.....H#####O,.....##I.....
.....I###=#####O,.....##I.....
.....I##,+IIIII,.....##I.....
.....I##,+,II+,.....##I.....
.....I##,+,###+,.....##I.....
.....I##,+,#####+.....##I.....
.....I####I, O#####I.....##I.....
.....#####O#####I,.....##I.....
.....O#####+#####,,.....##I.....
.....O#####O, O###O,.....##I.....
.....I#####I, +###I,.....##I.....
.....#####,,+###I,.....##I.....

.....I#####I,###I,.....#I.....
.....#####,###I,.....#I.....
.....+#####+,###I,.....#I.....
.....I#####I,###I,.....#I.....
.....I#####I,###I,.....#I.....
.....I#####I,###I,.....#I.....
.....I#####I+###I,.....#I.....
.....I#####II###I,.....#I.....
.....+#####+###I,.....#I.....
.....#####I##O,.....#I.....
.....I#####II###I,.....#I.....
.....,#####I##II,.....#I.....
.....,I#####I,I#####O,.....#I.....
.....,O#####I#####,.....#I.....
.....,O#####+,#####,.....#I.....
.....,I#####+,I#####,.....#I.....
.....,I#####II###I,###I,.....#I.....
.....,###+,I###I,###I,.....#I.....
.....,I###I,###I,###I,.....#I.....
,,,,,###I,###I,.I###I,.....#I.....
,,,,,IIII,###I,###I,.I###,.....#I.....
,,,,,O#####,###I,###I,.I###,.....#I.....
,,,,,+#####+,###I,###I,.I###,.....#I.....
,,,,,+#####I###I,###I,###I,.....#I.....
,,,,,###O,H#####HII###OII+#####,.....#I.....
,,,,,=###O,#####I,.....,O##I.....
,,,,,I###I,###I#####+,.....,I###I.....
,,,,,I###,###I#####+,.....,I###I.....
,,,,,I###,###I,#####I###+,.....
,,,,,###,###I,###I,=#####I,.....,###I.....
,,,,,##O,###I#####I,.....,###H,.....
,,,,,##O,###I#####I,.....,###I,.....
,,,,,###,###I,#####+,#####I###I,.....
,,,,,I###OIIIIIIII#####III###I+.....
,,,,,+#####O,.....

+-----+
| Rainbow Road |
+-----+

Laps: 3

.....
.....
.....
.....,+III,.....
.....,#####I,.....
.....,#####I,.....
.....,I#####H,.....
.....,O###+,O#####O,.....
.....,###,###I,.....
.....,###I,###I,#####+,.....
.....,I###I,###I,#####O,.....
.....,I###,###I,#####O,.....
.....,I###,###I,#####O,.....
.....,##I,###I,###I,.....
.....,O##,###I,###I,.....
.....,###I,###I,###I,.....
.....,##O,###I,###I,.....
.....,I##+,###I,###I,.....

.....,##I,.....,I###,.....
.....,O##,.....,I###,.....
.....+##I,.....,I###I.....
.....,##O,.....,=##I.....
.....,I##=,.....,##I.....
.....,##I,.....,##I.....
.....,O##,.....,++##I,.....
.....,I##+,.....,I####,.....
.....,##O,.....,I####,.....
.....,I##,.....,++++##+,++##I,.....
.....,++##I,.....,O###O,O#####O,.....
.....,O##,O####,O######,.....
.....,.,I##+#####IH#####I.....
.....,.,##O#####O#####+O##,.....
.....,.,I#####O#####O+,##I,.....
.....,.,+######,I##+,.....
.....,.,O#####+,##O,.....
.....,.,O#####O#####O,++##I,.....
.....,.,H#####I,.,O##.....
.....,.,+#####O,.,++##I.....
.....,.,+#####H,.,.,I##,.....
.....,.,#####O,.,.,##O,.....
.....,.,#####,.,.,I##+,.....
.....,.,#####+,.,.,O##,.....
.....,.,O####O,.,##O,++##I,.....
.....,.,III,.,.,I##,I##,.....
.....,.,=##I,##O,.....
.....,.,##OI##+,.....
.....,.,I##O##,.....
.....,.,+#####I,.....
.....,.,####,.....
.....,.,I##H,.....
.....,.,I##I,.....
.....,.,O###,.....
.....,.,+####+,.....
.....,.,O####I,.....
.....,.,##IO##,.....
.....,.,I##+I##+,.....
.....,.,##O,##O,.....
.....,.,++##I,.,I##,.....
.....,.,O##,.,++##I,.....
.....,.,##I,.,.,##O,.....
.....,.,I##=,.,.,I##,.....
.....,.,##O,.,.,=##I,.....
.....,.,++##I,.,.,##H,.....
.....,.,O##,.,.,I##+.....
.....,.,##I,.,.,##I,.....
.....,.,I##=,.,.,O##,.....
.....,.,##O,.,.,I##=,.....
.....,.,I##+,.,.,##I,.....
.....,.,O##,.,.,O##,.....
.....,.,++##I,.,.,I##+,.....
.....,.,I##,.,.,##O,.....
.....,.,##O,.,.,I##,.....
.....,.,I##=,.,.,++##I,.....
.....,.,O##,.,.,##H,.....
.....,.,++##I,.,.,I##,.....
.....,.,I##,.,.,++##I.....
.....,.,##O,.,.,##O,.....
.....,.,I##+,.,.,I##+,.....

```

.....,O##,.....##I,.....
.....,+#I,.....O##,.....
.....,I##,.....,I##+,.....
.....,##O,.....,##I,.....
.....,I##+,.....,H##,.....
.....,##O,.....,I##=,.....
.....,+#I,.....,##H,.....
.....,H##,.....,I##,.....
.....,##I,.....,+#I,.....
.....I#####O.....
.....#####
.....O#IIIIIIIIIIIIIIIIIIIIIIII+.....
.....
.....

```

```

888b      d888 888      d8P
8888b     d8888 888     d8P
88888b.d88888 888     d8P
888Y88888P888 888d88K           Walkthrough
888 Y888P 888 8888888b
888 Y8P 888 888 Y88b
888 " 888 888 Y88b
888 WALK* 888 888 Y88b

```

```

*****
*****GRAND PRIX*****
*****

```

```

1st Place: 10 Points           5th Place: 03 Points
2nd Place: 08 Points           6th Place: 02 Points
3rd Place: 06 Points           7th Place: 01 Points
4th Place: 04 Points           8th Place: 00 Points

```

```

Mushroom Cup                   Star Cup
Flower Cup                      Special Cup
                                All Cup Mode

```

```

50CC                             150CC
100CC                            Mirror Mode

```

This isn't really a walkthrough, just some tips to win.

```

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

```

```

+-----+
|                               |
|                               Luigi Circuit                               |
+-----+

```

```

+-----+
| Course Rundown |
+-----+

```

This course is designed for beginners to learn how to use and gain items, but as well to take corners well. It shouldn't be too hard.

```

+-----+

```

| Shortcuts/Alternate Routes|
+-----+

#1
Take a right into the small road with the Chain Chomp after the first boost pad.

#2
Take the path just before the last corner that is to the right a little.

+-----+
| Trap Hotspots |
+-----+

The Boost Pads would be the good spots on this map. I personally like to leave them just before or on. Just before or after the boxes are nice, as nobody will see them coming.

+-----+
| Drivethrough |
+-----+

+-----+
| Peach Beach |
+-----+

+-----+
| Shortcuts/Alternate Routes|
+-----+

#1
Take a left at the start and go into the warp pipe to come out above.

#2
Go out into the water and off of the jump.

#3
Take a small left just before the finish line to go around the fountain.

#4
Near the Warp Pipe, use a mushroom to boost through the trees.

+-----+
| Trap Hotspots |
+-----+

Anywhere on the beach is a good spot. except for the pathways, because they slow you down and nobody goes on them.

Drop them on the pathway that leads uphill to the finish line. Also on the flat before the end.

+-----+
| Baby Park |
+-----+

+-----+
| Shortcuts/Alternate Routes|
+-----+

There are no shortcuts, but make sure you are close to the center as you can when you powerslide around the corner.

```
+-----+
| Trap Hotspots |
+-----+
```

The Corners work well, and just around them. Place them just before the finish line also. With 7 laps you are sure to hit them.

```
+-----+
|                               Dry Dry Desert                               |
+-----+
```

```
+-----+
| Shortcuts/Alternate Routes|
+-----+
```

#1
Take a mushroom and zoom through the corners.

#2
Go past the billboards and dark sand with a mushroom to get to the other end. Shaves a ton of time off your score and ends you up at the Piranha Plant place.

```
+-----+
| Trap Hotspots |
+-----+
```

The swervy corners are a good place because they are hard to control yourself perfectly. Also around the corners of the piranha place, because it may force enemies to fall into the piranha. Giving you a few seconds advantage.

```
-----
-----Flower Cup-----
-----
```

```
+-----+
|                               Mushroom Bridge                               |
+-----+
```

```
+-----+
| Shortcuts/Alternate Routes|
+-----+
```

#1
Go through the path below the billboards. Use a star or a mushroom.

#2
Take the path up the side of the bridge.

#3
At the finish go right and down. You take the Warp Pipe.

#4
Take the sidewalk, by going behind the small barrier.

```
+-----+
| Trap Hotspots |
+-----+
```

+-----+

The traffic tunnels are the spots. But lay a couple around corners.

+-----+
| Mario Circuit |
+-----+

+-----+
| Shortcuts/Alternate Routes |
+-----+

#1
Drive through the grass with a mushroom/star to reach a path near the chain
chomp.

+-----+
| Trap Hotspots |
+-----+

Near the Goombas, everyone will be already trying to avoid them and may steer
into your trap.

+-----+
| Daisy Cruiser |
+-----+

+-----+
| Shortcuts/Alternate Routes |
+-----+

#1
Fall down the hole after the first two turns in the ship hall.

#2
The most direct route to the hole at the end of the restaurant is the fastest
way.

+-----+
| Trap Hotspots |
+-----+

Set them on the turns after the hall, and at the path at the side of the first
alternate route.

Also in the room with the moving tables (restaurant)

+-----+
| Waluigi Stadium |
+-----+

+-----+
| Shortcuts/Alternate Routes |
+-----+

#1
Instead of taking the first jump, use a mushroom and get through the mud.

#2
Take the small path going up the wall to the side instead of taking the corner.

It is just before the mud.

```
+-----+
| Trap Hotspots |
+-----+
```

The areas with the ramps are okay, but I wouldn't recommend it to much. The real hotspot is the piranha pipe area, because you mix it with the other natural traps and it is much harder. Right after boxes are good because you can't see them coming.

```
-----
-----Star Cup-----
-----
```

```
+-----+
| Sherbet Land |
+-----+
```

```
+-----+
| Shortcuts/Alternate Routes|
+-----+
```

#1
Powerslide over the corners.

#2
Take the Jump that is nearby the archway. Mushroom/Star required.

```
+-----+
| Trap Hotspots |
+-----+
```

The area with the ice blocks is the best spot.

```
+-----+
| Mushroom City |
+-----+
```

```
+-----+
| Shortcuts/Alternate Routes|
+-----+
```

#1
There is a very small path leading through some of the city

#2
Powerslide through the lamp post instead of going past it.

#3
The fastest route is taking a right, left and then a right at the very back.

```
+-----+
| Trap Hotspots |
+-----+
```

The whole course is a good spot, but the clearing just before the end is better.

```
+-----+
| Yoshi Circuit |
+-----+
```


+-----+

+-----+

| Shortcuts/Alternate Routes|

+-----+

#1

Take the jump with a mushroom to skip a tunnel.

#2

Use a mushroom to boost of the small hump into a tunnel off of the cliff.

+-----+

| Trap Hotspots |

+-----+

The big turn offs are nice spots.

+-----+

| DK Mountain |

+-----+

+-----+

| Shortcuts/Alternate Routes|

+-----+

#1

After the first tight turn, go off of the edge to land on the flat below

+-----+

| Trap Hotspots |

+-----+

The bridge and the place with the crumbling edge, where the shortcut is.

-----Special Cup-----

+-----+

| Wario Colosseum |

+-----+

+-----+

| Shortcuts/Alternate Routes|

+-----+

#1

Boost over the chasm using the boost pad.

+-----+

| Trap Hotspots |

+-----+

The course is another deathtrap, so place them anywhere. But the best spot is right after the sharp turn but before the normal "Cage Like" Track. The spot is specifically right after the shortcut.

+-----+

| Dino Dino Jungle |

-----+
+-----+
| Shortcuts/Alternate Routes|
+-----+

#1

Use a mushroom to boost off of the jump.

#2

There are two spots at the bridge you can use to get up. The fastest one is the hardest to stay on, so be ready to powerslider around the corner. Not that hard once you get used to it.

+-----+
| Trap Hotspots |
+-----+

Near the geysers an the turns at the start.

-----+
| Bowsers Castle |
+-----+

+-----+
| Shortcuts/Alternate Routes|
+-----+

#1

The best cut is when you get into the Bowser Castle room. Then drive right off of the edge and turn left.

#2

Go straight instead of turning for the stretch to the finish line. Using a star makes this route better.

+-----+
| Trap Hotspots |
+-----+

The parts with the Thwomps, off to the side is better.

-----+
| Rainbow Road |
+-----+

+-----+
| Shortcuts/Alternate Routes |
+-----+

There are none.

+-----+
| Trap Hotspots |
+-----+

EVERYWHERE, there is almost no place with barriers. So it is simple to hit people off.

-----+

-----Mirror Mode-----

Mirror mode is hard, if you can barely beat 150CC, think. You will have problems doing 150CC, BACKWARDS. So everything you have trained for becomes much harder on courses like Daisy Cruiser and Bowers Castle. Practice hard and keep trying.

*****Time Trial*****

<http://paultanney.free.fr/mkdd.htm> <- All God
<http://mkdd.gregorfran.com/> <-3 Gods
<http://mitglied.lycos.de/zerokuki/MKDD%20Videos/>
<http://mitglied.lycos.de/ayron/David%20Schiering%20MKDD/>
<http://timetrial.mkdd.free.fr/?lang=gb>

Tanneys are probably the best. I may get around to doing a walkthrough on this.

Here are the time trial times needed to unlock the staff ghosts. From GameFAQs in the Codes and Secrets section.

Baby Park	Beat a time of 1:14.000
Bowser's Castle	Beat a time if 2:47.00
Daisy Cruiser	Beat a time of 1:55.000
Dino Dino Jungle	Beat a time of 2:03.000
DK Mountain	Beat a time of 2:15.000
Dry Dry Desert	Beat a time of 1:53.000
Luigi Circuit	Beat a time of 1:29.000
Mario Circuit	Beat a time of 1:44.000
Mushroom Bridge	Beat a time of 1:34.000
Mushroom City	Beat a time of 1:53.000
Peach Beach	Beat a time of 1:23.000
Rainbow Road	Beat a time of 3:19.000
Sherbet Land	Beat a time of 1:28.000
Waluigi Stadium	Beat a time of 2:02.000
Wario Colloseum	Beat a time of 2:24.000
Yoshi's Circuit	Beat a time of 2:02.000

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88888b	d88888	888	d8P	
888Y88888P888	888d88K			Items
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888 Y8P	888	888	Y88b	
888 "	888	888	Y88b	
888 ITEM*	888	888	Y88b	

+-----+
| Normal Items |
+-----+

o-----o
| Green Shell |
o-----o

Your basic projectile. Fires in a straight line and will bounce off of walls for a while. Takes a while to learn to aim effectively, but not too hard once you

have the idea.

```
o-----o
| Red Shell |
o-----o
```

Red Shells home in on your opponent, so do not use on corners unless you want to miss. But it usually will hit them unless there is another item or jump.

```
o-----o
| Banana |
o-----o
```

Bananas are the basic traps. Easy to see and make out so they should be used in narrow areas. Or curving areas, when you have minimum control.

```
o-----o
| Fake Box |
o-----o
```

Fake boxes look like Boxes from a distance, but aren't. When you get close they have an upside-down question mark. Hitting them will cause you to flip over. If you hide them among other boxes, they are harder to predict.

```
o-----o
| Mushroom |
o-----o
```

Mushroom speed you up a bit for a short while. Excellent for stealing items and taking shortcuts. You can also get an item by hitting an opponent when doing this.

```
o-----o
| Triple Mushrooms |
o-----o
```

Triple Mushrooms are just 3 mushrooms. Save them for shortcuts or to catch the leaders.

```
o-----o
| Star |
o-----o
```

Stars are great! They give you 3 things:

1. Invulnerability
2. Non Stop Top speed (Until the star ends)
3. The chance to steal items and spin opponents by running into them.

The problem is that they only come to the lower ranked characters in last or second-to-last place. So you won't get very good chances to use these.

```
o-----o
| Lightning |
o-----o
```

Lightning only comes if you are around last place, so I hope you do not have to use it. It makes everyone small except for you, and those:

1. Going off of a jump

2. Fell off the edge
3. With a star in use

They will go super slow and you will stay the same. Convienient eh?

```
o-----o
| Spiny Blue Shell |
o-----o
```

Blue shells seek out the player in first, there is a huge blast radius so it will take out nearby carts, so be careful! These can be, on some occasions, dodged. You have to change direction right when it drops back to hit you. I have only Dodged once or twice.

```
+-----+
|               Special Items               |
+-----+
```

```
o-----o
| Fireballs |
o-----o
```

These start off close together, then split apart. Hitting many enemies. Highly Effective and bounce off walls once. Try to use these to hit multiple racers to increase effectiveness.

```
o-----o
| Giant Bananas |
o-----o
```

A big banana, easier to hit, so place it in the hot spots. Much like the Bowser Shell, only that this can be seen coming from a long ways away.

```
o-----o
| Heart |
o-----o
```

Hearts are shields, they will circle you picking up to three projectiles you hit or run in to. VERY good. So you can even pick up other character's items as they fire at you or drop them.

```
o-----o
| Triple Shells |
o-----o
```

Three of either Green or Red Shells. Throw for twice the firepower!

```
o-----o
| Chain Chomp |
o-----o
```

You will go very fast and wipe out all opponents in the way. Only the babies can use this. It is good, as it gives you some speed and a way to wipe out followers in a race.

```
o-----o
| Egg |
o-----o
```

The egg rolls and homes into an enemy, which will flip over and several items will be ejected from the egg. Throw it forward, it should hit an enemy and drop

(hopefully), several mushrooms and maybe a star. Which will give you a boost each lap of the race normally.

o-----o
| Bowser Shell |
o-----o

A giant shell, exactly like a green only about 20 times bigger. VERY great for places like Baby Park or anywhere straight with barriers. Hard to avoid because of it's size and you can't really see it coming.

o-----o
| Bob-omb |
o-----o

Sets an item that explodes like the Blue Shell, only sits there and explodes in a few seconds. Easy to avoid, but if the track is home free, then it would be a good idea to set it behind you. Throwing it forward isn't a good idea as it looks like mostly you will move forwards and hit it anyway.

o-----o
| Gold Mushroom |
o-----o

Gives you a mushroom that can be used infinite times in 7 seconds. Keep pressing throw to go super fast. Also, have the driver try to hit into other characters to steal the items they have. This can be used in a few ways to gain great things.

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888	Y8P	888	888	Y88b
888	"	888	888	Y88b
888	MULT*	888	888	Y88b

o-----o
| GRAND PRIX |
o-----o

Grand Prix is the exact same, only that you can team up with someone or go against the other person.

o-----o
| Versus |
o-----o

Go against your friends, find out who the ultimate speed master is.

o-----o
| Battle |
o-----o

The fun one, play in three modes

+-----+
| Bob-Omb Blast |
+-----+

Chuck bombs at each other, first to three wins. If you get hit it is -1.

+-----+
| Shine Theif |
+-----+

Hold the shine for the longest to win.

+-----+
| Balloon Battle |
+-----+

Shoot normal items at opponents, first to pop all three opponents balloons wins.
You can steal balloons.

o-----o
| Battle Maps |
o-----o

+-----+
| Block City |
+-----+

Block City is a nice map, good for all kinds of battles.

+-----+
| Cookie Land |
+-----+

Cookie Land is small, and should be used for Shine Thief.

+-----+
| Luigi's Mansion |
+-----+

Luigi's Mansion is the best and biggest level. Great for any kind of battle.

+-----+
| Nintendo Gamecube |
+-----+

I call this one "The Arena". You fight on the roof of a Nintendo Gamecube.

+-----+
| Pipe Plaza |
+-----+

Pipe Plaza is another fun one, because if you are being chased you go into a pipe to get away, then hold the brakes so they fly over you. Then they become the chased.

+-----+
| Tilt-A-Kart |
+-----+

I personally don't like this one. It just lacks the funness, You are on a stage that tilts in different ways, making it harder to drive on.

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888 FAQs* 888 888 Y88b

Frequently Asked Questions

+-----+
| Game Questions |
+-----+

Q. What are the things you can unlock?
A. Courtesy of the Codes and Secrets Section

All Cup Tour (All 4 Cups in one)
Finish the Special Cup in 150CC

Alternative "Thanks for Playing"
Screen Earn Gold trophies for all cups in all race classes

Alternative Start Screen
Earn Gold trophies for all cups in all race classes

Barrel Train (Diddy Kong's Kart)
Finish the Star Cup in 150CC

Bloom Coach (Daisy's Kart)
Finish the Flower Cup in 50CC

Boo Pipes (King Boo's Kart)
Finish the Special Cup in Mirror Mode

Bullet Blaster (Bowser Jr.'s Kart)
Finish the Special Cup in 50CC

Green Fire (Luigi's Kart)
Finish the Mushroom Cup in 50CC

King Boo, Petey Piranha, Piranha Pipes (Petey Piranha's Kart)
Finish the Star Cup in Mirror Mode

Luigi's Mansion (Battle Mode Arena)
Finish the Mushroom Cup in 150CC

Mirror Mode (Selectable at the CC selection)
Finish the All Cup Tour in 150CC

Para Wing (Koopa Paratroopa's Kart)
Finish the Star Cup in 50CC

Parade Kart (Belongs to Toadsworth, but he doesn't race)
Finish the All Cup Tour in Mirror Mode

Rattle Buggy (Baby Luigi's Kart)
Finish the Mushroom Cup in 100CC

Special Cup (Wario Colosseum/Dino Dino Jungle/Bowser's Castle/Rainbow Road)
Finish the Star Cup in 100CC

Tilt-A-Kart (Battle Mode Arena)
Finish the Flower Cup in Mirror Mode

Toad, Toadette, Toad Kart (Toad's Kart)
Finish the Special Cup in 100CC

Toadette Kart (Toadette's Kart)
Finish the Mushroom Cup in Mirror Mode

Turbo Birdo (Birdo's Kart)
Finish the Flower Cup in 150CC

Waluigi Racer (Waluigi's Kart)
Finish the Flower Cup in 100CC

Q. What trophy do I need to unlock _____?

A. Gold, Always.

Q. Do I get a special message saying I unlocked something?

A. Yes, for everything but the staff ghosts and the title screen.

Q. Can I use the strategies in the Time Trial Videos in Grand Prix

A. Short Answer: Yes

Long Answer: You can use all of the shortcuts shown, however you cannot use the mini boosts back and forth as often as it shows, because there will be traps and people and other obstacles blocking the way

+-----+
| FAQ Questions |
+-----+

Q. How often is your FAQ Updated?

A. Whenever something needs to be added. If it has been a long time since an update I will just bring it up to date.

Q. Can I use your FAQ at my site?

A. Email me a request that says your Terms and Conditions on it and we will talk about it it.

Q. Where can this be found?

A.

www.gamefaqs.com
www.gameplayworld.com
www.gamerhelp.com
www.neoseeker.com
www.ign.com
www.supercheats.com

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888 Y888P 888 8888888b
888 Y8P 888 888 Y88b
888 " 888 888 Y88b
888 CRED* 888 888 Y88b

Credits

: Green Day, Without them I wouldn't have anything to listen to as I wrote this.
: My Parents, for getting me my Gamecube, which came with Mario Kart.
: My Sister and Friends who helped me unlock everything.
: The GameFAQs boards, where I found the link to the first video site.
: Me for writing this.
: Kevin Chan, for a Waluigi Character Correction
: hubaloonification, for allowing me to use one of his maps

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UPDATES

April 15th, 2008
Size: 124KBs
Notes:

Another email change.

June 11th, 2006

Size: 124KBs

Notes:

I had an email change.

February 5th, 2006

Size: 124KBs

Notes:

I had a username change. GO TRIPLEJUMP!

January 30th, 2006

Size: 124KBs

Notes:

hubaloonification (Another GameFAQs member) allowed me to use his "Wario Colloseum" Map, as I was having issues making my own. If you can, please thank him. I also made the Introduction section longer, and improved the Copyright.

January 8th, 2006

Size: 121KBs

Notes:

Happy New Year, Kevin Chan gave me a correction to put in.

November 11th, 2005

Size: 121KBs

Notes:

Minor Update, added a new site that can host the FAQ.

September 1st, 2005

Size: 121KBs

Notes:

Completed FAQ and Submitted it.

August 31st, 2005

Size: 100KBs

Notes:

Really Started to work on it, got quite a few sections completed.

August 24th, 2005

Size: 30KBs

Notes:

Finshed a Bunch of Sections.

August 12th, 2005

Size: 15KBs

Notes:

Layed out the FAQ

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888Y888888P888 888d88K

Closing

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888 Y8P 888 888 Y88b

888 " 888 888 Y88b

888 CLOS* 888 888 Y88b

Well, in closing. There is my FAQ for the greatest racing game ever. Look for my future updates, which will include a much better Walkthrough and more things answered in more depth. Until next time ;). Which could be very soon.

End of Document.

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