

Mario Kart: Double Dash!! FAQ

by Vash The Stampede15

Updated to v2.02 on Mar 13, 2005

MARIO KART: DOUBLE DASH!!
A Full FAQ, ver 2.02; March 13, 2005

For the Nintendo GameCube
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~ D O U B L E D A S H ! ! ~

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WHAT'S NEW?

Made a purely cosmetic change. New track headers. Yum.

=====
I ----- INTRODUCTION
=====

Welcome everyone to my latest guide, this one covering the best Mario Kart game since the last one, Double Dash!! I am the artist formerly known as Wash the Stampede, and this is a rewrite of my sixth guide, covering the game introduced in the previous sentence. That's right, I said "rewrite", meaning that I recently went over what was once a piece-of-crap-guide and redid everything, making it into a better-than-it-was-before-but-still-not-so-great-guide. But that's just me putting myself down as always. Anyhoo, I tend to ramble on way too much in these introductions, so I'll make this a first and shut up.

Enjoy!

- Merca

=====
a. Contact Me
=====

Need to get in contact with me? That's cool, so long as you follow some simple rules. Feel free to send any questions, comments, hate mail or anything else of the sort to <faintwhitefigures311@gmail.com>. However, I highly suggest reading through the FAQ before asking a question--if it's answered within the confines of this document then you shouldn't expect a response. What that means is that if you are too lazy to check through the FAQ by pressing Ctrl + F and searching for whatever it is that you're looking for, then I'm too lazy to reply. Also, do not ask me any questions about something that I may not have covered yet, as I probably don't know anything about it and would rather not have it spoiled for me. One last thing: when sending me an e-mail, be sure to put something along the lines of "Mario Kart" in the subject. If you fail to comply, your mail will be promptly deleted. Sound good?

In short...

E-Mail: faintwhitefigures311 (at) gmail (dot) com

Please only contact me if it's pertaining to something that isn't already in the guide, otherwise I'll be left with no prerogative but to eat your face.

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II ----- GAME BASICS
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This nice little section will cover all of the basic information you need to know before playing Double Dash!! Just think of it as a condensed version of the instruction manual, only written by yours truly instead of whoever writes those.

=====
a. Controls
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Control Stick - Steer

Surprisingly enough, you can use this little gray stick to steer your vehicle. Tilt it to the left to veer left and vice versa.

C-Stick - Nothing

Like I said above, it doesn't do anything!

Start Button - Pause

Tap this button during play to pause the game and display the controls, complete with a diagram of the controller! Cool beans!

A Button - Accelerate

Hold this button down to gain speed and move from a snail's crawl to maximum speeds.

B Button - Brake

The B Button has two different functions. Pressing it while accelerating will apply the brakes. On the other hand, pressing it whilst you are stationary allows you to back up.

X and Y Buttons - Use Item

Pressing either of these buttons will let loose whatever item your hind-seated character is currently holding.

Z Button - Switch driver / item user

This button will switch the driver to the item handler and vice versa. In co-op mode, both players must press this button simultaneously for it to work.

Left and Right Triggers - Drift

If you push these buttons together, you can drift, or slide, around a tight turn. It's a very useful skill that you'll need to learn to use effectively. In co-op mode, the triggers have a different use for whoever is controlling the rear character: the Slide-Attack, a quick ramming move good for smashing nearby karts.

=====
b. The Basics
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All the basic stuff you should already know / be able to figure out. Even so, this is a good place to look if you're a Mario Kart newbie.

=====
MAIN MENU
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When you first boot up the game, three options will appear below:

Start Game

Pretty self-explanatory, I should think. Select this and you'll be taken to another screen, asking how many players you want. Choose from one to four, then select the mode you wish to play; either Grand Prix, Time Trials, Versus, or Battle (Multiplayer only).

Records

This option will display not only your record scores for each cup in Grand Prix mode, but also your fastest time trial runs for each and every course. Pretty cool!

Options

There are several things to fiddle with here, complete with an array of different results depending on what you select:

- * Sound: Whichever you want. If you have surround sound, go for that, otherwise, it's either Stereo (like me) or Mono (only one speaker). Default is "Surround."
- * Volume: Does the exact same thing as hitting the "Vol +" button on your TV's remote control. Pump it up if you've got bad ears. If not, leave it be, as the recommended sound level is just fine. Default is "Recommended."
- * Rumble: Want the controller to vibrate ever-so slightly when you're hit with a turtle shell or collide with another kart? If so, leave this option on. Default is "On."
- * Time Trials Ghost: Your choice here determines whether or not a ghost of your best time in each course will appear during a Time Trial race. Default is "On."
- * Vs. Item Box: The various options here decide how the item boxes will appear during a Versus Mode race. Default is "Recommended."
- * Vs. Laps: During a Vs. race against a buddy, you can use this option to set the number of laps per race to anything from a single to lap to as many as nine. Default is "3."

=====

GAME SCREEN

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Turn on the game and make some snap decisions to get playing ASAP. Sooner or later, this is what you'll see.

```
|-----|
| #1 |_ |[]      Time: #### |
|   2         3         |
| **                _____|
|                |_____|
| ** 4                |_____|
|                |  5 |
| **                |_____|
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| **                |_____|
|                /_____|
| #6                |  7 |
|-----|_____|
```

1 - Position

This displays the current place your team is in (1st being the best and 8th being total suckiness).

2 - Current Item(s)

This small box shows what item(s) your racers are currently holding.

3 - Timer

Here you'll see a timer showing how long you're taking.

4 - Top Four Karts

On the left side of your screen are the top four pairs/karts. It should be your goal to always be on here.

5 - Track Map

A map of the course layout, complete with little icons for each individual kart. Great for seeing how far ahead (or behind) you may be.

6 - Current Lap

Shows how many times you've raced around the course out of how many total times you need to finish the race.

7 - Miles Per Hour

Displays how fast you're going.

8 - Your Kart

No explanation needed, I shouldn't think.

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MODES

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Grand Prix

This is the main single player mode. After choosing one of three initially unlocked cups, you get to race against seven other karts in four races. Depending on how you place, you'll gain a certain amount of points; the better you do in the race the more points you'll receive. The top three point scorers after all four races receive trophies, while the other five karts are laughed at and referred to as losers.

Time Trial

In this mode, it's just you racing against the clock--there are no other karts to slow you down. Your goal here is to finish a single course as fast as possible. To aid you with this, each character on your kart is given one, and only one, Mushroom. Make sure you conserve these and only use them when needed, otherwise getting the best time possible won't be easy.

Versus

This is a multiplayer mode, meaning that the only karts on the road are those controlled by human players. With that as an exception, everything else is similar to a Grand Prix race.

Battle

Another multiplayer mode, Battle lets you choose one of three different mini-games to challenge your buddies in: Balloon Battle, Shine Thief, and Bob-omb Blast. Check out Chapter V for more in-depth details on those.

=====

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Drift

This technique is incredibly useful for taking sharp turns. By pressing and holding either the left or right trigger (or both) during a turn and you'll slide around the corner without losing your momentum. Master this skill and you'll become a much better driver.

Mini-Turbo

With this tricky move, you can actually get a speed boost while drifting around a turn. There are two different ways to perform it:

- * Single Player: During a drift, tilt the Control Stick in the opposite direction of the turn (e.g., if you're turning left, tilt the stick to the right). When the sparks on the wheels turn red, that's your cue to tilt the stick back in the other direction. Once the sparks become blue, stop drifting to gain a short-lived turbo boost.
- * Co-op: While the front character performs the drift, the back character should tilt the stick in the opposite direction of the turn. Once the sparks are red, push it back to the other side and wait for the sparks to turn blue. When that happens, the front character should end the drift to activate the turbo.

Rocket Start

During the countdown right before the actual race begins, you can get off to a quick start by pressing A when the light turns green. This can be somewhat difficult to perform, but practice makes perfect (as if you've never heard that before). The most effective method to pull off this technique is to wait for Lakitu's hand to start moving after the light turns green, then press the A button just as his hand falls.

Double Dash!!

This move (the game's namesake) can only be performed in co-op mode. If both the players (the person controlling the front character and the person in control of the rear rider) properly execute a Rocket Start (see above) together, a Double Dash!! will occur. It's basically the same thing as a Rocket Start, only much more effective.

Stealing Items

There are three different ways to steal an item from an opposing kart, but they only work if your rear character doesn't currently have an item.

- * Crash into an opposing kart while using a Mushroom
- * Crash into an opposing kart while using a Star
- * Slide attack another kart (co-op only)

=====

SWITCHING PLACES

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The newest addition to the Mario Kart series is inclusion of two characters per kart. Not only does each character have a special item unique to them,

but they also have specific weight conditions, limiting that character to certain sized karts. During a race, one character will serve as the driver while the other deals with items and whatnot. To have the driver and item user switch places, simply press Z. Now, what is the point of switching places? Well, if you're rear character already has an item in hand, you can switch so that the character who was previously driving can grab one. Also, you may want to take advantage of a certain character's special item.

=====
CUP PLACING
=====

In the Grand Prix mode, you don't need to take first place in every race to win. Instead, you gain a certain amount of points depending on which place you come in. Ideally, you'll want to get first in each race, but it isn't required to obtain the gold trophy for the cup. Anyway, here's a list of each rank you can come in and the amount of points it yields:

- 1st Place - 10 points
- 2nd Place - 8 points
- 3rd Place - 6 points
- 4th Place - 4 points
- 5th Place - 3 points
- 6th Place - 2 points
- 7th Place - 1 point
- 8th Place - 0 points

=====
c. Items
=====

By driving over one of the many multi-colored boxes scattered around each individual track, you'll acquire an item that can be used in the race to gain an advantage over your opponents. Item boxes usually only provide one item each, but if you hit a double item box (which looks like two normal item boxes smashed together) both your front and rear character will obtain an item.

=====
BANANA PEEL
=====

These items, which can be either dropped behind you or tossed ahead, will sit on the track until something--be it yourself, another racer, or a projectile of some sort--collides with it. Any kart that drives over a banana peel will spin out, so be on the look out for these along the course and avoid them like the plague.

=====
GREEN SHELL
=====

A very useful item, indeed. As with the banana peel, you can either propel this ahead like a torpedo or fire it behind. Now, the most apparent use of these shells is to hit other karts with them. Once shot, a green shell will zoom ahead in a straight path until it hits a wall, at which point it'll ricochet off anything else until it strikes a kart, causing it to spin out,

or a banana peel, causing the shell and the banana to disappear. However, another interesting use of shells such as this is to divert homing shells (see below). If a red shell is on your kart's tail, a small icon will appear to inform you of this. At this point, toss a green shell behind you to knock out the attacking shell and save your skin.

=====
RED SHELL
=====

Now here's an item and a half for you. At first, the red shell may just seem like a prettier version of the green shell, but in reality it's actually a much more useful item. After tossing it either forward or behind, it will automatically home in on the nearest kart and smash into it. Unlike the green shell, it doesn't require any aiming and can be unleashed right away with minimal effort to the same effects. She's a beaut to use, and can also knock away oncoming projectiles the same way as the green shell.

=====
SPINY SHELL
=====

These bad boys can be either your best friend or your worst enemy. The role of this spiky blue shell is to bypass all other karts and head straight for the guy in first place. If that's not you, it's all good. However, if you happen to be the frontrunner when one of these is unleashed you might just be screwed, as evading a spiny shell is about as difficult as, well, something really difficult. Yes, that was lame, I know. By the way, when this explodes on the lead racer's kart, it'll result with a massive shockwave, so any nearby karts will also feel the impact. Unfortunately, this item never seems to show up unless you really suck (e.g., are in 5th place or worse), making it almost nonexistant to someone as awesome as I am at this game.

=====
FAKE ITEM BOX
=====

Ah, here's an interesting item, indeed. Basically, it's like an item box, only a slightly different color, and instead of giving anyone who hits it an item it'll force them to spin out. I find that a good place to leave one of these is around a place with a lot of normal item boxes or at the top of a ramp. The former should be self-explanatory, but the latter is a good idea because if another kart hits one right at the top of a ramp, they won't have enough steam to make it over the ensuing jump, this screwing them over quite nicely.

=====
MUSHROOM
=====

Use one of these li'l guys during a race to gain a short-lived speed boost that is perfect for cutting across areas of the track that would normally slow you down. Even better, these sometimes come in groups of three. Lovely.

=====

=====
PEACH and DAISY
=====

These pretty princesses ride around in the Heart Coach and Bloom Coach vehicles, both of which just so happen to be mid weights. Their unique item is the heart, and using it surrounds your vehicle with a magical aura. During this period of time, any item that hits you will have no effect and will become theirs to be used.

=====
YOSHI and BIRDO
=====

Yoshi is a Super Mario mainstay, but Birdo may be a character that you don't recognize. It first appeared in Super Mario Bros. 2 (aka Doki Doki Panic), where it served as a boss enemy. These reptilian characters drive the Turbo Yoshi and Turbo Birdo karts, which are both middle weights. Their special item is a giant egg that homes in any racer. When it hits anything (it doesn't even have to be another racer), it'll drop three random items that you can use.

=====
KOOPA and PARATROOPA
=====

Riding around in the light weighted Koopa Dasher and Para Wing karts, these two can hold three green or red shells at once. Though it may not sound like much, having three red homing shells at your disposal can really turn the tide of a race.

=====
BABY MARIO and BABY LUIGI
=====

These two infants have tricked out their cribs, creating the Goo-Goo Buggy and Rattle Buggy vehicles. When you use their special item, an enlarged Chain Chomp will appear and drag your kart along behind it, causing any karts it hits to spin out. Pretty awesome, although it only shows up when you're are not doing so well in a race.

=====
BOWSER and BOWSER JR.
=====

The Koopa King is Bowser's vehicle, while Junior rides around in the Bullet Blaster. Their unique item is pretty much a massive version of the Green Shell item, albeit more powerful; it takes a lot more to destroy the thing.

=====
WARIO and WALUIGI
=====

Okay, so Waluigi is the worst name ever in the history of the world. There is no contesting this. Anyhoo, him and his buddy Wario both ride around in ugly

purple cars. Their unique item is known as the Bob-omb, and it is a powerful bomb that can take out multiple karts with a single blast.

=====
TOAD and TOADETTE
=====

These two mushroom people ride around in the Toad Kart and Toadette Kart, respectively. Their unique item is a golden mushroom, and using it grants unlimited speed boosts for a short period. Very cool, and a terrific way to make up some lost time.

=====
KING BOO and PETEY PIRANHA
=====

Riding around in the Boo Pipes and Piranha Pipes vehicles, these two characters have the most unique special item there is--they don't have one! Their special is simply a randomly-chosen special item of one of the characters listed above. More of a wildcard than anything else.

b. Karts

Depending on which characters you select, only certain karts will be available, as characters cannot ride in a kart smaller than they are. For example, Bowser can't fit into Jr.'s tiny Bullet Blaster. As such, you should take to mind what kind of kart you want to be driving before choosing racers.

=====
LIGHT KARTS
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While lightweight karts have relatively low top speeds, they tend to have terrific acceleration, allowing them to reach their max speeds in a hurry. Unfortunately, they can easily be pushed around by larger karts, a deadly downfall in some cases.

Goo-Goo Buggy

Speed : *
Acceleration: *****
Weight : **

Rattle Buggy

Speed : **
Acceleration: ****
Weight : **

Koopa Dasher

Speed : **
Acceleration: ****
Weight : **

Toad Kart

Speed : **
Acceleration: *****
Weight : **

Toadette Kart

Speed : *
Acceleration: *****
Weight : **

Bullet Blaster

Speed : *****
Acceleration: ***
Weight : *

Barrel Train

Speed : *****
Acceleration: **
Weight : ***

Para Wing

Speed : *
Acceleration: *****
Weight : **

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MEDIUM KARTS

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Medium karts, are you may guess, are average karts with all-around statistics.

Red Fire

Speed : ***
Acceleration: ***
Weight : ***

Green Fire

Speed : *****
Acceleration: **
Weight : **

Heart Coach

Speed : **
Acceleration: *****
Weight : ***

Turbo Yoshi

Speed : **
Acceleration: *****

Weight : ***

Turbo Birdo

Speed : ***

Acceleration: ***

Weight : ****

Bloom Coach

Speed : ***

Acceleration: ***

Weight : **

Waluigi Racer

Speed : ***

Acceleration: ***

Weight : ***

=====

HEAVY KARTS

=====

Consider heavy karts the exact opposite of the lightweights--they don't accelerate too fast, but once they reach their top speed they can't be beat. Also, they have no trouble knocking around anything smaller than them.

DK Jumbo

Speed : ****

Acceleration: **

Weight : ****

Koopa King

Speed : *****

Acceleration: *

Weight : *****

Wario Car

Speed : ****

Acceleration: **

Weight : ****

Boo Pipes

Speed : **

Acceleration: ****

Weight : *****

Piranha Pipes

Speed : ****

Acceleration: **

Weight : *****

* NOTE - The Parade Kart, an unlockable vehicle, fits into all three weight

also goes uphill, so now would be a terrific place to use a Mushroom or Star if you have one.

En route to the top of the hill, you'll pass another grouping of item boxes, so stock up if need be. At the peak, the road will bend to the right, leading through another set of boxes, and then finally into a sharp left turn. As with last time, it's a great idea to ride up onto the gray ramp, so as to use the speed boosts to pass up any frontrunners. Be sure not to veer too high on the ramp, however, as you don't want to slip off onto the blacktop to the right of the ramp. The finish line is barely a Koopa Shell away from the last boost pad, so make a beeline to it and the race is over.

=====
SHORTCUTS
=====

Behind the Chain Chomp

After driving off the mini-ramp right at the beginning of the course, there is a somewhat hidden road directly to the right of the item boxes ahead. It leads behind the massive Chain Chomp, preventing any possible danger there, and also provides another opportunity to grab an item box.

Pit stop!

At the peak of the hill after the second mini-ramp, the road branches off to the right, leading behind a wall. There are a few double item boxes over this way, so it's hardly a bad idea to try this shortcut out, especially if you're in the lead.

P E A C H B E A C H

=====
TIME TRIAL TIPS
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As with the first track, the main shortcut here (head left at the bottom of the hill and go off the ramp) isn't nearly as fast as taking the normal route. There are two effective ways to use your speed-boosting Mushrooms here; either to cut through the rising tide on the beach or during the uphill climb after you get off the beach, right before the finish line. Unlike the actual race, there aren't any Cataquacks to bother you, so as long as you can keep out of the water (unless you're powering through it with the aid of a Mushroom), nothing should impede your progress.

=====
COURSE DESCRIPTION
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As with the opening course, Peach Beach also begins with a short-lived straightaway. Directly following this is a gentle downhill ride that curves to the right, leading through some item boxes and onto the beach. From here, there are two choices; left or right. On the first or second laps, only go left if you've got a Star or Mushroom. After leaping the large ramp, you'll

need a speed boost of some sort to power through the shallow water on the far side. However, on the third lap the water drifts away, leaving a narrow path for you to drive through.

If you don't have a speed-boosting item, the easiest (and quickest) path is the one to the right. Don't bother sticking to the stone road--just cut across the sand, avoiding the various Cataquacks (the red and blue creatures with duck bills) at all costs; get too close to one and it will toss you into the air, sucking away valuable time. Also, steer clear of the water, as it'll only slow you down. On the far side of the beach is a tiny cavern where some item boxes reside. Try to snatch one as you zoom by, then swerve to the right along with course as you head back onto the beach.

Again you'll want to avoid the Cataquacks, so stay this time to right, closer to than stone path than before. Once you've driven past the Cataquacks, drift hard to the left as you turn back onto the road. You'll head up a hill rife with moving item boxes, hopefully you'll get a Banana Peel or Fake Item Box here, as this is the perfect place to leave those things. At the top of the hill is a short sprint to the checkered finish line!

=====
SHORTCUTS
=====

To the left!

At the beginning of the downhill slope at the start of the track, you can actually turn left just before the item boxes and drive into a pipe. This pipe will spit you out in the same location, but it will also allow you to grab a double item box. Not the most useful "shortcut" as it slows you down, but a cool little thing to experiment with nonetheless.

To the left... again!

Following the downhill ride toward the start of the course, you'll have two paths to take once you reach the beach. Heading right is the obvious way, but taking the left path can save you some time. However, going this way only works if you have a Mushroom or Star, unless you're on the third lap, in which case it will work even without. Anyhoo, once you've hurdled over the giant booster ramp, you'll land on a small island. Head for the small strip of land connecting this island to the main beach and, if you've got a Mushroom or Star, use it now to speed right through the water that would otherwise slow you down. On the third lap, the water is no longer there, so you're free to go without any speed-boosting items.

Around the fountain

Right after the uphill climb directly before the finishing line, you can turn to the left and drive around the fountain, nabbing yourself a double item box. Like the first shortcut for this level, it doesn't do much to speed you up, although it does provide some possible ammunition.

B A B Y P A R K

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TIME TRIAL TIPS

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The main thing you need to do in the Baby Park to get a good time is learn how to successfully take the turns. The idea is to start drifting a bit prematurely, allowing you to slide around the central median with little space between it and your kart. Other than that, just stay near the median the whole time, as opposed to driving in the center of the road--that will only slow you down. As for your Mushrooms, there really isn't any way to use them here, so apply them during a straightaway or after coming out of a turn.

=====

COURSE DESCRIPTION

=====

Hands down, Baby Park is the most simplistic course in the game. The stage is comprised of an oval, and nothing more. Do to it's incredibly short length, you actually need to circle the course seven times (seven laps), as opposed to the three laps required for normal stages. The best way I've found to take the U-turns on this course is to drive toward the turn at an angle and start drifting around early, allowing you to slide just past the middle barrier and into a comfy position. Also, since the stage is so small and all eight karts will be rather close together, be sure to make the most of your items. As another result of the stage's diminutive size, chances are there will be a plethora of Banana Peels and Fake Item Boxes laying around, so drive carefully and use them to stop weapons that may be homing in on you from behind.

D R Y D R Y D E S E R T

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TIME TRIAL TIPS

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The best way to make use of your Mushrooms in this oh-so dry desert is to cut across the dark areas of sand near the beginning of the track, so that you don't have to bother with the various turns. In addition to that, make absolutely certain that you don't get swallowed up by the quicksand or one of those cyclones. Either one will completely kill your time.

=====

COURSE DESCRIPTION

=====

Following a straightaway that leads under an arch and right to some item boxes, the road curves to the right, so drift through some more item boxes, then get ready for four quick upcoming turns; right, then left, right, then left again. Drifting around these tight corners is almost necessary, otherwise you might slip out into the sand, which would drastically slow you down. From there, a short straightaway is in order, although you'll need to stay to the left, far away from the cyclone. Get too near it and you'll be engulfed, losing some precious time.

Not far past the cyclone is another interesting obstacle: a pit of quicksand. Driving right through won't do at all, so curve around the lip of dirt at the

top, either to the left or to the right. However, if you drive too haphazardly around this lip, you'll probably slip into the quicksand. At that point, the only thing to bail you out will be a Mushroom or Star, so be extremely careful here. Additionally, the small lip of road around the quicksand is an awesome place to drop a Banana Peel or Fake Item Box, as each kart has to take this route.

Once you reach the other side, grab an item box and look out for the brownish cactus enemies. They like to form arches, so drive through what little space you're given with care and you'll come into a large open area with some sand dunes. Simply drive straight through, swerving around the cactuses and avoiding the dunes, as well. Another pair of cactuses guard the path to the finishing line, but they won't do much as you ride right past. Take the right ahead gently, then following the mostly straight road toward the finish line!

=====
SHORTCUTS
=====

Cut through the sand

Right at the beginning of the track, there are several turns you're forced to make. However, if you've got a Mushroom or Star, you can easily skip those and cut through the dark portions of sand.

b. Flower Cup

M U S H R O O M B R I D G E

=====
TIME TRIAL TIPS
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Like many other courses thus far, some of the shortcuts will in fact lead to slower resultant times. On the Mushroom Bridge stage, don't bother trying to climb the sand path after the first tunnel--even with the aid of a Mushroom it will still slow you down. However, taking the railing on the bridge at the end of each lap is a must. If you tend to fall off, be sure to practice up; without this shortcut, getting an extremely fast time is impossible. When it comes to your Mushrooms, you're free to use them at any point in the track. Personally, I like to use them while inside the second tunnel, but that's just me.

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COURSE DESCRIPTION
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The first thing you should notice about this course are the various cars and other vehicles in addition to the eight karts. Fortunately, most of the cars move slowly enough that they can be avoided with ease, though your kart will spin out if you slip up and collide with one. Furthermore, be extra careful around the vehicles that resemble bombs. Why? 'Cause they're bombs! Also, the red cars carrying mushrooms can be bumped without penalty--they'll even drop speed-boosting Mushrooms that you can grab! Sweet!

Almost immediately, this course swings into a left turn, bringing you into a tunnel. Try to grab an item box as you dash through this straightaway, but don't stick your neck out if it's too close to a car. At the end of the tunnel, you've got two choices as you barrel along to the left. You can either continue along the main road (recommended) or you can ascend the uphill dirt path to the right. The latter can prove a valuable shortcut, but only works well if you've got a Mushroom or Star to help push you up the sandy path. Without such an item, this path will only slow you down.

Okay, so assuming you went left, the road will ease into a nice straightaway before kicking back to the right. Make good use of your drifting ability here. Following that is another short but sweet straight section that'll bring you into a second tunnel. Be sure to snatch an item box here, as it'll help a good bit to have some ammunition so close to the finishing line. Just past the item boxes, the road curves to the left, so drift a bit to prevent your kart from smashing into the far wall.

Outside, you'll need to turn left just a bit to align yourself with the upcoming straightaway across the bridge ahead. Now, there are two ways to get across the bridge: the fast yet dangerous path or the slower but much safer route. It's up to you. The slow but safe route is the obvious way to cross the bridge--just drive right across it. There are some item boxes to grab and you'll have to dodge a bit of traffic, but beside than it's smooth sailing. On the other hand, the other way requires you to actually drive up onto the red arched railing on either side of the bridge. While there are speed booster pads all the way across, making for a great way to take over the lead, it's quite easy to fall off into the water below. Doing so would drastically slow you down, so it's a gamble. I suggest only taking the aforementioned route if you've tried it before and are confident in your ability to get across. Either way, the finish line is just on the other side of the bridge.

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SHORTCUTS
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Up the hill, around the traffic

Once you exit the first tunnel, keep your eyes on the lookout to the right for a patch of sand leading upward. Drive up there (preferably with the aid of a Mushroom or Star, otherwise it'll only slow you down), then make a slight left adjustment and drop back onto the track, effectively shaving off a small bit of time.

Atop the bridge

After exiting the second tunnel, edge to the left and instead of driving across the bridge like normal, drive up onto the red railing to the side. There are speed boosts o' plenty up here, but it's really easy to slip up and plummet, so be careful.

Through the pipes

Just to the left of the finish line, you can turn left and drive through a pipe which will spit you out not too far ahead. However, you'll also be able to nab a double item box using the pipe, so it's not bad decision in the least.

M A R I O C I R C U I T

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TIME TRIAL TIPS
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Since this is one of those courses without any true shortcuts, there really isn't a whole lot you can do to decrease your time. The best way I've found to use your Mushrooms is to cut over the grassy corners on the final stretch, just before the finish line.

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COURSE DESCRIPTION
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Not unlike most other levels, the Mario Circuit begins with a short straightaway leading through a group of item boxes. Just after those is a wide left turn that you should drift around. A similar right turn will follow that, and then the road will turn to the left and head uphill, past a Chain Chomp hanging around on the left. Be sure to stay on the far right side of the road in order to avoid it's wrath. Atop the hill you'll find another series of item boxes, followed directly by a quick right into a tunnel.

Inside, the road immediately swerves back to the left, then gradually switches back toward the right again. Once outside, you'll be treated to a nice short straightaway through a sandy area with Piranha Plants to either side. If one of them is able to so much as nick your kart, you'll spin out, so be sure to stay in the center of the road. Drift left around the U-turn ahead, then zoom through a group of item boxes and drift back to the right. Some unhappy Goombas occupy this area, but they're rather large and crashing into them isn't a problem.

Additionally, there always seems to be a surprising amount of Mushrooms laying around here, so grab them and exploit their use to cut some corners. After a quick left followed by another fast turn, this one to the opposite direction, you will swing back around onto a straightaway, with the finish line at the end.

D A I S Y C R U I S E R

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TIME TRIAL TIPS
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In addition to the obvious things (don't fall in the pool, restart if you have any trouble in the room with the moving tables, etc), there are a few other things to take note of. For one, it is absolutely necessary that you stay out of the pit in the room following the moving table area. About your Mushrooms, there are a few different ways to apply them. If you aren't particularly apt at getting through the table room unscathed, that is a worthwhile place to use them. Additionally, I like to use mine as I ascend the stairs at the tail end of the track.

=====
COURSE DESCRIPTION
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Right from the get-go, you need to start turning to the right in order to align yourself for the upcoming turn. Not long after, the track kicks back in slightly, so veer a bit to the right and do your best to grab an item box, though it may be tricky because they're always on the move. Just past the boxes, you'll want to drift to the left in anticipation of the upcoming turn. At the bottom of the stairs, curve to the right around the swimming pool, staying as close as you can to the pool to speed things up a bit. On the far side are some stairs that you need to descend, but don't drift down them, otherwise you'll collide with the railing on the right and lose speed.

Make a left turn at the bottom and head inside the ship. Following a short straightaway, you'll come into the trickiest area in the level. Turn left and start driving toward the room's exit on the far side of the room, but watch out for the tables, which are constantly moving. If you're able to reach the other side of the room unscathed, be ready for a hard right turn, followed up by two hard lefts. Try as hard as you can to stay out of the pit after the first left, since falling in won't speed you up if you don't know what you're doing.

Anyhoo, taking another right will lead back out onto the deck, where you want to veer to the left. Just ahead is a right turn that you'll want to drift around, as well as some boxed items. Next you'll get to ride along a short-lived straightaway, then drive up a set of stairs. From the top, the finish line is just a smidgeon to the right.

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SHORTCUTS
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Into the pit

In you fall into the pit after the room with moving tables, all is not lost. Drive ahead (follow the signs) and grab the double item box, then ride into the large red fan and you'll pop out on the deck.

W A L U I G I S T A D I U M

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TIME TRIAL TIPS
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Since there are no "true" shortcuts in this stage, we'll have to exploit a few other little things in order to achieve a good time. First off all, there is one specific turn where you need to curve around a pool of muddy water. Instead of that, simply power through with the aid of a Mushroom. Additionally, it's possible to save a bit of time on the first few turns of the course (the ones right after jumps) by holding down the triggers and the direction you want to drift in even before you land.

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COURSE DESCRIPTION
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Waluigi Stadium begins with a beeline to a ramp; driving off this take you right through some item boxes. Try to align your kart with a box before going off the jump to ensure that you get one. Also, be ready to drift slightly to the left as soon as you land, since you'll want to be in prime position for the following dash across some speed bumps. Curve to the right prior to riding up the massive ramp ahead and leaping the gap below with the aid of some speed boosts. Keep in mind that the very top of ramps such as this one are perfect places to leave behind Fake Item Boxes or Banana Peels. If another kart hits one of these at the top of the ramp, they'll fall into the pit, losing a ton of time.

Before you even land, hold down the triggers in preparation to drift around the corner ahead. Just past that is a second jump--try to nab the floating item box along the way. When you land, zoom down the straightaway toward the group of item boxes ahead, then pull a swift drift to the left. Be sure to avoid the nasty black-brown watery stuff, it's sure to slow you down a lot more than you want. However, if you've got a Mushroom, you can easily use that to dash through and make up some lost time.

Anyway, take advantage of this straightaway to raise some havoc with any weapons you may have. Pull a quick drift to the left at the end, then get ready to head through the "obstacle course." Although this part is indeed a straightaway, there are several figurative hurdles you'll need to hop. First, Piranha Plants will pop out of the seemingly harmless green pipes, looking to get in your way and force your kart to spin out. Not good, so swerve right, left, and right again to dodge them. However, you also need to look out for rotating flames that have set up shop in the center of the track. Be sure to steer clear of them as you swerve back and forth as well.

At the end of that troublesome stretch, drift a bit to the left, then watch out for attackers on the straightaway before you. Following that, drift right and stay away from the watery muck that I mentioned before. The first right turn shouldn't require any drifting, but the left turn afterwards does. Swing back into place and sprint for the ramp ahead. Once you land on the opposite side, the checkered flag is within reach.

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SHORTCUTS
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Cut the corners

Although not a shortcut per se, using a Mushroom to cut through certain watery turns this stage entails can give you a slight edge on the other racers.

c. Star Cup

S H E R B E T L A N D

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TIME TRIAL TIPS

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As a track with no shortcuts, there are really only two ways to utilize your two allotted Mushrooms. The first is to cut the corners on certain turns and use the speed boost to power through the snowbanks. Works pretty well. The other way to use them is simply to gain some speed on a straight shot or to get past the Shy Guy area.

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COURSE DESCRIPTION

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Since this course is set in a nice winter wonderland, there are a few new things introduced that are important to know about. Portions of the track are made of ice rather than snow or asphalt, you need to be wary of turns, as you might slide further than expected and hit the wall. Also, there are some Shy Guys training for the Ice Capades in the first area; avoid them or spin out. Simple enough. Finally, at the end of the course, there are some blocks of ice. Avoid these like the plague, as hitting one will freeze your character. Recovering from being frozen takes even longer than recovering from a spin out.

A right turn prior to a quick left curve will start this snowy course off. Try as you will to avoid driving up onto the snowbanks to either side of the road--they'll slow you down, much like the water or sand seen in previous tracks. Next, you'll want to drift to the right when you reach the icy portion, although it's important that you avoid the freezing water all the way to the right. Past the Shy Guys, through the gate ahead, are some item boxes that pave the way to a long, winding right turn. Make sure you steer clear of the icicle in the center of the road, then be ready for the path to switch directions (it'll turn to the left).

Ahead is a sharp right that you're advised to drift around, then a small left turn and some item boxes lead the way to another turn to the right. Progress forward a little and you'll come to a wide open area that is slick as ice (most likely because it is ice). Stay as far away from the ice statues blocking the way as you can, since hitting a single one will kill your time. A few small turns is all that stands between you and the finishing line, though, so keep up the pace!

M U S H R O O M C I T Y

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TIME TRIAL TIPS

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My preferred way to expend the provided Mushrooms is to take the small strip to the right of the item boxes at the tail end of the course (see the shortcut entitled "Avoid the traffic" for more details on that). Although you'll need to use both Mushrooms in one lap, this path will cut down on the overall time.

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COURSE DESCRIPTION

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Returning from the Mushroom Bridge track seen in the Flower Cup is the traffic. As with before, oncoming vehicles are bad, but the bomb cars are even worse. Whatever you do, stay away from them. Fortunately, the Mushroom cars have also returned. Bump one as you drive past and it'll spit out a Mushroom that you can use to gain a quick speed boost.

Right off the bat you'll want to veer just a little bit to the right and align yourself with one of the item boxes in front of you. Just behind them is a wide right turn that you need to drift around, followed by a nice little straightaway that is a perfect place to use any speed boost items you might have recently acquired.

A sharp right turn ahead will lead to another similar turn, only this time off to the left. Make sure you avoid the pillar in the center of the road, and head straight forward, making a right turn at the very end. A left turn just in front of you will lead to some item boxes, and a slight adjustment in the direction of the road to the left. The street will curve around a little, ending in a very wide left turn, for which I encourage you to utilize your drifting capability.

A left turn into some oncoming traffic is preceded by a long straightaway. There are a ton of cars coming your way, so stay on the white line in the center of the road and try to swerve around them as they near you. Make it to the end of this road without getting completely smashed by the ridiculous amounts of traffic and you'll locate the finishing point at the end. If the heavy traffic is causing too much trouble, however, there is an alternate solution. Instead of turning left after the item boxes, stay on the right, as there is a small strip of road you can use. Unfortunately, it's quite muddy and will actually slow you down.

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SHORTCUTS

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Through the buildings

When you reach the junction where you can either turn to the right or head straight, continue on forward and look to the right. Nestled amongst the buildings is a pink road that'll allow you to cut ahead. Unfortunately, there's not a whole lot of room to maneuver using this path, so I can't suggest using it.

Avoid the traffic

Toward the end of the stage, after a series of item boxes, you turn left onto a highway filled with vehicles coming straight toward you. Instead of going that way, it's actually possible to turn right after the items and take a small strip of road across. However, unless you have a star or mushroom, this path will slow you down.

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TIME TRIAL TIPS
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In this stage, the most obvious use and the best use of your Mushrooms are one and the same. Toward the beginning of the course, you can turn off to the right and use a speed boost to clear a jump, really cutting down on the total time taken.

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COURSE DESCRIPTION
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A winding turn to the right is what this nifty track greets you with. It'll soon change so that the road is heading to the left, however, so you need to be ready to turn without falling off the edge into the water below. In the little tunnel just ahead is another winding right turn which is followed by a small adjustment to the left. You'll soon be changing direction again, though, so don't get too comfortable.

In the next tunnel will be a long winding right turn which, of course, changes to the left when it spews you back outside. After some more item boxes you'll be changing directions yet again (back to the right). This turn will end rather abruptly, so you'll probably go careening into the wall if you aren't expecting it.

After that left turn, the road will again revert back to the right and send you downhill. Weave to the left to ensure that you don't smash into the bed of flowers at the bottom. A small left is the warning you get for the upcoming right turn that is very, very wide. Drift like a madman here, otherwise you'll most likely slide up the ramp and towards the wall (not good).

A quick left awaits you just after that mammoth turn just before, but it will soon turn off to the right for another really wide turn that you'll need to drift around. Some item boxes lay just before a left that leads into a right curve that will finally return you to this level's starting point.

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SHORTCUTS
=====

Through the grass

Once you pass the first two turns, you can either continue along the road into an open tunnel or turn right onto the grass and head for the gap in the wall. If you have a Mushroom, you can use it to boost over the chasm and gain a few seconds on your opponents. Keep in mind, however, that trying this without a Mushroom or Star will result in you losing some time, as you can't make the jump without one.

Off the road

After coming out of the long, winding tunnel, use a Mushroom or Star and drive straight ahead, right off the cliff. If you look closely, the grass forms a faint jump, allowing you to enter a secret road underground.

D K M O U N T A I N

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TIME TRIAL TIPS
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Yet another stage with no true shortcuts. Regardless, there are still several ways to use those Mushrooms in your hot little hands. After taking a ride through the way cool barrel cannon, you can turn to the right of the jumps ahead and cut (somewhat) across the road. Additionally, you may want to use the Mushrooms to power up the hill directly at the beginning of the stage. Both methods are effective.

=====
COURSE DESCRIPTION
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You'll immediately start heading uphill on a winding path that first curves to the right but quickly changes to the opposite direction and then back to the left again. Tricky. At the top of the hill is a wide right turn that leads you into one of the trademark DK canon barrels. Of course, this bad boy sends you flying way across the jungles below to the next section of the track.

Now heading downhill, drift to the right and go off the jump right in front of you. A few bumps later, you'll want to make a quick right just prior to a similar turn to the left. A wide turn to the opposite direction awaits you when you return to the grassy jungle-like area. Of course, things don't get any easier from here; a super-sharp U-turn lurks just ahead. Make sure you drift, otherwise you'll have some major trouble with this part.

Another U-turn is subsequent, only there are no rails or anything this time, so if you mess up you just might fall into the chasm below. Not cool. A quick turn to the left will take you onto a narrow bridge suspended over a huge gorge. Enjoy the pretty view, but try not to fall off, eh? On the far side is your destiny: the finishing line!

d. Special Cup

W A R I O C O L O S S E U M

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TIME TRIAL TIPS
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Although it's as obvious as can be, it must be stated: take the multi-colored ramp over the chasm toward the end of the track instead of driving around. That's just common sense, buddy. As for your Mushrooms, there really isn't any place that's significantly better to use them. On any straightaway or while coming out of a turn tend to be good places, however.

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COURSE DESCRIPTION

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A simple left turn is straight ahead, and it leads to a large ramp with some speed boosters on it. Try to align yourself so that you are in the middle when you reach the top, allowing you to grab the item box as you soar up to the road above. A slight turn to the right followed by another one to the left will lead to another ramp, where you should again center yourself before you get to the top.

A long curving left turn is the first thing you'll encounter on this part of the stage. After it are some item boxes and a third immense ramp. You'll land inside a circular cage with the road just ahead. A very long left turn is just before you. You'll be spiraling down around the central pillar. At the bottom are some more item boxes that lead into an upward ascension and a turn to the left, which you should drift around.

Some speed boosters (those colorful panels on the ground) just ahead will send you flying over the road, so you need to make sure you are in the middle to avoid falling off the edge. Grab an item box, then take the winding right turn ahead, making sure you drift so as not to smash into the walls.

A long downward drop is what awaits after the turn. At the bottom is a right turn that leads into an oval-shaped area. If you want, you can go around the hole in the middle of this area. However, the quickest way across is to take the rainbow-colored booster ramp straight ahead. It'll send you flying across the chasm and (hopefully) ahead of the pack.

On the other side is a sharp left turn that leads into another left turn, albeit one that isn't so hard. You'll start heading uphill and onto another booster ramp. Drift left through the open tunnel that is in front of you and the finishing line is straight ahead!

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SHORTCUTS

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Over the chasm

This is too obvious--toward the end of the stage, take the multi-colored ramp over the chasm instead of driving around it like all the other idiots.

D I N O D I N O J U N G L E

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TIME TRIAL TIPS

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In order to achieve a great time in Dino Dino Jungle, you'll need to be able to take the bridge shortcut without falling. Practice a few times beforehand, so you know you can do it. Additionally, it's integral that you head right in the cave for two of the laps, making good use of those Mushrooms that you are given.

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COURSE DESCRIPTION
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This course will immediately curve to the left. There are toppled trees all over the place, so drive over them if you want, but they will slow you down. After the left turn through some item boxes, you'll turn slightly to the right and drive towards a large clearing with a dinosaur standing around. If you really want some items, you can try to sneak underneath the dinosaur, being wary of his ever-stomping feet. It's much easier to simply drive around him, however.

Past the dino is a small cavern that ends with a left turn that leads into an area with a bridge. When it forks, I recommend taking the right path, as it is a more direct route. Regardless, the left road has some item boxes on it that you might want to grab. Your decision.

Both bridges lead into a dark cave where a few minor direction adjustments lead into a hard right turn that you'll want to drift around. You'll come into a massive open chamber. There is a wooden ramp to the right, but only take it if you have a speed-boosting mushroom to help you get across. Otherwise, you'll want to curve around the chasm in the floor using the blue-ish path to the left. Just make sure you drive around the geysers that are spewing water all over the place, because they can slow you down considerably should you haphazardly hit one.

After going over a wooden ramp at the edge of the cave, you'll return outside. Head across the wooden bridge, veering a bit to the left so you don't smash into the dinosaur's head. In addition to some item boxes, there is also a drift-requiring turn to the left. With that behind you, you'll bounce down a few small bumps and past a row of geysers to the checkered flag!

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SHORTCUTS
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Under the bridge

Just after the small cavern that you go into after you see the dinosaur's feet, there is a wooden bridge. Instead of taking the obvious part, turn to the left and you'll find a narrow, dark brown portion of the bridge. It's a more direct route than either of the other two, and it also has some speed boosters on it! Just be careful not to fall off.

Over the bridge

When you enter the second cave, there is a wooden ramp off to the right. Use this only if you have a Mushroom or Star item on hand, as you'll end up falling into a pit without one such item.

B O W S E R ' S C A S T L E

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TIME TRIAL TIPS
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For one thing, make sure you're aware of and know how to utilize the shortcut near the giant Bowser statue. That's really the only way to significantly enhance your time, other than taking turns tightly and avoiding the castle's various obstacles.

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COURSE DESCRIPTION
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Following a quick sprint over the drawbridge and into Bower's Castle, you'll want to either veer left or right and grab some item boxes. Stay to one side of the Thwomps crashing down, lest you lose some valuable time. At the end of the hall is a hard left that leads into another corridor with two more Thwomps. Like before, stay to either side (preferably to the left) and they won't be able to touch you.

Another left at the end leads into a fiery chamber with a gaping hole in the road before you. Maneuver around it, making sure you stay as far away from any fireballs as you can. Hit the booster ramp just ahead and you'll soar up to a long, winding left turn as you head upwards. At the top is a room with some flames circling around some mechanism in the center of the room. Carefully zip through the gaps in the flames to make it through to the other side unscathed.

The end of the room will greet you with another sharp left turn followed by a second that will lead up a ramp. Make sure you stay to the left so you don't go ramming into the wall. A U-turn to the left awaits at the top of the hill, so be ready to drift around it.

A short straightaway will lead through some boxes into a hard left turn followed directly by a right U-turn. At the bottom of the stairs are some item boxes and a straight path, but the Bowser statue sitting in the lava will be firing balls of red-hot molten liquid towards you, so you'll need to steer clear of those. A right turn will be followed by a semi U-turn to the left, then another sharp left turn.

At this point, you'll be heading away from the flame-spouting Bowser statue and towards a multi-colored booster ramp with some item boxes just in front of it. It'll fire you onto a small stone ramp. Turn to the left and the finishing line will be just ahead.

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SHORTCUTS
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Over the lava

In the area where the giant Bowser statue is spewing fireballs at you, you can cut across a pit instead of going around it. After going down the stairs and entering said area, you'll see the statue ahead of you. Head straight for it and, instead of turning right like all the other toolbags, you can simply drive over the lava because a section of the barrier is missing.

Goal

Hit your rivals and pop their balloons! The last player with balloons wins!

Description

In this mode, each participating kart has three balloons, which serve as that kart's health, so to speak. If you get hit by a shell or other projectile, drive over a banana peel / fake item box, or get rammed by someone using a Mushroom's speed boost, you'll lose a balloon. The idea of this mode is to keep your balloons safe by dodging these figurative bullets and pop all three of your opponents' balloons before they can bust yours. What's especially cool about this mode is that you can get anything out of an item box--even another character's special item! What this means is that someone playing as Mario can toss one of Bowser's massive shells or a Yoshi player can strike using Wario's Bob-omb!

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b. Shine Thief

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Goal

Steal the Shine and flee! If no one hits you before time's up, you win!

Description

A basic game of keep away, the aim here is to have control of the Shine when time expires. Each kart will begin the match equally close to the Shine, so it'll be a race to get there first. Once someone actually grabs it, a 60 second timer will begin. To wrestle the Shine out of another kart's grasp, you need to strike them with a projectile item, smash into them using a Mushroom or Star, or trick them into driving over a banana peel or fake item box. As long as no one is currently in control of the Shine, the timer won't move, so you've got as long as you need to battle over control of the coveted item. Whoever is in control of the Shine when time expires is declared the winner, so even if you've got it for the first 50 seconds and lose it right at the end, you don't get credit for anything. Tough luck.

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c. Bob-omb Blast

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Goal

Use Bob-ombs to blow up your rivals! The first player to get 3 points wins!

Description

In this explosive mini-game, every single item box on the course contains a Bob-omb and each new box you grab tosses another bomb onto the pile, allowing you to hold as many as five Bob-ombs at once! Now, much like the Balloon Battle, your aim is to hit your opponent three times. However, this time around your only ammunition comes in the form of Bob-ombs. Another thing to keep in mind is that once a Bob-omb hits an enemy kart, that same kart will flash for a few seconds with temporary invulnerability. Basically, this just prevents you from grabbing three bombs, driving in and tossing them all at once, wiping out your opponent in one fell swoop.

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VII ----- FAQ
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Answers to make-believe questions...

1. WHAT'S THE BEST CHARACTER COMBINATION?

Well, there is no set in stone "best character combo." It all depends upon what character-specific weapons and kart weight classes cater to your own preferences. I suggest not using two "paired" characters (e.g., Mario and Luigi, Peach and Daisy, Yoshi and Birdo, et cetera) as they both have the same special items. Choosing two unpaired racers will provide more firepower. Also, take in mind each racer's weight when deciding who to use; heavy characters require heavy karts. Personally, I tend to use a combination of Yoshi (his homing egg is sweet) and Paratroopa (three shells at once!), as their special weapons are some of the most effective.

2. WHAT IS THE BEST KART?

Again, there isn't one particular kart that is overtly superior to all the others--it's really more of what you prefer. For example, I like an all-around kart that can do everything, so Mario's Red Fire is usually my ride of choice. However, there are various other factors that can help to decide what kart you should use; the Koopa King or DK Jumbo are massive vehicles that can push anything else aside while the Rattle Buggy can quickly reach it's maximum speed. Your playing style should determine which kart you select.

3. HOW DO YOU DO THE ROCKET START? I ALWAYS MESS IT UP!

This can be somewhat difficult to perform, but practice makes perfect (as if you've never heard that before). The most effective method to pull off this technique is to wait for Lakitu's hand to start moving after the light turns green, then press the A button just as his hand falls.

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VIII ----- REVISION HISTORY
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Care to take a gander at what exactly is entailed in this version? Go ahead.

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CURRENT VERSION
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Version 2.02 / March 13, 2005

Allowed <www.honestgamers.com> and <www.gamerhelp.com> to host this FAQ.

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X ----- CLOSING
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While I'm certain it makes you terribly unhappy (yeah right), it is due time to bring this monstrosity of mine to a close. BUT WAIT! Before that, I need to give a shout-out to everyone who's helped to make this guide possible.

--- CJayC
For being cool enough to post my crap on his terrific site (GameFAQs).

--- IGN.com / Neoseeker.com
For hosting my FAQs but not stealing them.

--- ZoopSoul
Not only is he an awesome writer and a huge inspiration, but I grabbed the idea to stick Time Trial Tips in with the Course Descriptions from his F-Zero GX FAQ.

--- The following contributors...
Nathan Walters, Jared, Luigi Hailer, Trunks757, ScislaC

And now, since you've got nothing better to do with yourself than read the meaningless drabble that is my closing, I will stop talking rather abruptly just to spite you

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T H A N K S F O R R E A D I N G ! !
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Oh, and be sure to check out all of my other way cool FAQs:
<http://gamefaqs.com/features/recognition/39691.html>

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