

Mario Kart 64 Shorter Route Guide

by menji76

Updated to v1.6 on Aug 22, 2006

```
  _  \  /  |          ( )          |  /  /  |          |  /  /  |  |  |
 |  \  /  |  _  _  _  _  _  _  _  |  '  /  _  _  _  _  |  |  /  /  |  |  | | | | | | | | | | | |
 |  \  /  |  /  \  '  _  |  /  \  |  <  /  \  '  _  |  _  |  '  \  \  |  |
 |  |  |  |  (  |  |  |  |  |  ( )  |  .  \  (  |  |  |  |  |  |  ( )  |  |  |
 |  |  |  \  ,  |  |  |  \  /  |  |  \  \  ,  |  |  |  \  \  /  |  |  |
```

```
+++++
Menji76 Presents
Shorter Route Guide
Nintendo 64
+++++
```

```
*****
|
|
|          Created by: Nick Bryant (Menji76)
|          Last Updated: 08/19/06
|          Version: 1.6
|          Email: g0dlikeskills[at]yahoo[dot]com
|          AIM: g0dlikeskills
|
|
|*****
```

```
-----
|
| Console Info:
| Name: Mario Kart 64
| Release Date: 02/01/97
| Developer: Nintendo
| My Rating: 10/10 (see reviews)
|
|-----
```

This guide was made entirely from scratch by Menji76. There are only limited sites that have my permission to post this FAQ on their website. If you see this guide anywhere else, contact me via email as this is a serious copyright infringement. These are the sites that may post my FAQ:

- www.gamefaqs.com
- www.neoseeker.com
- www.aol.com
- www.gamespot.com
- www.supercheats.com

```
-----
M=A=R=T=6=S=H=O=R=T=E=R=O=U=T=E
-----
```

---Version History---

Version 1.0: 09/10/04 Added all shortcuts and short routes
Version 1.1: 09/23/04 Added glitch shortcuts
Version 1.2: 10/02/04 Added second shaver tips
Version 1.4: 11/14/04 Added huge step by step guide to great times
Version 1.5: 05/27/05 Added second shaver to Kalimari Desert
Version 1.6: 08/19/06 A complete FAQ overhaul, fixed a lot of errors

This guide was made to show just about every secret/shortcut in the game. If you have any other things, please submit them to me and I will add them and give you credit.

If you would like to see the world record times check out this site;

<http://speeddemosarchive.com/MarioKart64.html>

It has the BEST routes to go on.

M=A=R=I=O==K=A=R=T==6=4==S=H=O=R=T=E=R==R=O=U=T=E

===Table of Contents===

-Section I-

Shorter Route guide

- a) Luigi Raceway
- b) Moo Moo Farm
- c) Koopa Troopa Beach
- d) Kalamari Desert
- e) Wario Stadium
- d) Sherbet Land
- f) Royal Raceway
- g) Bowser's Castle
- h) DK's Jungle Parkway
- i) Yoshi Valley
- j) Banshee Boardwalk
- k) Rainbow Road

-Section II-

FAQ

-Section III-

Credits

-Section IV-

Copyright

=====O
| Shoter Routes |
=====O

These are all my shortcuts and short paths that have gotten me great times on time trials. I have recently added Second Shaver which is the use of your mushrooms that you get to get you the best lap possible. Some of these shortcuts I have not been able to do, but are listed as the way the world record times have been accomplished with.

Powerslide parts have been newly added to this and I will explain them. There are many turns that I have been able to do a powerslide which is to hold "R" and change the E's and V's to go from white to yellow to orange which gives you a short speed boost. I will point out where to use them. I have also decided to post a guide to follow to get you great times (but not close to WR times) on most laps.

=====

Luigi Raceway:

Distance: 717m

Shortcuts/Shorter Routes/Glitches:

- 1) If you have a star or mushroom you can cut across the sand to shorten you overall time.
- 2) After going around the first loop, you need to be going crazy fast and right before you enter the tunnel, you can jump over the wall.
- 3) At the first turn, use a mushroom and powerslide around the edge of the wall on the sand and time your mushrooms perfectly to execute.

Steps to get great times:

1st Lap:

Powerstart (Gas after 2nd light disappears) At the first turn you should get at least four PS in and then PS the entrance of the tunnel and PS out of the end, at this next turn you can get 3-4 PS in so get as many as you can.

2nd Lap:

At the first turn you should get at least four PS in and then PS the entrance of the tunnel and PS out of the end, when you come out use your three mushrooms when the other is about to run out while PS around the the brick wall of the last turn.

3rd Lap:

At the first turn you should get at least four PS in and then PS the entrance of the tunnel and PS out of the end, at this next turn you can get 3-4 PS in so get as many as you can.

=====

Moo Moo Farm:

Distance: 527m

Shortcuts/Shorter Routes/Glitches:

- 1) If you time yourself right, you can drive straight through the moles at the two parts of the level where they appear to shorten your overall time.

Steps to get great times:

1st Lap:

Powerstart (Gas after 2nd light disappears) at this first turn get two PS in and keep driving on the low part of the road, you'll do a quick turn to the left but just ignore the PS unless you know how, if you don't you will just waste time trying to get one in. Do 2-3 PS after you go under that ledge and then drive up to the moles and use your mushroom, if you correct you will drive right through them when they are down and use your next mushroom on the next set, get off and stay to the right where you use your last mushroom to finish the 1st lap.

2nd Lap:

At this first turn get two PS in and keep driving on the low part of the road, you'll do a quick turn to the left but just ignore the PS unless you know how,

if you don't you will just waste time trying to get one in. Do 2-3 PS after you go under that ledge then stay as close as your can to the right side of the track and finish the lap.

3rd Lap:

At this first turn get two PS in and keep driving on the low part of the road, you'll do a quick turn to the left but just ignore the PS unless you know how, if you don't you will just waste time trying to get one in. Do 2-3 PS after you go under that ledge then stay as close as your can to the right side of the track and finish the lap.

=====

Koopa Troopa Beach:

Distance: 691m

Shortcuts/Shorter Routes/Glitches:

1) On 50cc if you have a mushroom you can jump the jump into the cave after the three ramps in a row to cut almost half-way through the level. On 100cc you can now use a star to jump the gap, and finally if you are using 150cc you don't need anything to make the jump but it requires skill.

2) After the underpass take a sharp right and you will see an opening that cuts across the bay.

Steps to get great times:

1st Lap:

(Gas after 2nd light dissapears), PS the first left turn and the PS the next left turn when you go right at the fork. PS twice and hold the second one to slide between the rocks and the jump. Drive to the left side of the three jumps and if you can manage a PS in this last area then use that to jump the ramp, or you can simply use a mushroom. Keep moving once you enter the tunnel and before the end start a PS and slide it out, between the trees and around the first rock. Then use another PS and then one at the last few jumps on the right side.

2nd Lap:

PS the first left turn and the PS the next left turn when you go right at the fork. PS twice and hold the second one to slide between the rocks and the jump. Drive to the left side of the three jumps and if you can manage a PS in this last area then use that to jump the ramp, or you can simply use a mushroom. Keep moving once you enter the tunnel and before the end start a PS and slide it out, between the trees and around the first rock. Then use another PS and then one at the last few jumps on the right side.

3rd Lap:

PS the first left turn and the PS the next left turn when you go right at the fork. PS twice and hold the second one to slide between the rocks and the jump. Drive to the left side of the three jumps and if you can manage a PS in this last area then use that to jump the ramp, or you can simply use a mushroom. Keep moving once you enter the tunnel and before the end start a PS and slide it out, between the trees and around the first rock. Then use another PS and then one at the last few jumps on the right side.

=====

Kalimari Desert:

Distance: 687m (about)

Shortcuts/Shorter Routes/Glitches:

1) If you have a star, enter the train tunnel on your 1st or 2nd lap and use the star before entering the cave, if done right you will skip ahead to the next lap.

2) If you see the train is going to cut you off, you can drive off the track and cut across the track to avoid coming to a stop.

3) After you pass the second train crossing, powerslide sharply to the left and use all your mushrooms after each other to cut across the valley.

4) You can actually drive right between the train cars but it is very difficult to do.

Steps to get great times:

1st Lap:

(Gas after 2nd light disappears), keep moving and stay to the inside of the track while doing three PS around the first turn, fade to the right after you get past the first crossing and PS the right turn before the second crossing. Right when you cross the tracks turn sharply left and use PS across this desert about 3 or so. PS twice more when you get off and then PS at the final rightturn and one at the left turn.

2nd Lap:

Keep moving and stay to the inside of the track while doing three PS around the first turn, fade to the right after you get past the first crossing and PS the right turn before the second crossing. At this turn jump sharply left after the first crossing and hug the wall while PS and using your three mushrooms, when you get back on the track finish with a PS and then PS at the final right turn and one at the left turn.

3rd Lap:

Keep moving and stay to the inside of the track while doing three PS around the first turn, fade to the right after you get past the first crossing and PS the right turn before the second crossing. Right when you cross the tracks turnsharply left and use PS across this desert abotu 3 or so. PS twice more when you get off and then PS at the final right turn and one at the left turn.

=====

Toad's Turnpike:

Distance: 1036m

Shortcuts/Shorter Routes/Glitches:

1)If you are very good driver you can pass by the trucks on the inside of every turn, it is possible so keep trying.

2)At the end of the race, if you can jump and get stuck at the finish line at the end of your 1st or 2nd lap you can restart right in front to gain a quick finish.

Steps to get great times:

1st Lap:

(Gas after 2nd light disappears) Stay to the left inside a dodge those first cars, this whole race you want to be on the inside and dodge all cars. PS 3 times that left turn and 3-4 times on the next turn a short bit after that. On this straightaway fade over to the right and then PS 5 times on this next turn and finish it off with 2 PS on the last turn. You can use your mushrooms on any PSind turn you feel will work this best.

2nd Lap:

Stay to the left inside a dodge those first cars, this whole race you want to be on the inside and dodge all cars. PS 3 times that left turn and 3-4 times on the next turn a short bit after that. On this straightaway fade over to the right and then PS 5 times on this next turn and finish it off with 2 PS on the last turn. You can use your mushrooms on any PSind turn you feel will work this best.

3rd Lap:

Stay to the left inside a dodge those first cars, this whole race you want to be on the inside and dodge all cars. PS 3 times that left turn and 3-4 times on the next turn a short bit after that. On this straightaway fade over to the right and then PS 5 times on this next turn and finish it off with 2 PS on the last turn. You can use your mushrooms on any PSind turn you feel will work this best.

=====

Frappe Snowland:

Distance: 734m

Shortcuts/Shorter Routes/Glitches:

1) At the start, turn around and drive back before the bridge, then turn back around and start driving, aim for the corner of the bridge and press "R" at the right corner and jump from the bridge to the snow (DON'T TOUCH THE ROAD) keep driving on the snow and once you get past the finish line turn right and drive out into the nothingness. You will be reset right before the finish line where you can drive forward and finish.

=====

Choco Mountain:

Distance: 687m

Shortcuts/Shorter Routes/Glitches:

1) On the turn before the rocks you can powerslide and launch yourself over the wall and driving towards the finish line.

Steps to get great times:

1st Lap:

(Gas after 2nd light dissapears), PS that very first turn you come to and once around the next one and two the next right turn. You drive for a bit and then PS twice on this next left turn. Pull off PS on these crazy turns and then fade to the left on this long run and at the end you PS around the loop and come back on the other side, here you will pull off 2 PS and use one mushroom for those jumps (Use it straight on to avoid wipe-out)

2nd Lap:

PS that very first turn you come to and once around the next one and two the next right turn. You drive for a bit and then PS twice on this next left turn. Pull off PS on these crazy turns and then fade to the left on this long run and at the end you PS around the loop and come back on the other side, here you will pull off 2 PS and use one mushroom for those jumps (Use it straight on to avoid wipe-out)

3rd Lap:

PS that very first turn you come to and once around the next one and two the next right turn. You drive for a bit and then PS twice on this next left turn. Pull off PS on these crazy turns and then fade to the left on this long run and at the end you PS around the loop and come back on the other side, here you will pull off 2 PS and use one mushroom for those jumps (Use it straight on to avoid wipe-out)

=====

Mario Raceway:

Distance: 567m

Shortcuts/Shorter Routes/Glitches:

1)Near the end of the race, if you have a mushroom or star use it cut across the sand and shorten your time.

2) For this one you need to be going real fast and on the left turn before you do a loop you can take a super sharp left and launch to the right and go through the wall.

3) At the end of the race, use a mushroom/star to cut across the sand.

Steps to get great times:

1st Lap:

(Gas after 2nd light disappears), and turn sharply right use a then when you are halfway between the grass get back on the road. Try to get a PS in on that fast left turn and one again on the next left turn, PS around the next right curvy one and one on the next left on, when you come to the big right turn use a mushroom to barely hit that wall and try to level out by the wall, PS over the sand and then PS around the final right turn.

2nd Lap:

PS this right tuen and try one on the next right turn and then try to get a PS in on that fast left turn and one again on the next left turn, PS around the next right curvy one and one on the next left on, when you come to the big right turn use a mushroom to barely hit that wall and try to level out by the wall, PS over the sand and then PS around the final right turn.

3rd Lap:

PS this right tuen and try one on the next right turn and then try to get a PS in on that fast left turn and one again on the next left turn, PS around the next right curvy one and one on the next left on, when you come to the big right turn use a mushroom to barely hit that wall and try to level out by the wall, PS over the sand and then PS around the final right turn.

=====

Wario Stadium:

Distance: 1591m

Shortcuts/Shorter Routes/Glitches:

1)At the start you can air one of the bumps and jump to land on the other side of the wall.

2)Near the end of the race, if you powerslide you can jump the end wall and be right near the finish line.

=====

Sherbet Land:

Distance: 756m

Shortcuts/Shorter Routes/Glitches:

1)At the start you can get maximum time if you jump the corners of the turns and land safely on the other side.

2) Inside the ice tunnel, you can perfectly time PS along the left inside of the first blocks and then on the right side of the last block.

=====

Royal Raceway:

Distance: 1025m

Shortcuts/Shorter Routes/Glitches:

1)On 150cc take a sharp left when airing the jump and try to land near the end

of the race. If done correctly you will be reset right there.

2) If you have a star or mushroom use it a bit before the final item boxes to cut across the grass.

3) In the beginning gain a lot of speed and after the first right and left, which ends with a right before the castle try to jump over the water and hit the mountain, you will restart close to the goal line.

Steps to get great times:

1st Lap:

(Gas after 2nd light disappears), PS the first left turn and once on the the left turn. At this right turn coming up use a mushroom to jump the hill. Then use a mushroom to hug the wall while PS at this next turn. Get back on the track and PS the left turn and then you do a big U-Turn and PS along that as well. Air the jump and PS on the turn after you land, PS after you pass that first right turn and then PS the next left turn and another PS at the end to finish.

2nd Lap:

PS the first left turn and once on the the left turn. At this right turn coming up PS around it. Then use PS the next turn you come to. Get back on the track and PS the left turn and then you do a big U-Turn and PS along that as well. Air the jump and PS on the turn after you land, PS after you pass that first right turn and then PS the next left turn and another PS at the end to finish.

3rd Lap:

PS the first left turn and once on the the left turn. At this right turn coming up PS around it. Then use PS the next turn you come to. Get back on the track and PS the left turn and then you do a big U-Turn and PS along that as well. Air the jump and PS on the turn after you land, PS after you pass that first right turn and then PS the next left turn and another PS at the end to finish.

=====

Bowser's Castle:

Distance: 777m

Shortcuts/Shorter Routes/Glitches:

1) When you first enter the castle, take a hard right and use a mushroom to cut across the grass and dodge the bushes.

Steps to get great times:

1st Lap:

(Gas after 2nd light disappears), PS when you first get off the bridge by turning sharply right and using a mushroom. Enter the next room and PS the left side and clip the left corner. PS quickly right and be careful not to hit the wall on that next room. PS around the Thwomps and PS the next corner, avoid them again and be careful on this bridge. PS around the right turn and again on the left turn but hold it so you release it when you get to the straightaway. Turn right at the end and PS and PS around the circular ramp. Stay to the left when you jump and then jump again while PS the final corner.

2nd Lap:

PS when you first get off the bridge by turning sharply right and using a mushroom. Enter the next room and PS the left side and clip the left corner. PS quickly right and be careful not to hit the wall on that next room. PS around the Thwomps and PS the next corner, avoid them again and be careful on this bridge. PS around the right turn and again on the left turn but hold it so you release it when you get to the straightaway. Turn right at the end and PS and PS around the circular ramp. Stay to the left when you jump and then jump again while PS the final corner.

3rd Lap:

PS when you first get off the bridge by turning sharply right and using a mushroom. Enter the next room and PS the left side and clip the left corner. PS quickly right and be careful not to hit the wall on that next room. PS around the Thwomps and PS the next corner, avoide them again and be carefull on this bridge. PS around the right turn ang again on the left turn but hold it so you release it when you get to the straightaway. Turn right at the end and PS and PS around the circular ramp. Stay to the left when you jump and then jump again while PS the final corner.

=====

DK's Jungle Parkway:

Distance: 893m

Shortcuts/Shorter Routes/Glitches:

1)Once you cross the bridge and enter the tunnel turn left and you can use a mushroom or press "R" a lot and jump up the side of the mountain.

2)When you air the jump hit it with a left angle and you will land farther ahead on the track.

Steps to get great times:

1st Lap:

(Gas after 2nd light dissapears), PS the first right turn and continue up, PS around the upperward turning ramp and when you air the jump hold left and try to land farther ahead on the track without falling in the water. PS the turn and then PS again on this turn. PS around this turn and then again on the left turn. Try to get one in before you cross the bridge and then when you enter the tunnel turn left and press "R" fast while using a mushroom to jump up the hill.

2nd Lap:

PS the first right turn and continue up, PS around the upperward turning ramp and when you air the jump hold left and try to land farther ahead on the track without falling in the water. PS the turn and then PS again on this turn. PS around this turn and then again on the left turn. Try to get one in before you cross the bridge and then when you enter the tunnel turn left and press "R" fast while using a mushroom to jump up the hill.

3rd Lap:

PS the first right turn and continue up, PS around the upperward turning ramp and when you air the jump hold left and try to land farther ahead on the track without falling in the water. PS the turn and then PS again on this turn. PS around this turn and then again on the left turn. Try to get one in before you cross the bridge and then when you enter the tunnel turn left and press "R" fast while using a mushroom to jump up the hill.

=====

Yoshi Valley:

Distance: 772m

Shortcuts/Shorter Routes/Glitches:

1) Near the end a bit before the egg you will do a little loop, you can jump across this to shave some seconds of your time.

2)The shortest route is to go right at the fork, left, right across the bridge, and then loop to the left and continue.

3)If you have a star or mushroom use it once you get past the last bridge to cut across the grass.

Steps to get great times:

1st Lap:

(Gas after 2nd light disappears) Turn to the left and use a mushroom all while PS and then let go of the PS when you enter the main area. Turn right then left and then right again as you cross the bridge. Follow the path to the left as it curves back around and hit the jump while going to the left. This next part is trick but it can be mastered after 50+ attempts. Stay to the right and then kinda PS but just use white and try to curve your self the other way then press "R" and you can jump across the track and continue. PS along the track and go passed the egg, PS when you get out and when you come to the right turn use the mushroom and finish the lap.

2nd Lap:

Continue and PS the left turn. Turn right then left and then right again as you cross the bridge. Follow the path to the left as it curves back around and hit the jump while going to the left. This next part is trick but it can be mastered after 50+ attempts. Stay to the right and then kinda PS but just use white and try to curve your self the other way then press "R" and you can jump across the track and continue. PS along the track and go passed the egg, PS when you get out and when you come to the right turn use a PS and then another before the finish line.

3rd Lap:

Continue and PS the left turn. Turn right then left and then right again as you cross the bridge. Follow the path to the left as it curves back around and hit the jump while going to the left. This next part is trick but it can be mastered after 50+ attempts. Stay to the right and then kinda PS but just use white and try to curve your self the other way then press "R" and you can jump across the track and continue. PS along the track and go passed the egg, PS when you get out and when you come to the right turn use a PS and then another before the finish line.

=====

Banshee Boardwalk:

Distance: 747m

Shortcuts/Shorter Routes/Glitches:

None

=====

Rainbow Road:

Distance: 2000m

Shortcuts/Shorter Routes/Glitches:

1)At the start you can jump to the left and land on the later track, it's easiest to land if you jump at the second red stripe

2)At the first jump and one after press "R" to jump up and you will float down to the bottom.

O=====O
| FAQs II|
O=====O

Q:What is the true distance of Kalimari Desert?

A:If you check on the info page of the time trials it states it.

Q:I can't seem to do one of these the shortcuts, what do I do?

A:You can contact me and I will explain it very clearly.

Q:I know a shortcut that you don't have on here, should I submit it you?
A:Yes, if you have something not listed here, you may submit it and I will give you credit for it.

Q:These glitch shortcuts are impossible, how can I do them?
A:Truth is, I have not done any of them, I've witnessed them and am trying to do them.

=====
| Credits III|
=====

People:
CJayC - For making Gamefaqs
Menji76 - For making the guide
BanjoKazooie1988 - For submitting a shortcut

Sites:
Gamefaqs.com - For hosting my guide
Neoseeker.com - For hosting my guide
Supercheats.com - For hosting my guide
<http://www.network-science.de/ascii/> - For the ascii titel

Companies:
NINTENDO - For producing/developing this game

=====
| Copyright |
=====

Copyright 2004-2006 NickWorks
Created by Menji76 (Nick Bryant)
Do not use this guide without written permission from the owner.
This is not the official Shorter Route Guide of Mario Kart 64, and I have noaffiliation with NINTENDO or NINTENDO 64.
All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders.

+-----+
-A Menji76 Production-
+-----+

This document is copyright menji76 and hosted by VGM with permission.