Mario Kart: Double Dash!! FAQ/Walkthrough

by NSX   Updated to v1.0 on Nov 15, 2004

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MM      MM     A      RRRRR IIIII OOOOO
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DDDD  OOOOO U   U BBBBB L     EEEEE
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D   D O   O U   U BBBBB L     EEEEE
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DDDD     A      SSSSS H   H !!! !!!
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DDDD A     A  SSSSS H   H !   !
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This FAQ Contains Spoilers!

Name of Game: Mario Kart: Double Dash!!
Type of Guide: Walkthrough/FAQ   Platform:
Nintendo GameCube   Version: 1.0, released on
November 14th, 2004   Written by: Todd Clarke (A.K.A NSX)
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/I/ Introduction to Mario Kart Double Dash!! )Version History(
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Welcome to my first ever FAQ/Walkthrough! This Walkthrough is based on one of
the best racers for the GameCube which is Mario Kart: Double Dash!! Now, this
game even though released in November of 2003, is still enjoyed by fans around
the world. To explain, this game became a million seller the very next month,
and is still pretty hot on the shelves.
Now, this FAQ will just about cover everything there is to know about MK: DD,
and more. Hopefully, if you are ever stuck on something, and you don't find it
anywhere else, I can be of some assistance, and to make sure this is not too
similar to the rest of the FAQs you may and may not have seen.

To make sure that you know about when this FAQ was last updated, here is the
version history of what has been going on:

Version 1.0:)11/14/04(First Version, just the bare essentials of what is
needed.)Size: 26.0 kb(

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/II/ Contacting NSX
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Well, if you want to know something that is not on here, and/or want to put it
in the Frequently Asked Questions Section or in any other place, feel free to
contact me in these ways:

Em@il: S2000Predator@aol.com
IM: S2000Predator
NeoseekerPM: NSX, SilentRikku27, or Frozen Airlift
GTPlanet Inbox: SilentRikku27 or 11646
GameFAQs: TC11646 or Enternelle
Revolt Gaming Forums: NSX
IGN: Energy-Wave or Frozen Airlift

You can pretty well guarantee that I will get it within the next 24 hours. But,
if you send any crude comments or tell me about what should I do in an immature
way, I will see to it that you won't get away with it easily. Feel free if you
want to send comments, though.

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========================================================================
/III/ The Basics Overview )Driving School(
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This is really the first section of this FAQ that might actually you will read.
This mainly is the prequel to the main bulk of the guide, so I will just get
into it:
I warn you that there is a substantial amount of spoilers ahead, so if you do
not want to find out, I suggest you stop reading this FAQ right now...

-Main Menu-

After you may have or may haven't seen the pretty exciting intro, you are
looking at a frozen screen with eight karts on Mario's Circuit. Press Start at
the screen, and you will be able to choose between "Start Game," "Records,"
"Options," or "LAN Mode, which you only can open if you have an updated
broadband adapter and a good transfer cable which will link to a second Nintendo
GameCube or some sort of a hub.

-Start Game-

If you choose this option, you will be granted four options, which really comes
down to how many GameCube Controllers you have which can hold as many as four.

```
These are the options you can choose.

Player Setup                              Game Modes To Choose From
-----------------------------------------------------------------------
One: P1                                   Grand Prix, Time Trials
-----------------------------------------------------------------------
Two: P1 vs. P2                            Grand Prix, Versus, Battle
-----------------------------------------------------------------------
Two: P1 and P2                            Grand Prix
-----------------------------------------------------------------------
Three: P1 vs. P2 vs. P3                   Versus, Battle
-----------------------------------------------------------------------
Three: P1 and P2 vs. P3                   Grand Prix, Versus, Battle
-----------------------------------------------------------------------
Four: P1 vs. P2 vs. P3 vs. P4             Versus, Battle
-----------------------------------------------------------------------
Four: P1 and P2 vs. P3 and P4             Grand Prix, Versus, Battle
-----------------------------------------------------------------------
Four: P1 and P2 vs. P3 vs. P4             Versus, Battle
-----------------------------------------------------------------------
```

When you have decided what you want in this selection, go to the Character
Combination screen and pick the characters and kart you want to use and then
start the race!!! For More Information, Check Section /VI/.

-Grand Prix (One To Four Players)-

This mode presents you against seven other players which half of the full eight
can be human. The winner finishs first after the number of varied number of
laps. Item Boxes will contain weapons and power-ups to help you succeed into
first. After each wrenching race, you receive a select number of points
depending on the place you finish. The points are broken down into this:

```
Placing      Points
------------------
First        10
------------------
Second       8
------------------
Third        6
------------------
Fourth       4
------------------
Fifth        3
------------------
Sixth        2
------------------
Seventh      1
------------------
Eighth       0
------------------
```

Also, in this mode, like the 64 version, you can pick from three cups at the
beginning, in which four or five could be played if you unlock Special Cup. Each
cup has four races, and the points table factors into that. (40 Points is the
Maximum.) The only thing that differs in this game from the 64 version is the
All Cup section. This consists of all 16 courses in random order for the
exception of Luigi's Circuit being first and Rainbow Road being last. (160
Points Maximum)
These are what the courses are broken down into:

Mushroom Cup:

Luigi Circuit

Peach Beach
Baby Park
Dry Dry Desert

Flower Cup:

Mushroom Bridge
Mario Circuit
Daisy Cruiser
Waluigi Stadium

Star Cup:

Sherbert Land
Mushroom City
Yoshi Circuit
DK Mountain

Special Cup:

Wario Coliseum
Dino Dino Jungle
Bowser's Castle
Rainbow Road

All Cup:

Luigi Circuit
Peach Beach (Random)
Baby Park (Random)
Dry Dry Desert (Random)
Mushroom Bridge (Random)
Mario Circuit (Random)
Daisy Cruiser (Random)
Waluigi Stadium (Random)
Sherbert Land (Random)
Mushroom City (Random)
Yoshi Circuit (Random)
DK Mountain (Random)
Wario Coliseum (Random)
Dino Dino Jungle (Random)
Bowser's Castle (Random)
Rainbow Road

-Versus (Two To Four Players)-

This mode is pretty easy to explain. It pits you with other human players (up to
four) and race around on different tracks. It could mean teams, or such forth.
This mode, even though less important than a Grand Prix mode, the game still
keeps tabs of who is to win, but you can ease away and ambush your friends even
though they may not be yours afterwards. You can save your progress by "Ghosts."
Memory Card 59 holds 11 blocks, and Memory Card 251 holds 50 Ghosts. But if you
don't have a memory card, the ghost only will remain until you turn your
Nintendo GameCube off.

-Records-

Simple, you can view all the Cup information you gathered from the Grand Prix
mode, the best lap and course times in Time Trials Mode. It mainly shows the
type of Cups, the Total Time you finished it in, whether it is in 50cc, 100cc,
150cc, or Mirror Modes. It shows if you won whether a gold, silver, or bronze
cup, your total points, the characters and karts you use, and the name you used.
Time Trials records show each course individually, so expect to see as many as
16 screens, with the five best times on each one. It shows the characters and

kart you used, your name. Your fastest lap with the same things are on it as well! This is where you might use your ghosts yet.

-Options-

This just an overview of all the options work:

Sound: You are able to choose from Stereo (Normal Setting,) Surround which can only be used if you have a good quality setup such as Dolby's 5.1, or Mono if you have only one sound channel. Of course, if you have a Dolby 5.1 set-up, you are the most fortunate, because you can clearly hear the opponents or weapons coming up to close range with you. So, that way, you have a bit more time to block those enemies.

Music Volume: You defintely, and I can't stress this enough, know this in order to even play it. But of course, without being to sarcastic, just turn it up or down to the desired level.

Rumble: Since this annoys many people, me included, you can switch this vibration on or off thankfully.

Time Trials (TT) Ghost: When you are done stressing out after mastering nearly every turn at the perfect time, this option has the ability to choose whether you want to race the ghost and master every turn. Or, if it irritates you, switch it off so you have better control of what is happening. Note: This information can only be saved if you have done so with at the Time Trial Screen, in which after that race you can save it. Otherwise, once again, it will only be visible until you give your GameCube a rest.

Vs. Item Box: Note that this option is only used and only can be used in the Versus Mode, so don't use it in any other way. Choose from Recommended, which is the selected use as default and is always used in Grand Prix Mode, and that means all of the items. You can also choose Basic, which is just the simple, less harmful items such as Mushrooms and Bananas. Frantic is for the people who like to use and get to know the peoples specials, such as Lightning Bolts, each character's special attack, and stars. Last would be none, so you can prove and pursue your true racing skills.

Vs. Laps: Again, it can only be used in Versus Mode. This time there is only Recommended, which is the number of laps for each course in Grand Prix Mode, also always is used on Grand Prix Mode, and selected as default. Or, you can just choose any number of laps in the single-digits.

-Lan Play-

You will need to have at least two GameCubes among other things (up to eight) in order to play this mode. If you want to link them together, and join in a trecherous race filled with fun and laughter, then enter this screen. To do this it is really simple:

1. Turn on all of the Nintendo GameCubes you have.
2. Connect all of them. (Before Step 1.)
3. Enter LAN mode.
4. Connect.
5. Wait for a number on the screen to count down from three minutes.

Note: This process continues until all of the Nintendo GameCubes have been found.

Set-Up:

LAN means "Local Area Network." You need at least one of these to link up your Nintendo Gamecube Systems.

Two Gamecubes LAN Setup:

You need the following in order to make this process actually work.

1. Two Nintendo GameCube systems

2. Two televisions
3. Two Nintendo GameCube systems broadband adapters
4. One Ethernet cable
5. Two Copies of Mario Kart: Double Dash!!

Make sure you have read the insruction manual and broadband manuals before you
connect all of these. Once you have done this, enjoy the race!

Three to Eight GameCube LAN Setup:

It is nearly the same thing as said before about the 2 LAN setups, but in some
of the cases, most of the equipment needed here will require as many as the
amount of GameCubes you have. Here is what you will need:

1. Three to eight Nintendo GameCube systems
2. Three to eight televisions
3. Three to eight Copies of Mario Kart: Double Dash!!
4. One Network Adapter for each Nintendo GameCube system
5. One Ethernet cable for each Nintendo GameCube system
6. One Ethernet router

You can buy an Ethernet router at a local computer or electronic shop, and ask
if you can as many slots as you have GameCubes so in this way, you don't have to
worry about going home and finding out that only three ports will not fit with
eight GameCubes. So make sure it has the slots (access points to connect each
Ethernet Cable into.) You don't need to have internet access in order to use
this process with, along with the router. Note that this can only be used on the
Nintendo GameCube systems.
This totals up to (16!) players can play on once, which means four on four
Cubes, or two on eight Cubes. Sadly, you can play and only play in Co-op mode,
so I can understand how it can be quite the annoying structure. After you have
done the options, but all of the characters and karts are randomly selected,
just because it will be fair.
Just to make sure you understand the options, go to the LAN options screen and
these are what your choices are:

Game Mode: It is nearly the same thing as the option screen in the regular mode.
Except you might get a different selection. You can choose from Versus Mode,
Balloon Battle, or Shine Thief. It is the same thing, but just as fun as playing
in the original mode.
Engine Size: This is also a pretty simple notion. Just choose from 50cc, which
is pretty slow, 100cc, which is sort of around normal, and 150cc, which is the
quickest you can be. Quite the indifference there.
Laps: Again, it can only be used in Versus Mode. This time there is only
Recommended, which is the number of laps for each course in Grand Prix Mode,
also always is used on Grand Prix Mode, and selected as default. Or, you can
just choose any number of laps in the single-digits.
Course Mode: Choose from all courses, in order. Or, a Cup Series, which is all
the courses in that cup, picked in the order you decide. Random, which means a
guess of each course to choose from next. Or 1 Course Only, which is in this
case self-explanatory.
Select Course: This mode will only come up available if you choose the 1 Course
Only option, Pick any or all of the courses you desire.
Co-Op Play: Switch on if you want to play with every players up to 16.
Screen Division: Divide the screen into halves or quarters depending on how many
players there are that are with you.

-Keys-

-Turbo Start-

Before you start a race, you see an overview of the course, and its surroundings
and objects. Then, you see Lakitu, probably the one you seen in the beginning
screen. Press the A Button exactly when Lakitu's hand goes down for the third

and final time and and you will get a boost, similar to what happened in Mario Kart 64.
As I said before, when Lakitu's hand goes down for the third and final time, immediately press A and you will get a boost. But, if you press too early, you will sputter and stall for two or so seconds, and you will have to start at the back of the pack. Press too late, and you will get just a normal takeoff.
When you fall a nasty fall, Lakitu puts you back on the track, but if you hold the A Button when you first lay on the track, and then you will accelerate forward with a wild boost!

-Reverse/Stopping-

Pretty easy, just press B to slow down, and then if you are at a complete stop, hold B to go into reverse.

-Corner Turns-

Pretty self-explanatory. You slow down as you come towards the turn, and gain speed on your way out. Use -> or <- to turn. That given statement is good for people who have just played it, but for the advanced type, it might be of some help if you use a powerslide.

-Doughnuts-

At a "safe" part of the track, hold -> or <- while holding the L or R button corresponding to the arrow to do a doughnut. Nice way of passing time, but only for races in non-Grand Prix modes.

-Skidding and Powersliding-

What you want is to powerslide while taking a turn, and seeing sparks coming out of your rear tires, which you want.

-Yellow, Orange, and Blue Powersliding-

Before I teach you this, you better make sure you are at each top or bottom corners of Luigi Circuit, or at each turn in Baby Park.
First, you need to press and hold the L or R Button depending on what turn it is, then turn -> for a right turn, and <- for a left turn. Keep pressing the L or R button to hold a powerslide. If you happen to have your hand "slip" from the analog stick, you will struggle since you will wobble for a bit, and then take a while to execute a regular corner. But, while still holding either the L or R Button, and flick it the proper way, either letting go or otherwise, your kart wheels spark from the original yellow to a bright orange! Which in this case, will make you travel to your normal maximum speed, which even though doesn't mean anything to some, it actually does! Flick the controller -> or <- again to make the sparks go from orange to blue, which will mean that you will be traveling about a mile per hour faster than your normal speed which you would get staying at orange.

-Boosting (The After Result From the Powersliding Technique)-

After you reach the ending of a turn, and your sparks are blue, when you are at the desired point, let go of the analog stick or D-pad and then you will get a little boost. Which, in this result, will increase the speed to 70 MPH, about the speed you would get from a mushroom boost, for about a second. This is essential for getting a good time in Time Trials, catching up from lost ground, and dodging some weapons.
There is another option, though. There are colored strips on rainbow fashion around a few courses, including Luigi's Circuit, and Wario's Colosseum. If you try a powerslide while the rainbow cruising is in effect still, you will lose ground. So, it would be a good idea to wait after this effect is no longer going.

-Racing Lines-

I am sure you know what this is, but just to be sure, you will hear these two
words a lot from now until the ending of this FAQ. Well, for those of you who
are new to the racing scene, the racing line usually means the shortest distance
around the track, whis is extremely key for time trials. Let me give you an
example: If you are just beginning and S-Curve, and begin to go a long way
around, you will lose a few seconds. So, it would be a good idea to go through
the middle of the curve, so you keep your pace. But, there is a disadvantage to
this. If it is a long turn, that curves severely to either the right or the
left, go through the middle, not the outer edge.

-Ramped Jumps)Road Blocks(-

This will be used often on courses such as DK Mountain. While you are coming
towards the big volcano after the launch from the barrel, a good way to land
perfectly would be to land while tipping the analog stick forwards. Don't do
anything and keep an average jump. Or, to avoid hazards that other karters put
before you, tilt the analog stick back so you can swerve around it. Tipping it
forward is also useful for such places like Time Trials.

-Spinning and Somersaulting)Result From Hazard(-

This will tick you off when you are at a race. Try to avoid somersaulting,
because there is no way in order to block this, at least what I know of. Also,
to block from spinning, tap or hold down the B Button, and you should be able to
stop from the results of objects.

-Hazards-

This will tick you off. Many different hazards splatter around the course with
or without you knowing about it. Some include monsters from Bowser's Castle, and
fireballs that spit out of Bowser's mouth in Bowser's Castle as well.
Remember when I told you about powersliding through the inner edge? In this
case, don't get so close. Since, if there is a fence or not, you will probably
be slown down by quite a bit. In this case, also, you need to, and I certainly
can't stress this enough, you need to practice the racing line, for as long as
long as you possibly can wither.

-Off-Roading-

I will use Yoshi's Circuit to surface for this one:

There are mud and grass that you can see when you turn around every corner, and
that sometimes isn't a bad thing. There are shortcuts littered around every
track, so you make sure you practice these courses, and soon enough, you will
find out that the race track set-up is not always the best way to go.

-Stealing-

Thank God this is the last topic of this section! This is also essential for key
races, and you can bash and crash into your opponents to possibly knock their
objects away. This, again, could mean a very crucial difference between a close
win, and a faraway loss.

==/IV/ Tips
==

There is a dozen tips, even though there will be mere others in the Grand Prix
mode that I will explain to you when we get there in that point in time. These
tips will help you more than many others, and will guide you to be well on your
way to becoming a true Grand Prix Master!

)Spy On Others(

Warning: This may cause you to lose your friends. Make a pact or some other type
of formation with a friend, and this has to be done with two players at the
least, to not hit one another. Figure to knock another player, friend or
computer played off of a ledge or some other contraption. This may tick that
person off, so be definitely prepared.

The rest of this FAQ will be made in later updates.

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/V/ Power-Ups)Projectiles(
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Coming Soon!

==
/VI/ Karts and Karters
==

Coming Soon!

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/VII/ Karter Combos
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/VIII/ Preview For Main Walkthrough
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Coming Soon!

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=c= Star Cup

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=d= Special Cup

Coming Soon!

=e= All Cup

Coming Soon!

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/X/ Battle Mode )Tactics(
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Coming Soon!

=a= Tracks

Coming Soon!


=======================================================================
/XI/ Secrets
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Coming Soon!


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/XII/ Checklists
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Coming Soon!


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/XIII/ Taunts
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Coming Soon!


=======================================================================
/XIV/ Disclaimer and Web Sites Who Are Allowed To Use This FAQ
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You cannot host this on your website. No matter how many times you ask me, I
will not let you. Those websites are not a reliable source, so if your website
is not in the sites that I will list here momentarily, than don't even bother. I
cannot trust those websites either because they have a history of stealing FAQs,
et cetera.

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and only if that website earns my trust, I might make it as an exception.
Otherwise, absolutely not.

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=======================================================================
/XV/ Frequently Asked Questions
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Coming Soon!

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/XVI/ Closing Comments and Thanks
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