

Mario Kart: Double Dash!! FAQ

by thekingofthisgame

Updated to v0.86 on Mar 14, 2004

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DOUBLE DASH!!

----- Created By: thekingofthisgame -----

----- Version .86, March 13, 2004 -----

Feel free to email me at king_faq2003@yahoo.com
Please be sure to add "Mario Kart Double Dash!!" in your title.

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Version Updates
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Date	Version	Ks	Update
March 13, 2004	.86	86	Just updating my email! Sorry if you were expecting a bigger update!
December 22, 2003	.85	86	I finished all of the course maps and I put the ASCII header up. If you've emailed me, sorry, but I haven't corrected/added any new information from your letters. Expect another update soon, I hope.
November 28, 2003	.80	68	I have a lot more stuff added now! I added a new section called the "Character Sayings" (code: [ChSa]). I also added half of the maps, and I should have the second half done soon. I also added all the codes in

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1) Introduction		[Intr]
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Mario Kart: Double Dash!! for Nintendo Gamecube is the third racing game that includes everyone in the Mushroom Kingdom. It is one of the many games that have branched off of a very famous person, Mario! This FAQ will help you on this magnificent game.

One major difference from this Mario Kart game to the others, is that you can now ride two players in one. This brings much strategy to the game, and it may take a while for you to find who you're best suited with.

The two player setup works like this. In single player, you control both the driver and the thrower. In multiplayer, one person controls the driver while the other person controls the thrower. You may be thinking that the thrower's job is boring, but there are many things the thrower can do. The thrower can slide-attack into a rival car and spin that car out. Also, if the driver has somehow lost control of the kart, the thrower can slide attack a few short feet, maybe preventing the car to crash, hit an item, fall, ect.

2) Controls		[Cont]
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Below is a list of the controls that you use, depending on whether you are

playing by yourself, or playing with someone else.

***Only Player 1 can make menu selections

Single [Sngl]

L or R button- Hold this button and use the control stick to drift.

Control Stick- This is used to steer or to throw items forward or backwards.

Start- Pauses the race. You can now view the pause menu.

Z Button- Swap Positions. The driver is now the thrower and the thrower is now the driver.

X/Y Button- Throw your item.

A Button- Accelerate. Your going to use this button a lot!

B Button- This button is used first to brake, and then once you are braked, it will become a reserve button.

Co-op (Driver) [Drve]

L or R Button- Hold this button and use the control stick to drift.

Control Stick- This is used to steer.

Start- Pauses game IF you are Player 1.

Z Button- If both the driver and the thrower are pressing this, then they will switch positions.

X/Y Button- If you are holding an item, this button will pass it to the thrower.

A Button- Accelerate.

B Button- This button is used first to brake, and then once you have braked, it will become a reserve button.

Co-op (Thrower) [Thrw]

L or R Button- Slide-attack. This is very effective when you want to steal an item from an opponent. To do this, go to the left or right of the opponents kart. If you are on the left, press the R Button, and if you are on the right, use the L Button.

Control Stick- Use this when shooting an item. If you pull back on the stick, some of the items will shoot from behind!

Z Button- If both the driver and the thrower are pressing this, then they

will switch positions.

X/Y Button- If you have an item, this will shoot it.

A Button- Use it for a Double Dash!! Before the race starts, if both the driver and the thrower press A at the right time, then there will be a huge turbo. This button can also throw items.

B Button- Another button you can use to throw items.

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3) Characters [Chrs]
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Below are the list of stats for each character. Please note that you can change the partners around, but these are the partners the computer picks on the 50cc, 100cc, and mirror.

Mario [Mar1]

Weight Class: Medium
Special Item: Red Fireball. The fireball is thrown from Mario's hand and splits up into many tiny fireballs. This is useful when taking out many characters at once.
Partner: Luigi
Kart: Red Fire. This kart is already unlocked at the beginning.
Other Mario Kart games he has been on: All of them.

Luigi [Lui2]

Weight Class: Medium
Special Item: Green Fireball. It is the same as Mario's except it is Green.
Partner: Mario
Kart: Green Fire. This kart is already unlocked at the beginning.
Other Mario Kart games he has been on: All of them.

Donkey Kong [Dnk1]

Weight Class: Heavy
Special Item: Giant Banana. This is by far one of the hardest things to dodge. If you hit it, it will disperse into three small bananas.
Partner: Diddy Kong
Kart: DK Jumbo
Other Mario Kart games he has been on: All of them.

Diddy Kong [Ddk1]

Weight Class: Light

Special Item: Giant Banana. The exact same as Donkey Kong
Partner: Donkey Kong
Kart: Barrel Train
Other Mario Kart games he has been on: This is his first one.

Daisy [Dsy1]

Weight Class: Medium
Special Item: Heart. This flies around the kart and any item that the kart hits becomes theirs to use.
Partner: Peach
Kart: Bloom Coach
Other Mario Kart games she has been on: This is her first one.

Peach [Pch1]

Weight Class: Medium
Special Item: Heart. This is exactly like Daisy's.
Partner: Daisy
Kart: Heart Coach
Other Mario Kart games she has been on: All of them.

Paratroopa [Ptr1]

Weight Class: Light
Special Item: Triple Red Shells. When Paratroopa gets this, he juggles them in his hand. They automatically aim at the character ahead of Paratroopa.
Partner: Koopa
Kart: Para Wing
Other Mario Kart games he has been on: This is his first one.

Koopa [Kop1]

Weight Class: Light
Special Item: Triple Green Shells. These shells do not automatically aim, so Koopa must do it himself.
Partner: Paratroopa
Kart: Koopa Dasher
Other Mario Kart games he has been on: Super Mario Kart.

Baby Luigi [BLu1]

Weight Class: Light
Special Item: Chain Chomp. This item will chase karts very fast and reckless, pulling Baby Luigi with it.

Partner: Baby Mario
Kart: Rattle Buggy
Other Mario Kart games he has been on: This is his first one.

Baby Mario

[BMa1]

Weight Class: Light
Special Item: Chain Chomp. It is the exact same as Baby Luigi's.
Partner: Baby Luigi
Kart: Goo Goo Buggy
Other Mario Kart games he has been on: This is his first one.

Yoshi

[Yos1]

Weight Class: Medium
Special Item: Yoshi's Egg. This egg will roll and automatically aim at the person in front of Yoshi. When it breaks, three random items will drop.
Partner: Birdo
Kart: Turbo Yoshi
Other Mario Kart games he has been on: All of them.

Birdo

[Brd1]

Weight Class: Medium
Special Item: Birdo's Egg. This is the exact same as Yoshi's, except that it is pink.
Partner: Yoshi
Kart: Turbo Birdo
Other Mario Kart games she has been on: This is her first one.

Bowser Jr.

[BJr1]

Weight Class: Light
Special Item: Bowser's Shell. This shell is a very large item that doesn't break after it hits something. Although it doesn't automatically aim, on small course, it can easily wipe out 4 karts.
Partner: Bowser
Kart: Bullet Blaster
Other Mario Kart games he has been on: This is his first one.

Bowser

[Bws1]

Weight Class: Heavy
Special Item: Bowser's Shell. It is the exact same as Bowser Jr.
Partner: Bowser Jr.

Kart: N/A

Other Mario Kart games he has been on: All of them.

Waluigi

[Wal1]

Weight Class: Medium

Special Item: Bob-omb. This item causes a big explosion where ever you aim.

The only problem is that it might hit you also.

Partner: Wario

Kart: Waluigi Racer

Other Mario Kart games he has been on: None of them.

Wario

[Wro1]

Weight Class: Heavy

Special Item: Bob-omb. This is the same as Waluigi's.

Partner: Waluigi

Kart: Wario Car

Other Mario Kart games he has been on: Mario Kart 64

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4) Secret Characters [ScCh]
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King Boo

[KBo1]

How to unlock: Finish Star Cup in Mirror

Weight Class: Heavy

Special Item: King Boo's item is a totally random special of the other characters. This is very helpful!

Partner: Petey Piranha

Kart: Boo Pipes

Other Mario Kart games he has been on: This is his first one.

Petey Piranha

[PeP1]

How to unlock: Finish Star Cup in Mirror

Weight Class: Heavy

Special Item: Random, just like King Boo's.

Partner: King Boo

Kart: Piranha Pipes

Other Mario Kart games he has been on: This is his first one.

Toad

[Tdo1]

How to unlock: Finish Special Cup in 100cc

Weight Class: Light

Special Item: Gold Mushroom. This item will give you as much mushroom boosts as you want for about 6 seconds.

Partner: Toadette

Kart: Toad Kart

Other Mario Kart games he has been on: All of them.

Toadette

[Tde1]

How to unlock: Finish Special Cup in 100cc

Weight Class: Light

Special Item: Gold Mushroom. The same as Toad's.

Partner: Toad

Kart: Toadette Kart

Other Mario Kart games she has been on: This is her first one.

=====
5) Karts [Krts]
=====

Below is a list of all the karts in the game. When "N/A" is used for "How to unlock", that means it is already unlocked at the beginning of the game.

Light

[Lght]

Barrel Train

How to unlock- Finish Star Cup in 150cc

Speed- ****

Acceleration- **

Weight- ***

Bullet Blaster

How to unlock- Finish the Special Cup in 50cc

Speed- ****

Acceleration- ***

Weight- *

Goo-Goo Buggy

How to unlock- N/A

Speed- *

Acceleration- *****

Weight- **

Koopa Dasher

How to unlock- N/A

Speed- **

Acceleration- ****

Weight- **

Para Wing

How to unlock- Finish Star Cup in 50cc

Speed- *

Acceleration- *****

Weight- **

Parade Kart

How to unlock- Finish All Cup Tour in Mirror
Speed- ****
Acceleration- ***
Weight- ****

Rattle Buggy

How to unlock- Finish Mushroom Cup in 100cc
Speed- **
Acceleration- ****
Weight- **

Toad Kart

How to unlock- Finish the Special Cup in 100cc
Speed- **
Acceleration- ****
Weight- **

Toadette Kart

How to unlock- Finish Mushroom Cup in Mirror
Speed- *
Acceleration- *****
Weight- **

Medium

[Medm]

Bloom Coach

How to unlock- Finish Flower Cup in 50cc
Speed- ***
Acceleration- ***
Weight- **

Green Fire

How to unlock- Finish Mushroom Cup in 50cc
Speed- ****
Acceleration- **
Weight- **

Heart Coach

How to unlock- N/A
Speed- **
Acceleration- ****
Weight- ***

Parade Kart

How to unlock- Finish All Cup Tour in Mirror
Speed- ****
Acceleration- ***
Weight- ****

Red Fire

How to unlock- N/A
Speed- ***
Acceleration- ***
Weight- ***

Turbo Yoshi

How to unlock- N/A
Speed- **
Acceleration- ****
Weight- ***

Turbo Birdo

How to unlock- Finish Flower Cup in 150cc
Speed- ***
Acceleration- ***
Weight- ****

Waluigi Racer

How to unlock- Finish Flower Cup in 100cc
Speed- ***
Acceleration- ***
Weight- ***

Heavy

[Havy]

Boo Pipes

How to unlock- Finish Special Cup in Mirror
Speed- **
Acceleration- ****
Weight- *****

DK Jumbo

How to unlock- N/A
Speed- ****
Acceleration- **
Weight- ****

Koopa King

How to unlock- N/A
Speed- *****
Acceleration- *
Weight- *****

Parade Kart

How to unlock- Finish All Cup Tour in Mirror
Speed- ****
Acceleration- ***
Weight- ****

Piranha Pipes

How to unlock- Finish Star Cup in Mirror
Speed- ****
Acceleration- **
Weight- *****

Wario Car

How to unlock- N/A
Speed- ****
Acceleration- **

=====
6) Courses
=====

[Crse]

--- Mushroom Cup ---

[MuCu]

Luigi Circuit

This course is a very peaceful and very easy course. I would recommend that you use this as your first course on 50cc.

Tips

- Always listen for the Chain Chomp. When you hear it, move to the outside of the track so he cannot harm you.
- For 50cc, there is a barrier between the two parallel roads that have racers travelling in opposite directions, but for 100cc and 150cc, there isn't one. I recommend staying on the far side of your road at ALL times, because there is sometimes the racer who accidentally gets on your side.
- Learn the drift feature on this course. When making a turn, press L or R. This will help to teach you how to use it.

Peach Beach

This course has a little more hazards than Luigi Circuit, but it is still somewhat easy. It's location is Delfino Island, Peach's favorite beach resort!

Tips

- Watch as the shoreline falls and rises. When you see that it is falling, use the extra land as a short cut!
- Keep your green shells! When a cataquack comes up to flip you, hit it with your green shell. This will cause it to flip upside down!
- Avoid water as much as possible. It slows you down.

Baby Park

Although this course might seem the easiest because it's just a circle, it is actually hard. Many characters will easily be able to get ahead of you because of how short it is.

Tips

- Stay on the inside of the track as much as possible. This cuts off a lot of extra seconds.

- Always be carrying an item that can cancel objects such as a green shell, banana ect. A lot of red shells will come flying at you, and you need something to stop them if you haven't learned the drift.

- Practice again using your drift. It will come in handy on later courses.

Dry Dry Desert

This course is the only Desert course in the game. The course consists of many things you must dodge, but if you know how it goes, you should be alright.

Tips

- Avoid tornadoes, those worms, and the quicksand as much as possible. This means that you must avoid it from many yards back, because the tornadoes, worms, ect have a way of coming at you if you aren't paying attention.

- Stay out of the quicksand. Although the quicksand wont suck you in, it can really slow you down. Try staying out of the quicksand as much as possible.

- Don't use drift on this course. This course has too many obstacles that might slow you down.

- Learn to use your brake. Although you might think that the faster you go the better off you are, this is definately not true. Braking before you run into an obstacle may prevent you from losing the race.

--- Flower Cup ---

[FlCu]

Mushroom Bridge

Mushroom Bridge takes place at a very busy road just outside of Mushroom City. Although it may look hard, it is actually very simple. The finish line is on the Mushroom Bridge, go figure.

Tips

- If you are a beginner, never go off the course. Although you may find some secrets along the way, if you aren't a pro at them, then all they will do is hurt your time.

- Stay on the outside of the road. The middle is one of the biggest spots where you might get hit by objects. By staying on the outside, there is a good chance you won't get hit by these objects because cars will sometimes stay on the outside.

- Practice the course before you play. If you know what to do before you

play, then this will definitely help you out. If you play long enough, you may even find a few secrets.

- Don't Drift. Any course that has many cars should never be drifted on.

Mario Circuit

This is the main course in Mario Kart: Double Dash!! Keep your eyes open, and you may see many bonuses in this course, like Peach's Castle.

Tips

- Drift as much as possible. This is one of the best places to practice drifting, so I suggest that you do it. The reason this is, is because there are so many curves.

- Be careful where you use your turbo/mushroom. Since there are many curves, it is wise to pick a straight-a-way to use your mushrooms.

- Stay in the middle of the road. Many obstacles are on the sides, and the last thing you want is to get picked off by one of them.

Daisy Cruiser

This course is located on a cruise ship that has set sail into the water. It is set somewhere near the coast of Delfino Island, because of the natives that you can see working on the ship.

Tips

- There are many turns here, but do not use drift. The reason this is, is because there are so many tiny paths that you might hit a wall which will change you to the wrong direction.

- Hit one of the two life-savers before you go up the steps. If someone is behind you, they will spin out.

- Pay attention to the tables when you are in the dining room. They move!

- Shoot green shells from behind you. To do this, move the control stick back and press X or Y. The reason you want to do this, is because the paths are so narrow, that a green shell might come back and hit you.

Waluigi Stadium

Waluigi Stadium is very similar to a course in Mario Kart 64, called Wario Stadium, and has very few changes. It is a very bendy course, and if you look at the big screen, you will see yourself driving!

Tips

- There are some hard turns in this course, so use the drifting you have practiced in previous courses to help you.
- When jumping off of a ramp through a ring of fire, do NOT worry about the people around you. When you get about 10 yards away from the ramp, try to make a straight line through the ring of fire.
- The piranha plants that come out of the pipes are fake, so if you hit them, you will not spin out.. but it will slow you down.

--- Star Cup ---

[StCu]

Sherbert Land

This course is one of the hardest courses to maneuver in. Snow and Ice cover the ground, and many Shy Guy's iceskate throughout the course. There are also many ice blocks, that if you run into, will freeze you for around five seconds.

Tips

- Brakes are your friend! That is especially true in this course, because you are going to need them on the ice when you slide around.
- Do not drift on this course. The ice causes the drift to do some strange things, so I recommend not doing so.
- Try and stay out of first place until the last lap. I notice that most of the Spiny Shells go flying through the air during this course mostly.

Mushroom City

This is one of the most difficult courses in the game. It takes place at Mushroom city in the dead of night, and there are very many cars on the street.

Tips

- One of the biggest tips to give to you is to follow the arrows, if you are a beginner. Unless you know the streets well, you may get lost. That would most likely ruin your chances of winning.
- Look for the mushroom car. It is in this level also.
- Don't pay attention to your items when you are going against the traffic. At the end of the lap, you have to go against traffic, which is one of the hardest parts. During this time, worry about nothing except for how to make it. Items are second priority.

Yoshi Circuit

This level isn't very difficult. It is an island shaped where the roads are shaped like Yoshi.

Tips

- If you haven't learned drift by now, then here is another good course to practice it in. There are many turns and most of them are simple.
- Wait until your somewhat close to your opponent before you shoot a red shell. With all the turns in this course, the red shell might hit a wall or fall into the water.
- Practice this course. Although it's easy, if you haven't played it before it may be tough. Practice it on time trial.

DK Mountain

This is one of the best courses on Mario Kart. You start off by travelling up a hill. When you get to the top, you drive into a barrel that bursts you into the sky at 195 miles per hour! You then make it to the top of the mountain, where it is a long way down!

Tips

- Place your bananas right outside the barrel. The person behind you will almost always hit it.
- When travelling down the gray part of the mountain, you can easily go off the road and get ahead. You should practice this course before, and look for the easiest route.
- Absolutely NO drifting. Of all the courses, this is the one you do not want to drift. The turns are too sharp, and it is hard to not fall down.

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7) Items [Items]
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How to get items

To find items on the courses, look for the colorful floating boxes with a question mark in the middle. Run through it and you should get an item. If you want to get two items, then there are such things as double item boxes, which gives both the driver and the thrower an item. Below are a list of all the items that are not specials for anyone.

Green Shell

This is one of the most common items in the game. They go in straight lines, and bounce off of walls and other hard objects. If it hits a kart, the kart will spin out. Green Shells can also be laying on the ground. Do not try to

pick them up, because if you run over it, you will spin out. Green Shells can be thrown from the front or back, and can also be used to destroy other items or obstacles in the course.

Red Shell

This shell is not as common as the green ones, but are pretty common if you are in 3rd or 4th place. They automatically aim at the person in front of you, but if they hit a wall or other object, then they are automatically destroyed. Red Shells can be thrown from the front or back, and can be used to destroy other items or obstacles in the course.

Spiny Shell

Spiny shells are one of the most rare items in the game. You will almost never get them unless you are in 7th or 8th place. When you do get one, let it free and it will automatically hit the person in 1st place. Not only does it attack the person in first place, but it makes a huge explosion that will cause anyone around it to spin out. As of now, I have never been able to dodge this item, but if you have, please email me at Rry51989@yahoo.com

Mushroom

Mushrooms are very common items in this game. If you get a mushroom, wait until you are on a straight-away and then use it. The mushroom speeds you up for about 3-5 seconds. When it speeds you up, it also lowers the control you have on your kart. That is why you should wait until you are on a straight road or path.

Star

Stars are not as common as the mushroom, but they are easy to get ahold of if you are in 4th-8th place. The star causes the driver, thrower, and kart to turn gold and any obstacle (except walls) that you run into will not harm you. Your speed is also brought up, but not as much as what a mushroom would do.

Banana

Bananas are one of the most common items in this game. When you get it, drop it on the ground. If an enemy runs over it, they will go spinning but they will keep their speed. Bananas can also be thrown forward by pushing up on your control stick.

Fake Item

Fake items are another common item in this game. Fake items look exactly like a regular item box, except that the question mark inside is upside down. To use it, drop it on the ground where it looks like a item box should be. When a kart goes by, they will spin out of control and they will lose their speed.

Triple Mushroom

Triple Mushrooms are the exact same thing as a regular mushroom, except for the fact that you receive three of them. You can use all three at once, or you can spread them out. But be warned, if the driver hits an obstacle, two out of the three mushrooms will be lost.

Thunderbolt

A thunderbolt is one of the rarest items in the game. You will usually never get it unless you are in 7th or 8th place. The thunderbolt, when used, causes every kart except for yourself to spin out, lose its speed, lose its items, and makes the karts, drivers, and throwers all very tiny. Though, there are some ways that a thunderbolt won't effect an opponent. These include: If the opponent is frozen, if the opponent is getting shot out of the barrel at DK Mountain, if the opponent just got hit by a certain item, ect.

=====
8) Character Sayings [ChSa]
=====

Ever wonder what the characters say during certain actions? Well thanks to many contributors, I have been able to compile a list of what every character says. (Check credits for these contributors)

Note:

"Select" is when you choose your character, "Switch Places" is when you change your character (driving/throwing) during the race, and the rest are what the character says when you come in a certain place.

Mario [Mar2]

Select: "Mario!"
Switch Places: "Its-a Mario time!"
1st Place Finish: "WOOHOO Mario is the winner!"
2nd or 3rd Place Finish: "Oh well, Mario get you next time!"
4th or Worse Place Finish: "Oh Mamma-mia..."

Luigi [Lui2]

Select: "Luigi!"
Switch Places: "All right!"
1st Place Finish: "Oh Yeah! Who's number one now? Me!"
2nd or 3rd Place Finish: "Hey-ya, that's pretty good! Oh Yeah!"
4th or Worse Place Finish: "Waaah! Oh well, next time..."

Donkey Kong [Dnk2]

Select: (grunt that sounds like "uh huh")
Switch Places: (grunt that sort of sounds like "thank you")
1st Place Finish: (grunt that sound like "thank you" twice)
2nd or 3rd Place Finish: "Oh-eee-uuu-uh"
4th or Worse Place Finish: "Oooooooooooh-eee"

Diddy Kong [Ddk2]

Select: "ooh-ah!"

Switch Places: "ooh-ah!"

1st Place Finish: "Hoo-hoo! Hoo-hoo! Ha-ha!"

2nd or 3rd Place Finish: "Oooo-ah-oh-oo-ah-oo-oo-ah!"

4th or Worse Place Finish: "Yaaaaaaaa-uu-ooo-ah"

Daisy

[Dsy2]

Select: "Daisy!"

Switch Places: "Hi I'm Daisy!"

1st Place Finish: "Hi, I'm Daisy!"

2nd or 3rd Place Finish: "Not too bad, right?"

4th or Worse Place Finish: "Ohhh! Brutal!"

Peach

[Pch2]

Select: "Peach!"

Switch Places: "Peach!"

1st Place Finish: "Oh, yea, alright. Lucky me!"

2nd or 3rd Place Finish: "Oh... next time, it's mine!"

4th or Worse Place Finish: "Oh, I can't believe I lost.."

Paratroopa

[Ptr2]

Select: (odd sound)

Switch Places: (odd sound)

1st Place Finish: (odd sound)

2nd or 3rd Place Finish: (odd sound)

4th or Worse Place Finish: (odd sound)

Koopa

[Kop2]

Select: (odd sound)

Switch Places: (odd sound)

1st Place Finish: (odd sound)

2nd or 3rd Place Finish: (odd sound)

4th or Worse Place Finish: (odd sound)

Baby Luigi

[BLu2]

Select: "Baby Luigi, haha!"

Switch Places: "uh-oh Baby Luigi time!"

1st Place Finish: "Checkered flag for Baby Luigi!"

2nd or 3rd Place Finish: "Baby weegie number...not one"

4th or Worse Place Finish: "Dada! Wahahahahaha!(wahahaha is crying)"

Baby Mario

[BMa2]

Select: "Baby Mario!"

Switch Places: "Baby Mario time!"

1st Place Finish: "Woohoo! Baby Mario Win!"

2nd or 3rd Place Finish: "Ah! Note bad... for a baby!"

4th or Worse Place Finish: "Nonononono! Mamma-mia!"

Yoshi

[Yos2]

Select: "Yoshi!"

Switch Places: "Yoshi!"

1st Place Finish: "Yahoo! (odd sound)"

2nd or 3rd Place Finish: "Woah! (laughs)"

4th or Worse Place Finish: Ahwoahwoahwoahwah! Yoshi!"

Birdo

[Brd2]

Select: "Birdo!"

Switch Places: (honking noise)

1st Place Finish: "Wow!"

2nd or 3rd Place Finish: (honking noise)

4th or Worse Place Finish: (sad honking noise0

Bowser Jr.

[BJr2]

Select: (evil laugh0

Switch Places: "yeah!"

1st Place Finish: "Wwwweeeeee!"

2nd or 3rd Place Finish: "Oh-no WOOOOH"

4th or Worse Place Finish: (cries)

Bowser

[Bws2]

Select: "RAR-SNULURP! (Yes, snulurp)"

Switch Places: "GOH!"

1st Place Finish: "Huu-RAR-hu-ha-hehehe"

2nd or 3rd Place Finish: "Huu-huu=hahahahahaha-rar!"

4th or Worse Place Finish: "RAR-(mumbles)"

Waluigi

[Wal2]

Select: "Waluigi!"
Switch Places: "Waluigi time!"
1st Place Finish: "Weheheh! Waluigi, number one!"
2nd or 3rd Place Finish: "Weeeeh... Waluigi no win this time..."
4th or Worse Place Finish: "We're-a such-a LOSERS!"

Wario

[Wro2]

Select: "Wario!"
Switch Places: "Wario time!"
1st Place Finish: "Weheheh! Yeah, oh yeah! Wario weens!"
2nd or 3rd Place Finish: "Waaah! I get you next time!"
4th or Worse Place Finish: "I lost! To a bunch of losers!"

King Boo

[KBo2]

Select: "Wahahaha!(Wahahaha is laughing)"
Switch Places: "Rere!"
1st Place Finish: "Wahaha! Wahaha!"
2nd or 3rd Place Finish: "Waha Waha!"
4th or Worse Place Finish: "Wahahuwoooo..."

Petey Piranha

[PeP2]

Select: "Ruh!"
Switch Places: "Ruh!"
1st Place Finish: "Ruhruh! Ruuruu! Ruhruh!"
2nd or 3rd Place Finish: "Wuh-ruuruu-ruhruh"
4th or Worse Place Finish: (The odd sound when he dies on Mario Sunshine)-Ruh!

Toad

[Tdo2]

Select: "Hi!"
Switch Places: "Ha!"
1st Place Finish: "Waahoo! I'm the best!"
2nd or 3rd Place Finish: "Yeaha! Ok"
4th or Worse Place Finish: "N-N-Noo! Aww!"

Toadette

[Tde2]

Select: "Hi!"
Switch Places: "Oh!"
1st Place Finish: "Yahoo! I'm the winner! Woo hoo!"
2nd or 3rd Place Finish: "Not Bad! (laughs)"
4th or Worse Place Finish: "No Way! Poor Me!"

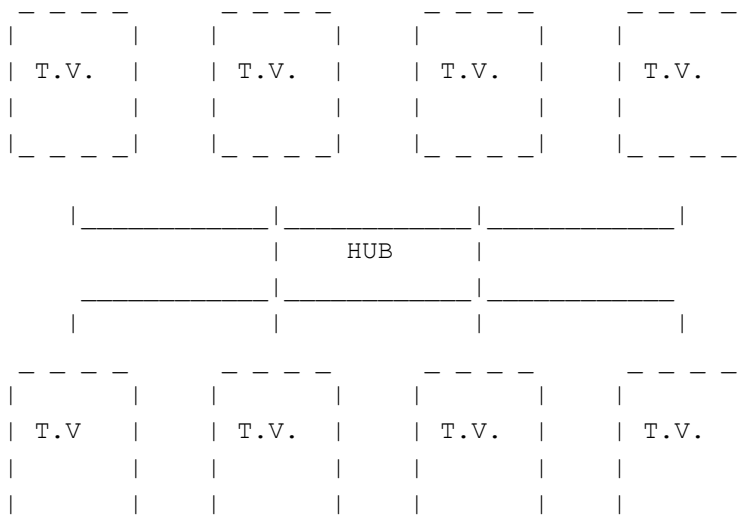

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|-----|
| Light Character + Light Character = Light Kart |
| Medium Character + Light Character = Medium Kart |
| Medium Character + Medium Character = Medium Kart |
| Light Character + Heavy Character = Heavy Kart |
| Medium Character + Heavy Character = Heavy Kart |
| Heavy Character + Heavy Character = Heavy Kart |
|-----|

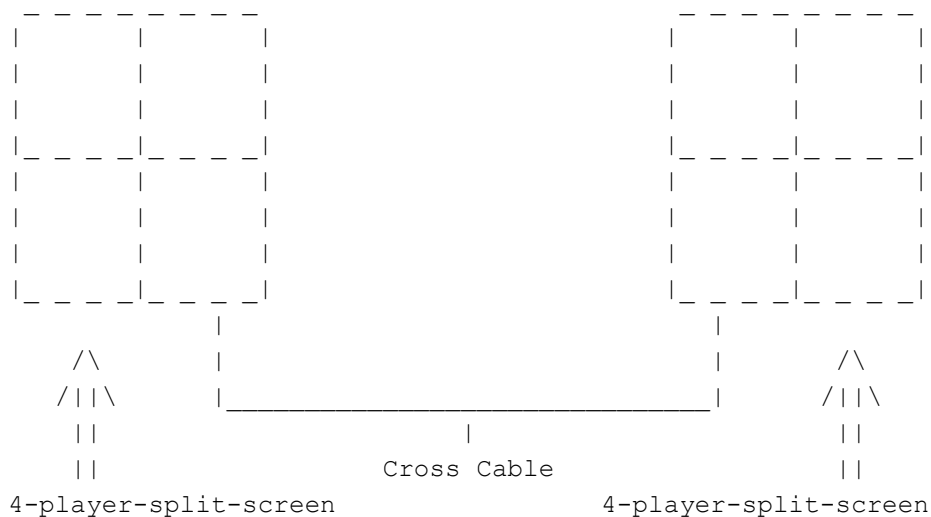
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Q: Is it true that there can be eight player-controlled karts all in the same race?

A: Yes, but in order to do this, you need Broadband Adapters, an over-the-counter hub, and LAN cables. This is how it works:



or you can use Cross Cable Setup:



Q: How much memory does this game take?

A: 8 files

Q: I received a pin number in my game's box. What is it for?

A: Submit this along with another PIN number of a different game to receive The Legend Of Zelda Bonus disk.(see Nintendo's website for details)

Q: Somebody emailed me saying they were from Nintendo and they want my PIN number. Should I give it to them?

A: Absolutely not. Nintendo will never email you asking for you PIN number. It was most likely someone from the message boards trying to steal it.

Q: Some kid asked for my PIN number on the message boards. Should I give it to him?

A: No, but you can mark for moderation on him for Illegal Activities.

Q: How many points to I get for getting in 1st, 2nd, 3rd, ect. place?

A: You get the same amount of points for everything(50, 100, 150cc). They are as follows:

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

Q: How many times do you update this FAQ?

A: As of now, I've been doing it pretty frequently. Be sure to keep checking for anything new!

Q: "Hello, In the past Mario Karts there is a certain place on Rainbow Road that you can jump a section of the track and practically be in first place. I was playing Mario Kart: DD last night and I accidentally flew off some side and went from 8th place to 1st place, but I can't remember where it was. By any chance, would you know?"

Okay, so I just got this question in my email and I don't have a clue what the answer is! If you know where this section of the track is located, then please email me at Rry51989@yahoo.com and tell me about it! You will be credited!

Q: "my roommate and i have a certain affliction for getting the best time trial times for the different courses, and I was racing today and I got a time of under 1:13:00 for the baby park, and now i have a ghost racer permanently embedded in the race, labelled "SG" and it's the 2 babies, and they are insanely fast. How can I beat them, and what happens if I do? Thanks."

A: The thing this person uncovered was an opponent called "SG", short for Staff Ghost. When you get under a certain time in each course(in time trial), you are rewarded with these SGs. Here are the times in each level to uncover the ghosts, and the time you need to beat them in:

Course	Time needed to Beat	Ghosts' Time	Ghost Drivers
Baby Park	1:14.00	1:11.10	B. Mario & B. Luigi
Bowser's Castle	2:47.00	2:44.70	Bowser & B. Bowser
Daisy Cruiser	1:55.00	1:52.20	Peach and Daisy
Dino Dino Jungle	2:03.00	2:00.90	DonkeyKong & Diddy
DK Mountain	2:15.00	2:12.60	DonkeyKong & Diddy
Dry Dry Desert	1:53.00	1:50.80	Yoshi and Birdo
Luigi Circuit	1:29.00	1:26.30	Mario and Luigi
Mario Circuit	1:44.00	1:41.40	Mario and Luigi
Mushroom Bridge	1:34.00	1:31.50	Koopa & Paratroopa
Mushroom City	1:53.00	1:50.70	Koopa & Paratroopa
Peach Beach	1:23.00	1:20.40	Peach and Daisy
Rainbow Road	3:19.00	3:16.50	Mario and Peach
Sherbert Land	1:28.00	1:25.90	B. Mario & B. Luigi
Waluigi Stadium	2:02.00	1:59.70	Wario and Waluigi
Wario Colosseum	2:24.00	2:21.10	Wario and Waluigi
Yoshi's Circuit	2:02.00	1:59.90	Yoshi and Birdo

=====
12) Copyright

[Cpyr]

=====
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Please email me at king_faq2003@yahoo.com if you find this FAQ on another website. I will do anything in my power to make sure that the website will never steal a FAQ again.

In Summary:

Places that will be allowed to use my FAQ:

-www.gamefaqs.com

Places that will never see the light of day with this FAQ:

-www.cheatcc.com

-any other place(as of now)

=====
12) Credits

[Crdt]

=====
Version .85 Credits:

-ASCII Generator. I used this device for the maps/ASCII art. I used paint to draw out the maps, then converted them using this machine.

Version .80 Credits:

I would like to thank everyone at the message boards who helped me with the character sayings. These people are:

StarFox1234

BojackSolaris

yoshi 26
CaptainDrakesGhost
rabidpricot
DarknessIllusion
zelda999
Rexator Birdo
Ryo Ohki

I would like to give a very special thanks to Luigi Hailer, who contributed nearly half of the Character Sayings. I couldn't have done that section without him.

I would also like to thank the makers of www.mariokart.com. I used their maps as a guide when creating my own.

And last, but not least, I would like to thank dobbofly for answering my question I had about Waluigi Stadium!

Version .55 Credits:

I would like to thank my friend Brad, for spending the past couple of nights playing me in this wonderful game. I learned a ton because of that! I would also like to thank Nintendo, because they sure did create another great game. And last but not least, I would like to thank CJayC for making GameFAQs. It's an awesome website!

=====
12) Contact Me [Ctme]
=====

Reasons you can contact me:

- Suggestions on making this FAQ better
- errors
- spelling/grammar errors
- you weren't credited for something
- compliments
- You need help with something Mario Kart: Double Dash!! related.

Reasons not to contact me:

- To harrass me
- To make rude comments
- SPAM
- you have a question, but are too lazy to look in this FAQ
- asking me to use part of my FAQ in your own

Just use common sense when emailing me.

=====
14) Coming Soon
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[CoSo]

I have so much more to do with this FAQ! Here is what it includes:

- Finishing the Courses Section
- Making a Tips and Tricks Section
- Adding Multiplayer Information(Battle Mode)
- Adding Battle Mode Maps!
- More Frequently Asked Questions

----- End of Document -----

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