

Mario Kart 64 FAQ/Walkthrough

by Crazyreyn

Updated to v1.0 on Apr 15, 2006

M A R I O K A R T 6 4

Nintendo 64
FAQ/Walkthrough, Version 1.0
Last Updated - 14/04/2006
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INTRODUCTION

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Hello and welcome to the Mario Kart 64 FAQ/Walkthrough. This guide will give you the lowdown on the game basics, how to use the various items in both offense and attack and a walkthrough for each course in the game. This is perhaps the best multiplayer game that I've played, bringing around a multitude of emotions in a single match.

This guide is dedicated to my university friends and multiplayer opponents Pete, Ben and Rachael - when she can be arsed to play ;). Hope you enjoy using the guide,

- Matt

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1. VERSION HISTORY

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| Version 1.0 - 14/04/2006 |

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The first version of the FAQ, everything is complete!

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2. GAME OVERVIEW

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This section provides you with an overview to playing the game, with tips, kart and character data and how to use the items more efficiently.

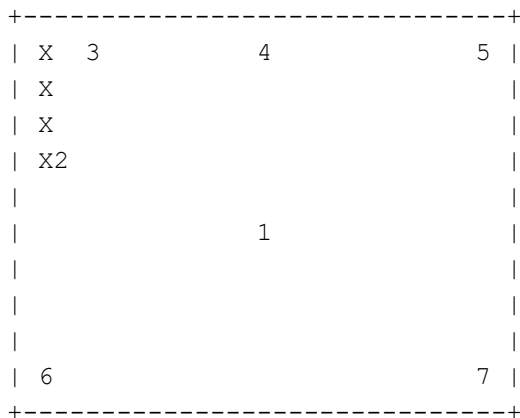
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2.01. Basics and Game Modes

This is just a quick lowdown of the game basics and general main menu that you are presented with. If you are looking for a more in-depth explanation of the Game Menus, then refer to the relevant section not too far down from here.

Game Screen

This is the standard game screen in Grand Prix mode. This may vary according the Mode being played.



- 1 - Racing Screen
- 2 - Top Four Position
- 3 - Lap
- 4 - Item Held
- 5 - Lap Time
- 6 - Character Position
- 8 - Map

Menu and Game Modes

From the Main Menu, you are shown a series of options. This section will inform you of what each part contains and a quick explanation of that mode.

Grand Prix

Located in the Single Player menu, this is the main mode of the game. Here

you race in cups in differing CC classes, where you can unlock more characters and carts, and generally have a good go at the courses. There are four CC classes - 50CC, 100CC, 150CC and Extra (you have to unlock this) and within these are 4 Cups, each with four courses to race in. With these four courses you are awarded points according to the position you come in. After the four races your points are totted up and if you get the most points you win.

Time Trials

Here you can just race on the course of your choice, practice up and set a best time. You get just three mushrooms as far as items go, so use it wisely. You save ghosts here so you can race yourself again later, and even compete against a few Staff Ghosts on certain courses (see the Secrets section toward the end of the guide to see more on this). Also note that this mode is for one player only.

---□Vs.

This is where you race against the chosen amount of user controlled players. You each select a character (each one can only be chosen once, so you'll have to fight over who gets what character) and then you select the course. You get a score after each race as well, which is reset when you turn off the console if you need to wipe them again. When playing, the C buttons allow you to toggle the position in the middle of the screen (showing how far you are away from each other), the music and the map. If you are playing three player vs then the map will appear in the bottom right corner as no one is using that segment of the screen. Also note that bombs appear on the courses and they sometimes are double or even at triple speeds to spice things up, and although they cannot be turned off they add a lot of variety and fun to multiplayer sessions.

Battle

Here you face off against other karts in a battle like arena, playing one or two games. You can only play with two to four user controlled players, and not on your own. Use Items to pop your opponents balloons until they are all gone! Each kart has three balloons and once they are all gone, you are out!

Options

Pressing L on the Main Menu brings you to the Options Screen. This allows you to toggle between Mono, Stereo and Headphone sounds, and to copy or erase the data on the game pak.

Data

Pressing R on the Main Menu brings you to the Data screen. This allows you to see various tadbits about each course in the game, including distance and your best records. You can erase records and ghost data also.

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2.02. Controls, Karts, Driving Techniques and Tips
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Controls

Here are the controls for the game.

Analog Stick - Move kart
A - Accelerate
B - Brake / Reverse
Z - Use Item
R - Jump / Drift
C-Buttons - Adjust various options in Vs. (see mode above)
SELECT - N/A
START - Pause Game

Karts

Each of the characters is configured into a different weight class. They are set into the following -

Lightweight - Yoshi, Peach, Toad
Middleweight - Mario, Luigi
Heavyweight - Bowser, DK, Wario

For new players, middleweight is recommended as it has the best all-round stats. Then I would advise choosing one of the others according to your player style - lightweight karts have high acceleration and easier turning but get knocked off the road easier, while heavy weight has low acceleration yet a high top speed, rubbish turning but can knock other characters out of the way easier. Play around with the different characters and see who suits you best.

Driving Techniques

Rocket Start

This performs a boost as the race starts, very handy for getting the advantage straight away. To do it, at the opening count down (red, red, blue) press and hold A between the second red and blue. If done right, you'll boost away. Takes a bit of practice but once you've got it it's an invaluable technique.

Drift

You can drift by holding down the R button when going around corners. It allows you to take sharper corners without loss of speed, so is good for many of the game's course. To start it, turn and press R to set the direction, and you can also adjust the direction of the drift slightly by using the analog stick as you go anyway.

Mini-Turbo

This gives you a boost after drifting. To do it, get into a drift and tap left and right on the analog stick to change the colour of the dust clouds from your kart. They are originally white arrows (<) which turn into white sideways M's, then with further turning into orange and finally red M's. Once it goes red releasing R will give you a mini-turbo. It does give you a worth while boost, so mastering this will give you the advantage. This takes a while to get used to and may start to hurt after a few races, but it enables you to pull off mini-turbo again and again.

Snaking

This is a very advanced technique, where you perform mini-turbo over and over again in a snake like fashion. So say you are on a straight, and you are on the left; drift to the right, and boost ahead so you're on the right. Now drift to the left and boost so you end up on the left. Keep repeating this to create a snake like movement down the track, giving you a huge advantage if done correctly. As said it is very advanced and so takes a lot of practice to pull off, especially as you got to pull off mini-turbos very fast. Use Time Trial as a place of practice, and use it to separate you from your mates!

Throwing Items

When you are using certain items, such as shells and bananas, you can throw them in front or behind you by pressing up and down respectively. You can launch green and red shells behind you and throw Fake Item Boxes and Bananas ahead of you.

Dangling Items

You can drag certain items behind you, by holding the L button. This enables you to block attacks from behind, such as those pesky red shells, and to time your item drops more effectively. You can drag bananas, green shells, red shells and Fake Item Boxes.

Turning on the spot

You can turn on the spot by holding accelerate and brake together (A and B) and turning left and right. This is very handy if you are driving the wrong way.

Recovering after falling off the track

If you just fell off the track and are being lifted back on, you can recover quicker by pressing accelerate JUST AS you touch the ground again to receive a boost. Takes some practice, but worth it even if you are an experienced racer; you never know when some heavier kart is gonna knock you off the track.

Rescuing yourself after driving over a banana

Sometimes when you drive through a banana you won't spin straight away. If this happens brake straight away for a split second and if a note appears, then you've successfully stopped spinning out.

Driving and Item Tips and Tactics

Here are some additional item and driving tips that might come in handy. Feel free to submit any of your own!

- Coming off the track or hitting a wall slows you down to a literal crawl. So don't do it.
- If you are gonna cut out some of the track, subsidize the slowdown with a drifting mini-boost or better yet, a mushroom.
- Placing fake item boxes or bananas by real item boxes should block them from view of your opponents, meaning there's a chance they could drive in to them. Although the CPU might spot this against people in multiplayer it'll work better. It's also good if you want to 'replace' your current item with another by dropping it by the item box so you'll collect those in front.
- If you are in first place, then it's a good idea to drag an item behind you (or have a draggable item with you) in case you need to defend against shells and what not. It's a pain to have you lead wiped away by a cheap item at the last minute so try and get used to doing this.
- If you are neck and neck with an opponent and coming up to item boxes, drop back slightly so you are a position behind them and grab an item. As in first place you cannot pick up red shells, doing this method could bag you one so you can take them out and take a substantial lead. Although this is incredibly annoying and cheap its a sure fire winner especially if you are on the final lap.
- Again like the above, if you are in a very close race then drop back a few positions and grab an item box. As items are based on position and not proximity, you could get something like Thunder, a Star or Three Red Shells. And who wouldn't want that, eh?
- Unlike other Mario Kart games, red shells just go straight toward the racer in front, and don't follow the track. Ensure that you can see your opponent, and is in your line of sight, before you fire.
- If you are gonna use a red or blue shell then wait for them to get a slight lead, otherwise the red shell will just fly straight past them and the blue shell likewise and even worse take you out in the impending explosion (if they are in first anyway).
- If you have several (hopefully red) shells, then you can incapacitate a kart ahead. Fire one to spin them out, and then fire another as you go past them (where they've hardly had time to recover). By the time they have started going again proper, you'll have speeded ahead.

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2.03. Items
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Pick up an item box in a race and you'll get an item. But do you know how to use it properly and to it's full advantages? If not, read on... Note that I have put How to Use and Defending Against. The How to use part is tips on how you can use it, while the other is what precautions you can take in order to avoid or minimize the impacts of the said item if others have it. Remember than you can often see what item an opponent has either visually and by their character icon on the bottom screen. There is also a position received section, which will tell you what approximate position(s) you have to

be in to get that item.

Banana

Position Received - 1st

How to use - Press Z to drop this banana skin on to the track. When a kart slips on to it they will slide out of control for a second or two. It will remain on the track until someone slips on it or until it is destroyed (by a shell for example). Try and place bananas on parts of the track where most racers will go on to them such as thin ledges, the insides of tracks, in front of boosters and item boxes. You can also use them for defending by holding down Z to dangle it behind you, so it's probably more handy in that respect.

Defending Against - If you see a banana on the track, common sense tells you to avoid it (well at least I hope it does ;D) so try and drive around it if you can - you can also blast them away with a shell. If you see another racer with a banana dragging behind keep out of the way incase they drop it. You can also prevent spinning out sometimes when you hit one - if you don't immediately spin then brake quickly and if a musical note appears then you've succeeded.

Triple Banana

Position Received - 1st

How to use - This is basically the same as a single banana (see above) but with three. However unlike triple shells they don't spin around you but instead just dangle behind rather pointlessly. Use them to strategically place on the track and defend with if needed.

Defending Against - Again like normal bananas, avoid driving over them. If you see another player with them (it's visible) then avoid hanging around behind them as chances are they'll drop them straight on to your lap. The CPU tends to drop them about three seconds after one another, so remember this if you are playing the GP modes.

Green Shell

Position Received - 1st

How to use - Press Z to fire this forward in a rather linear fashion to hit other karts and cause them to spin out of control. Rather handy, but it's quite hard to hit other karts with. Better still is that you can fire them behind you by holding down on the stick, and if they are close enough then chances are they'll have little chance of getting out of the way in time. Green shells can bounce off walls a few times before behind destroyed, so if you in a narrow tunnel or area firing one off and escaping could do a spot of damage. Like bananas, you can dangle these behind by holding down the Z button which is ideal for defending against other shells. Also shells can destroy bananas on the track if you need them disposed of, as well as enemies on the track.

Defending Against - Avoid shells hitting you as you'll spin out of control. Rivals too can fire shells behind them so if you are tailing them remember this also.

Red Shell

Position Received - 2nd-6th

How to use - Press Z to fire it ahead of you, where it will home in on the nearest kart and cause them to spin out. Sadly unlike the other counterparts these don't home down the track, they just go straight toward the next kart, so if they are around the corner they'll just smash in to the wall. Make sure they are in your direct line of the sight before hitting the Z button. Some extra points to be said though; don't fire when they are too close as it'll just whizz by them, and the shell can hit corners so fire it in a reasonably open area. It can also hit bananas and other shells and get destroyed, but if that occurs then you're unlucky. Like green shells, you can fire it backwards (L+Down) and dangle it behind you. It WILL NOT home in if you fire it backward, but rather go in a straight line like a green shell would. I advise that you keep a red shell handy at all times for defense and for regaining a position if you've just been taken.

Defending Against - If one is coming your way (you can hear it) then simply dangle an item behind you and it should counter it. However sometimes it can hit you from the side (just after a corner for example) so try and get on a straight before it hits you. If you don't have an item, then just try and race on and hopefully it'll hit a corner of the track, but otherwise you are gonna get hit and in that situation, there isn't a lot you can do about it.

Triple Red / Green Shells

Position Received - 2nd-8th

How to use - These are three red or green shells that rotate around you. The shells themselves act like normal shells respectively, but the rotating aspect is very handy for several reasons. For one, it acts as an ever acting defense against other items. You can use it as a weapon by just ramming other karts and make them spin you (you'll lose a shell in the process mind) and it's great in case you drive into items like bananas as they are automatically taken care of. It's also great as having three shells is pretty sweet anyway. Remember just because you have three shells doesn't mean you have to waste them in one go. A good tip is when you take someone out with a shell from a reasonable distance, as you go by just before fire another to incapacitate them further. Very annoying for them, but great for you.

Defending Against - For general shell defense see the red and green shell tips above. When you notice another kart having three, avoid touching them for a start or you will naturally spin out. Don't try and take all their shells out with shells of your own as that's pretty pointless, you may as well let them fire them off so their defense is down for attacking.

Spiny Blue Shell

Position Received - 4th-8th

How to use - Fire it with the Z button and it'll zoom off to first place and

take them out. Pretty sweet. If there are other karts between you and the first placed kart then it may hit the others on the way, which is pretty great. Oh, did I mention it'll also take out the items they are carrying as well? Pretty cool!

Defending Against - If one is coming your way, there is little you can do but bite the bullet. Dispose of your items just before as it'll destroy them anyway. You can also avoid getting hit by using a Star or a Boo Ghost, but otherwise as said most of the time you'll have to get hit, so don't get too annoyed if this happens a fair amount.

Fake Item Box

Position Received - 1st

How to use - Press Z to drop a fake item on the track. When rival karts drive in to it they'll spin out. So basically, this is just like a banana but it looks different, and like a banana you can dangle it behind you as well for defending. I advise that you pop this by real item boxes to confuse other players, as well as in front of boosters and on areas of the track that are thin / where most karts race over.

Defending Against - You can spot a fake item box via several ways. Firstly, the ? is upside down and the box doesn't rotate. As you're not bound to notice this in a hurry, you can usually tell if they are fake or not as other players especially the CPU will just place them anywhere on the track, so if you see a box on its own away from normal item box placements then chances are it'll be a fake one.

Mushroom

Position Received - 2nd-4th

How to use - Press Z to boost your karts speed for a second or two. This is really handy for gaining a few places, and most of all for skipping sections of the track like corners or tacking advantage or certain shortcuts better. Just remember that you can't really stop once you've used the boost (say if suddenly realised you were going to go into a banana or off a cliff) so keep an eye out of where you are going to boost into.

Defending Against - Not a lot you can do here. I guess you could time a ghost to steal their mushroom, but others you'll have to let 'em be.

Triple Mushroom

Position Received - 2nd-4th

How to use - This is the same as a normal Mushroom, except you have three. Predictable, eh? Remember to use them to cut corners of the track and to take full advantages of shortcuts. I would say a very important point is to make them last; on certain tracks there is a great shortcut you can take but only when using a mushroom, so it makes far more sense to save a mushroom for this every lap than to use them on one.

Defending Against - Once again you can't really defend or stop other karts from

using mushrooms.

Super Gold Mushroom

Position Received - 4th-8th

How to use - Tap the Z button while the Gold Mushroom is active to gain several boosts - so it's basically like an extended mushroom. It's based off time and not the amount of boosts you create, so once you've started using it use it to it's full advantage. Like normal mushrooms use them on corners and shortcuts, and not on thin ledges so you boost into a bottomless pit. Unless you want to.

Defending Against - Again, you can't really defend or stop other karts from using gold mushrooms.

Boo Hoo Ghost

Position Received - 4th-8th

How to use - Press Z to send the Boo to steal items from other characters. Your kart will also turn invisible and impermeable to damage as well. When using the Boo, think what you need it for. For example if you are using it to steal an item, check your opponents screens (in multiplayer only I'm afraid) to see what items each opponent has so you know what possible items are up for grabs. Wait until you get a decent item then use it, and with some luck you should get it. Otherwise using it to stop damage is very helpful as well - such as avoiding red shells, lightning, or if you want to drive through cars on Toad's Turnpike.

Defending Against - You should hear when a ghost is being used, so if you do you *might* not get your stuff taken, but then again you might so decide if you want to use your item in case of the latter.

Thunderbolt

Position Received - 6th-8th

How to use - Press Z to make all other karts shrink in size, causing them to slow down. Not only this you can run over the other karts to squash them and delay them for a few seconds, so if you see any then go out of your way to run them over. Shrunk karts won't make big jumps, even boost ones, so if you can time it around them that's an advantage to you.

Defending Against - If you get shrunk, then avoid jumps, even boost ones, as you won't make it. Instead just wait around before them until you regain your size. Remember that you can still perform mini-boosts when you're small which is a great advantage in the GP modes, as CPU players won't do this when shrunk. You can prevent being shrunk by using a star, ghost, or if you happen to fall off the track at that time. Also if you are shrunk don't touch any other tiny karts as you'll both get crushed. Strange and tragic.

Star

Position Received - 6th-8th

How to use - Press Z to use the star, making you invincible, giving you extra speed and removing terrain slowdown. So when you have it, run in to other karts and through any obstacles in your way and take advantage of shortcuts and cutting corners as you won't slowdown. A star lasts about eight seconds.

Defending Against - If you see someone using a star then they'll be brightly multi-coloured. Avoid touching them otherwise you'll get spun out and lose a good few seconds. You cannot use shells or other items against them in this state, so just wait until it's over and let 'er rip.

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3. COURSES

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These are walkthroughs to each of the game's courses. It'll detail shortcuts and other tips that will help you out in multiplayer and time trial.

- The Course Distance information is taken from the data screen, accessible by pressing R on the main menu.
- When I say 'Use a mushroom' for shortcuts, most of the time a star will do too... unless it's a jump.
- You can't pause before the race officially begins. Remember this in multi player games, like if someone is getting a toasted waffle or something...
PETE.

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3.01. Mushroom Cup
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Luigi Raceway

Course Distance - 717M

Walkthrough - Drift and boost-drift as many times as you can around this long left corner to a tunnel. It turns sharply right as you enter, and again once you leave. Then you are left with another long left back around to the checkpoint straight.

Shortcuts - None.

- Other Tips - You can use mushrooms (gold or normal) or special stars around those long left corners to cut out plenty of time.
- The best time to use shells is on the start and finish straight, unless the opponent is right ahead of course.

Moo Moo Farm

Course Distance - 527M

Walkthrough - Progress onward and over the bump and drift right. Toward the end of this turn are some holes containing moles on the right side, followed by an s-bend and yet another through a bridge.

There is a long and very tame right turn (with more holes on the right side) ending with columns and the check point.

Shortcuts - None.

Other Tips - Watch out for the columns toward the end.

Koopa Troopa Beach

Course Distance - 691M

Walkthrough - Drive onward straight to the corner regardless of the water on the right and drift the corner. You are offered two routes; always take the right one as the left is just pointless. There are several jagged left turns now until you reach a ramp and some ? boxes. You now come to a lake area, where if you want to take the shortcut (make sure you have a mushroom) take the left side with the ramps otherwise go right where there is a path through the water to the far side. It's littered with crabs too, so avoid them as best you can. Around a sharp and tame left dodge the palm trees, round a final left where the start finish is ahead after a few ramps.

Shortcuts - Although covered in the main walkthrough, when you reach the first ramp there is a lake after. Going right will take you to an underwater path straight to the other side, albeit it covered with crabby crabs.

- When you reach the first ramp there is a lake after. If you go left and use a mushroom on the last ramp you can enter a tunnel that exists out by the waterfall later on.

Other Tips - After the lake and the two left turns is a long tall ramp with a waterfall. If you make it up the ramp and mushroom off the top you'll get an item box - a blue shell!

- If you have mushrooms or a star you can cut across the water right at the end to take you from the last turn straight to the start finish line.
- Hitting the palm trees at high speeds will spin you out.

Kalimari Desert

Course Distance - 753M

Walkthrough - Drift the first corner and progress over the crossing when the train isn't gonna run you over. After a short straight is a driftable right, and a straight with another crossing at the end. Again, slow down and wait if a train comes. After the second crossing is a slow left turn to a straight along side the track, with some item boxes, finishing in an S bend and the start finish line.

Shortcuts - You can use a mushroom to cut out the first corner by using it early left.

- You can use the track on the first crossing right and exit out at the second crossing, although I don't think you save that much time, especially with the shortcut on offer below.
- If you have a mushroom, then after the first crossing you can use it to cut right straight across the sand to the second crossing. You may have to drive a bit a slow but it's a damn sight quicker.
- You can use mushroom or star on the long left after the second crossing, along the track to the end of the bend.

- Using a mushroom or star at the final S bend works a treat and shaves off a few seconds.

Other Tips - As seen above, there are loads of shortcuts above that involve mushrooms or stars. Remember to use them when you can!

- There are two trains operating on the tracks.

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3.02. Flower Cup

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Toad's Turnpike

Course Distance - 1036M

Walkthrough - Drive onward, collect an item box from the left and head round these two long left turns avoiding the traffic. After is an item box layby on the left with a straight that dips under the overhead bridge. There is another item layby on the left and a long right turn, where the road turns into two lanes. There is one last item layby on the left before the final corner that brings you straight to the start finish line.

Shortcuts - None.

Other Tips - The item boxes always appear in laybys to the left side of the road. If you see one on the main road, it's a fake.

- Hitting the vehicles on the road spin you out, so only overtake when you are certain you won't make contact.
- When you get a star or ghost, make sure you use them to go through the traffic as you cannot be touched!
- Place fake item boxes in the laybys so your opponents drive into them!
- When you come to the laybys, try and collect all the boxes so that other drivers close behind you cannot get any items.

Frappe Snowland

Course Distance - 734M

Walkthrough - Drift the first right and left corners and stick to the left to avoid the snowman in the middle of the track. Drift close to the inside of the next turn to avoid another snowman, which is followed by a soft long right and a drift-worthy left. Drive over the jump and collect an item box, and turn left into the snow man area. You have two choices here; go all the way around the area by going to the right of the ice statue, or drive through the snowmen (there is a path just to the left of the statue). This is followed by a tricky s-bend section (with snowmen on the right at the exit) and then on to a walled area. Collect an item box and drift along two left turns, then a final right on to a bridge and the check point.

Shortcuts - None.

Other Tips - If you are small (from a Lightning bolt) then do not attempt to go over the jump before the snowmen area. You'll just fall down in to the stream below. You can turn this trap to your advantage if you time a Lightning bolt correctly of course.

- The end walled section is very snakable if you can do it.

Choco Mountain

Course Distance - 687M.

Walkthrough - Drift right, turn right, left and then a long drift right to a straight with a tunnel at the end. Go round the long left, drive (don't drift) through this tight s-bend, and drift through the item boxes, left and over the jump. Onward, and where abouts the orange sign post is start drifting around this turn. Don't worry about the falling boulders; most of the time they won't hit you and if they do you've been quite unlucky. Anyway, drift right and grab an item box, right again and over three mounds to the check point.

Shortcuts - None.

Other Tips - From the boulder section up to the three end mounds, DO NOT fall of the edge, as you'll have to race back up again. It's a serious pain if that happens.

- Do not get crushed by a boulder or you'll waste several seconds trying to recover. It's even worse when you get flattened two or three times in a row when you can't move out of the way.
- Planting items behind the last three mounds works a treat, especially the third and final one.
- This is probably my favourite track in the game. :)

Mario Raceway

Course Distance - 567M

Walkthrough - Drift right twice and watch out for the two sharp lefts, otherwise you'll fly out on to the grass. Following this is a U turn right which can be drifted if you are very early, otherwise slowdown and turn normally. After is a quick left and right to a straight, a tricky right right left to a straight through a pipe, leaving the final right turn and the checkpoint.

Shortcuts - Mushroom left straight after the U bend to cut out a small section of track - just watch out for the trees!

- On the straight soon after the U bend, you can turn right early before the actual turn and use a mushroom to cut out the two right turns to the left before the pipe tunnel.

Other Tips - None.

3.03. Star Cup

Wario Stadium

Course Distance - 1591M

Walkthrough - Drive straight on over the bumps, drift right and over the jump. Drift left and this is a square S-bend section ahead; if you stay around the middle you can drive straight through

the middle to the corner after, with is driftable to the bumps on the short straight after. There is a sharp left, right right combination of corners, two big bumps and a driftable right onto a bumpy wide straight. Stick to the right side and drift around the U bend as close as you can to the corner. Another few bumps, a left U bend and loads of small bumps follow. Drive onward down the ditch and back up, drift right a few times to a jump over that previous ditch section (do not attempt this while tiny). Land on the other side there is a sharp right turn that lengthens out and a really sharp left (drift here) to a tame long left that leads to the home straight.

Shortcuts - None, apart from the 'glitch' shortcut below.

Other Tips - You do a crazy shortcut by using the first bump at the start as a way to increase your jump over the left wall.

- If you get a lightning KEEP IT until an opponent reaches the jump over the ditch towards the end of the course. Wait until they are just over it, activate and watch them fall and go back a few corners. If you're mates are smart enough they'll wait at the jump until you use it, which could mean they'll wait there long enough so you overtake them. So when you get a lightning, use it to your advantage.

Sherbet Land

Course Distance - 756M

Walkthrough - Turn right and drift left. Go onward and jump over the crack in the middle of the road and slow down at the corner and drive around to avoid falling in to the drink. Drive straight on to the tunnel, driving around the iceberg and the two penguins. After the tunneled section you are in a cavern, so turn left sharply where there are several columns on the way to the exit. Take the far left wall to avoid the first column, go right around the next one, left and finally right around them to avoid hitting the penguins, as that's the direction they were running around in. As you exit, there are item boxes on the left side if you want them, otherwise go straight on to the corner, round then to the checkpoint.

Shortcuts - None.

Other Tips - Touching a penguin causes you to spin out.

- You can jump the cracks at the corners if you time it right, but I wouldn't do it unless you are in time trial as it's tough to pull off.
- The mother of the penguins is located on an island on the left of the checkpoint.

Royal Raceway

Course Distance - 1025M

Walkthrough - After the straight just turn left and then on to the driftable left turn. Next is a tight U bend right which is driftable, but if you mess up you'll drive in to the water so it might be better if you just brake early and drive slow around. Drift around the remaining turns until you reach a long straight with booster panels on. At the end this will shoot you off over

the lake to the road below; when taking off be sure to be in the middle of the road so you don't hit the sides on landing. Drift left, around the corner and instead of going left with the road drop down the bank and skip the corner to the item boxes, round the final corner to the checkpoint.

Shortcuts - None.

Other Tips - On the long jump with the boosters, when you leave if you bank left really hard and land near the checkpoint you can start there, skipping some of the track. I've only seen this once, and it's a glitch, but a pretty cool one at that.

- After the long jump over the lake, you can turn right to visit the Castle from Super Mario 64! Pretty cool.

Bowser's Castle

Course Distance - 777M

Walkthrough - One of the tougher courses in the game. Drive into the castle and round the right, drive on then drift early and left. Drift right and stay on the right side of the carpet, ready to dodge the Thwomps that come from behind and to drift around right at the end. Turn right, dodge the moving Twomps and turn left - don't drift as you might fall on the bridge just after. Go down the steps and into the courtyard below, ready the drift round the tight U bend left. Turn right at the end but stay central so you don't fall off the bridge on the way round, up the spiral road on to the roof, straight on dropping down and sticking to the left, round the final right corner to the checkpoint.

Shortcuts - None.

Other Tips - If you have a mushroom, you can cut out the first right corner (over the grass when you enter the castle).

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3.04. Special Cup
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D.K.'s Jungle Parkway

Course Distance - 893M

Walkthrough - Turn right, onward a short distance then drift right up the spiral to the jump across the river. When you land correct yourself and continue. The next few corners are sharp and so are hard to drift, so turn right, left, left, try and drift the right U bend by the river, left and down to the bridge. Make sure you are central when you try and board the bridge or you'll knock yourself back. After the bridge is a cave, so turn right but don't bother going all the way right to go round, go a short distance then just drive up the bank and onward to the checkpoint.

Shortcuts - None.

Other Tips - If you become small, don't attempt the jump over the river.
- If you are small then do not go off the track. If you do you'll

- get hit by the projectiles that aim to get you back on, which also happen to crush you as well.
- Before you jump you can aim to the left a little if you like, although it might do you more harm than good.
 - Plant item boxes on the bridge before the cave, or better yet just before it, as your opponents will have a tough time getting past them.
 - If you have a mushroom, use it in the cave at the end to get up the bank.

Yoshi Valley

Course Distance - 772M

Walkthrough - This course has no map and offers several routes to the checkpoint, but I believe that the following is the fastest route. I have created a map that is hosted at GameFAQs if it helps you out -

http://db.gamefaqs.com/console/n64/file/mario_kart_64_yoshi_valley.png

Anyway, drive onward and drift round the corner to the bridge, and take a left and a right. There are loads of porcupines littered around, but do your best to avoid them. Turn left and drop down through the tunnel, past most porcupines and round the corner on to a straight. You can take a shortcut here (see below) otherwise the path onward is linear, go around the road and drift only when you have enough practice (it's easy to fall) and you'll reach an area with a Yoshi egg. Drive around it and over the long bridge back to the starting grassy area. Follow the road to the checkpoint.

Shortcuts - After the porcupined area and before the hoop turn, you can jump left missing out the said turn (see the map link above). You have to drift round, jump and land so you don't fall off either. It's really hard to pull off and requires shed loads of practice, but well worth doing in the long run.

Other Tips - Don't touch the Yoshi egg or you'll get flattened.

- Leaving fake item boxes and the like on bridges is a great idea as your opponents will have trouble avoiding them.

Banshee Boardwalk

Course Distance - 747M

Walkthrough - Drift left then right, and go onward and collect an Item box. Drift left and follow the track. When the barrier disappears, DRIVE through this s-bend, drop down and drift left in to the building. Drive right around the wall and go left out of the way of the bats, then drift right around the wall and through the item boxes, where ahead and to the left slightly is the building exit. Drift right here, then race down the straight take the last two turns and head straight down towards the checkpoint.

Shortcuts - When you enter the building, instead of going right head left and head around the wall to more or less cut out the bats. It's the slightest of shortcuts, I know.

- A more useful shortcut in the building however is this. When you enter turn right as normal but as you meet the bats, turn left

and jump across the gap to the left of the wooden beam. It does shave a second or so off your time, so is somewhat handy.

Other Tips - This isn't the easiest of tracks to navigate, so walk before you can run here (ie. practice before you start drifting).

Rainbow Road

Course Distance - 2000M

Walkthrough - Drive onward and fly down the straight, up and drift right. Keep driving then drift left up the long spiral, watching out for any Chomps that come your way. Turn right, drift left around the long corner, turn right, down and up the road, then drift right and left all the way up until you reach the checkpoint.

Shortcuts - None.

Other Tips - The most boring Rainbow Road ever. Zzzzzz.
- There are a lot of long tame corners here, so drifting here helps a lot and learning to drift boost will net you a further advantage when racing.

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4. SECRETS

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Most of the following secrets are at the Mario Kart 64 Cheats page on GameFAQs.com.

Time Trial Course Ghosts

Beat the times below on the following tracks to unlock a staff ghost that you can race again.

Luigi Raceway - 1'52''00
Mario Raceway - 1'30''00
Royal Raceway - 2'40''00

Extra Mode

Come first in 50CC, 100CC and 150CC in Grand Prix mode to unlock Extra, which is each track mirrored.

New Title Screen

Fully complete the GP mode, ie. 50-150CC and Extra to change the title screen.

Hidden Ending

Coming 4th in a Grand Prix gives you a different ending than to the rest of the other positions.

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5. FAQ'S

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Q. What is the best character to play with?

A. It all depends on your style of play - check the Karts section to see the difference in weight categories.

Q. What kart and character do you race as?

A. I race with Yoshi, as lightweight fits my playing style and is one of the better Mario characters anyway. :)

Q. I cannot drift boost, help!

A. Read the Controls and Techniques section to find out how to do this, and then practice over and over on Luigi's Raceway in Time Trial as that has a load of long corners to try it on.

Any other questions, feel free to give me an email.

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6. CONCLUSION AND SPECIAL THANKS

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That's just about it, folks. I hope that this document has been of aid in one form or another, and that it has been easy to use. If you could, please either ask me questions, suggestions, comments or contributions at crazyreyn_faqs@hotmail.com. Also could you rate this FAQ so I could get some feedback. Thank you for reading.

+-----+
| Special Thanks to these who have contributed to the guide in some way... |
+-----+

CJayC (Gamefaqs) - For accepting this guide and for creating the best site on the internet. Thanks! <http://www.gamefaqs.com>
The site also supplied most of the cheats and unlockables, so thanks to them and their contributors.

IGN - For accepting this guide and for creating an awesome video games site. Thanks! <http://www.ign.com>

Nintendo - For creating the best Mario Kart multiplayer game!

ASCII Generator - For producing the text ASCII for my Crazyreyn sig. Thanks, and is a great site if you need any ASCII text. <http://www.network-science.de/ascii/>

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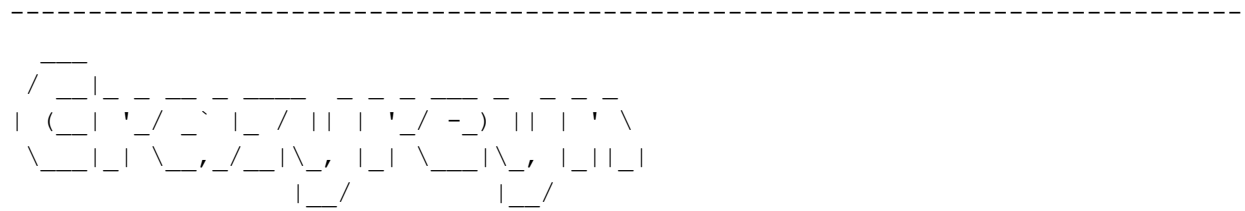
+-----+
| Special Thanks to these who are my good GameFAQS friends... |
+-----+

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Robert Lane	(Lanerobertlane)
Richard Arnett	(Guitarfreak86)
Ryan Harrison	(RHarrison0987)
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Duncan Hardy	(Super Nova)
Rebecca Skinner	(Karpah)
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Trace Jackson	(Meowthnum1)
Richard B.	(Gbness)
Steve McFadden	(Psycho Penguin)
Chris Noonan	(Merca)
Colin Scully	(me frog)
Tom Hayes	(THayes)

And everyone else at the FAQ Contributors board! Also a nod to the GameFAQS UK board and v3, for being so damn funny and cool. :)

If I have forgotten you, then please contact me and I'll fix your name up here!



<http://www.gamefaqs.com/features/recognition/27600.html>

By Crazyreyn (crazyreyn_faqs@hotmail.com)
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