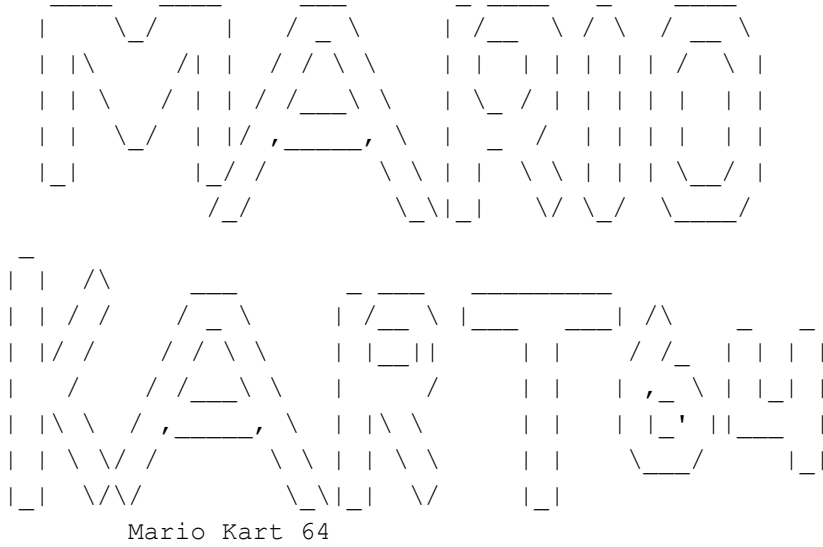


Mario Kart 64 FAQ/Strategy Guide

by nnguyen11490

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Mario Kart 64

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 Mario Kart 64
 FAQ
 Version 1.0 10/30/02
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--*-*In Race Controls*-*-*-*

A Button: Go
B Button: Brake
Control Stick: Steer
L Button: Change Music
R Button: Hop/Poweer Slide
Z Button: Use Item
C Right: Change Maps Views

-

Characters

-

There are 8 different kinds of characters in the game. Each one is split in to three different kinds of groups. Each group has it's own specialty. Try picking different characters everytime to see which ones your best with.

Lightweights

-

Peach

One of the best characeters to use. She can go really fast and can make great sharp turn. The only down side is that not very good at slowing down.

Toad

Toad is just a normal charactyers like the others. His speed is average and his ability to turn in great!

Yoshi

Yoshi is a little of every characters. His speed is average and his turning is okay.

Middleweights

-

Mario

He maybe a hero a hero on his other adeventure but can he be a hero on this one? Mario speed is fast and his turning is pretty good. Mario is a great choice for those beginners.

Luigi

Ah, the brother of Mario. Even though he's younger doesn't mean his not better than the rest. It seem that Luigi's speed is slightly faster than Mario's.

Heavyweights

-

Donkey Kong

You can acquire items to help you beat the race more easily. To get items you must get the "?" block then it will randomly select an item for you. Here's all the items you can get:

Green Shell

-

This is just a regular shell. Once you shoot it will only go straight until it hits something. Once a player gets hit with the shell he or she will crash and will lose time and speed.

Tip: Once during a race you don't have to use it. Instead hold down the Z button and you'll drag the shell behind you. Once a player gets behind you he or she will be hit.

Triple Green Shell

-

This is just like the green shell but now you can use three. Once you use it 3 shells will surround you until you press the Z button again. Once you press the Z button it will have the same effect as a regular green shell.

Tip: If you keep the shell surrounding you you can dodge other items and hurt any characters that get near you.

Red Shell

*-**

Much more helpful than the green shell. Once you shoot this shell it will follow and hit the player in front of you. That's right, it will only miss if there is a large curve. You don't have to be near the player to hit them. The farther away you use the shell the better. Once someone gets hit with the shell he or she will crash and will lose time and speed.

Triple Red Shell

*-**

Still the same effect as the red shell but now you can use 3. Once you use this there will be 3 shells surrounding you. The three shells will block any other items as well as hurt a character once they're near you. Pressing the Z button again will cause the same effect as the regular red shell.

Star

*-**

This is one of the best items in the entire game. Using the star will make you invincible for a little while. That's right, you will be able to dodge other items and hurt other characters once you touch them.

Lightning

-

Another powerfull item. Once you use this all characters will shrink (except if they have a star of a ghost still in effect) and will lose a great ammount of speed.

Tip: You can drive on them to make them flat as a paper for a while. But once there heal they'll be back to there regular size.

Ghost

-

This is almost like the Star. The only thing different is that you won't be able to harm ther players and they won't be able to see you. Any items use one you will not hit so you got nothing to be worry about.

Mushroom

-

This mushroom will boost your speed for a while.

Triple Mushroom

*-**

Just like the regular mushroom except you can use it 3 times.

Turbo Boost

*-**

This is the best mushroom is the best one of all! It will let you boost your speed as much as you want. After about 2 minutes it will run out.

Tip: Once you have this item keep pressing Z and you'll never have to slow down until the mushroom ran out.

Spike Shell

*-**

Here it is, one of the best shell in the entire game! Using this killer will follow and hit almost all players in front of you.

Fake ? Block

--*-*-*-*-*-*-*-*-*-*-*-*~*

This is a trap to trick other players. It look just like any regular ? Block but it's a bomb instead. Once some one hit this trap it'll blow up and make them lose speed.

--*~*

Course

--*~*

This is the hardest sectuion in the FAQ. I will tell you all the courses, maps for them, and even some strategy to make them easier. Hope this help ^_^

Distance: 527m

Difficulty: 2

Strategy: This is a little difficult. Why? Because once you're driving out of no where a Mole will come and hit you. Once you're hit you'll lose a lot of speed, so you better watchout. Luckily there is a way to tell where moles will come out. Once you see a little hole on the ground stay away from it or else you're going to get hurt.

Map:

```

**?*****?**
**                **
**                **
**                **
**                X
**                X
**                **
X                  O
**                **
*****?*****START**

```

? = ? Blocks

X = Moles

Track 3

Koopa Troopa Beach

Distance: 691m

Difficulty: 2

Strategy: This track can either be easy or it can be hard. Why is it easy? There are 2 shortcut in this track that will put you a head of the others. Shortcut #1 once the race has begin you'll see your first ? Block. Don't get it and turn to th left to use the shortcut. Shortcut #2 is the one that will beat almost everybody. To use this shortcut you need at least 1 mushrrom to make you go faster. Once you get to where all the ramp is, find the ramp that has a hole in it. Go on the ramp and use the mushrrom right away to use the shortcut.

Map:

```

*****
*****
*****          ** **
*****          (*) **
***            ???
**            **
**            ***
**            **
**            **
**            **
**            Start
**            **
**            **
**            **
***          **
**          **
**          **
**          **
**          **
**          **

```


Flower Cup

-

Track 1

Toad's Turnpike

Distance: 1036m

Difficulty: 3

Strategy: In flower cup almost all tracks will be harder. The first track is quite simple you drive and try to get first place and watchout for cards. Sound simple? It's not. There will be a whole bunch of cars, trucks, and buses to stand in your way. Hitting one of them will cause you to crash and lose speed. Another hard thing about this track is the ? Block. There not easy to get as the other tracks.

Map:

*****???*
** **
?* **
?* **
?* **
*****???*
** **
*** Start
** **
** **
??****

? = ? Block

Track 2

Frappe Snowland

Distance: 734m

Difficulty: 2

Strategy: This is a fairly simple track. There isn't a lot of curves and turns but there is only 1 thing you have to watchout for. Snowmens. That's right, hitting these will cause you to crash and lose speed.

Map:

* *****
* *
** *
** ?
? **
** **
** START
*X **
XXX | |*****
XXXX **
*** **
*** **
*** **
*** **
***** *****?*****

X = Snowmens

? = ? Blocks

| | = Bridge

Track 3

Choco Mountain

Distance: 687m

Difficulty: 2-3

Strategy: If your racing with a low engine then this will be a piece of cake. But you're racing with a high one, then good luck. There will be falling rocks in the track to squash you and make you into the piece of pare. Sound tough? Well that's not the most dangerouse thing about this track. There will be a huge curve that you have to turn, but if you don't make it you can kiss 1st place good bye.

Map:

```

          * * * * * ? *
        * *           * *
      * *           * *
*****
START * *
* *   * *
* *   * *
* *   * *
* *   * *           * * * *
* *   * *           * *   * *
* *   * *           * *   * *
* *   * *           * *   * X
* *   * *           * *   * *
? *   * * * * * * * ? * * * * *   * *
* *           * *
*****

```

X = Falling Rocks

? = ? Blocks

Track 4

Mario Raceway

Distance: 567m

Difficulty: 2

Strategy: This is the last track for the flower cup but it's isn't the hardest. It's very easy all you need to wachtout for is a couple of turn. That's all.

Map:

```

          * * *
        * * *   * *   * *
      * *   * *   * *   * ?
    * ?   * *   * *   * *
* *   * * * * * * * * * *   * *
* *           * *

```


Sherbet Land

Distance: 756m

Difficulty: 4

Strategy: COLD!!! <shiver,shiver,shiver>. Anyway this course is not very long but that's not the challenge. The most important thing to watchout for is penguin. That's right, big and little peguins. Why is these creature so tough? There every where! Once your driving along they'll start to slide and try to hit you. The other thing to watchout for is water. In the ice track there is a couple of holes that you can fall through if your going too fast. ONce you fall through one, your chracter will be frozen! It'll take about 2-3 second for them to heal but that'll make you lose an incredible ammount of speed and time!

Map:

```

                **
            ***  ??
        ***      ***
    ****          **
  *****        **
 *?[]?***       **
 *****        START
 *****        ***
    ****          ***
 *****        **  *****
 *****        **
    ***          ??
 **             **
 **            **
 /**/          **
 |**|          ***
 |****\        ***
 |*??*\_____ *****
 \**??*X***X*
 \*****X*****
 -----

```

? = ? Blocks

X = Peguins

Track 3

Royal Raceway

Distance: 1025m

Difficulty: 3

Strategy: Another long track, aren't you lucky. There is a couple of nasty turn in this track so you better slow down a little bit. One fall can cost you the whole race!

Map:

```

        ***
      **  **
    ??   **
  **    **
 **     **
**    /**/

```


1 things. #1 the land. Once you drive of the course and in the jungle the natives will start throwing rocks at you! It will make you lose control of the kart and you'll be dizzy and lose a lot of time.

Map:

```
*****
**          **
??          **
**          *****??
**  **
**  **
**
**          ***** || ***
**          ***** ** **
??          ??          ** **
**          **          ****
**          **
**-----** **
-----** START
** **
**?* ** **
***** **
***** **
**** **
***
```

? = ? Blocks

----- = Bridge

|| = Dash Zones

Track 2

Yoshi Valley

Distance: 772m

Difficulty: 3

Strategy: What! I can't see the characters order! Is there something wrong with my game version? Don't worry there isn't anything wrong with your game. Yoshi Valley it won't let you see the players places so you won't know until the end. Another thing about the track is there is about 4 ways you can pick to go. If you pick the right way at the right time you will be ahead of the other. Once you get to the giant egg try not to get too close or else you'll be squash into a pancake.

Map:

Not Availible
I'll add it on my next update...

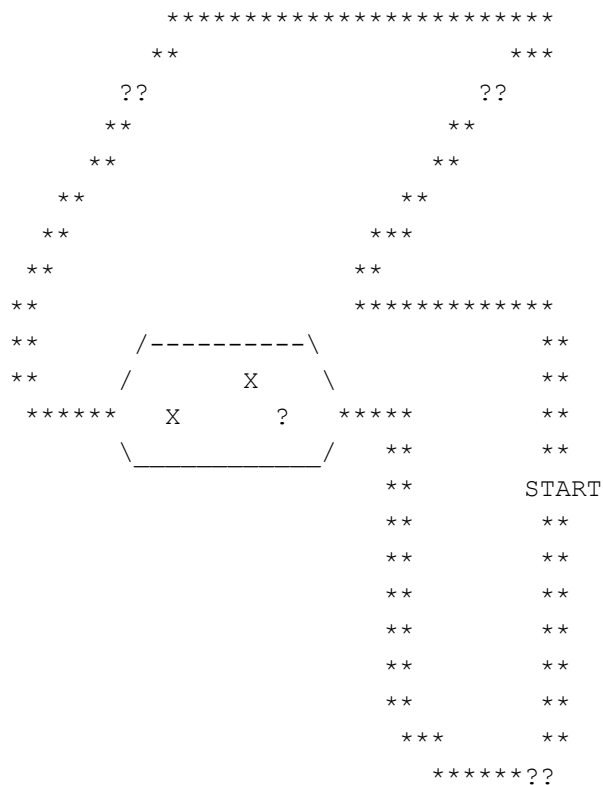
Track 3
Banshee Boardwalk

Distance: 747m

Difficulty: 4

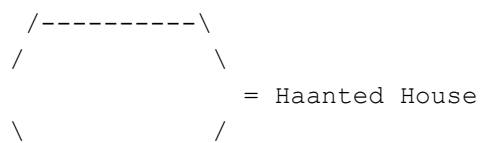
Strategy: This is the second last track in the game, so you gotta win it. Inthis track there is very difficult turns, places to fall down, and even bats! Once the race begin try to slow down a little before you get to the turns. If you don't turn fast enough you'll fall down in the water and waste a lot of time. As for the bats. Once you're inside the house bats will start to fly out of the trunks. Go as fast as you can or else the bats will push you in the water!

Map:



X = Bats

? = ? Blocks



Track 4

Rainbow Road

Distance: !!!2000m!!!

Difficulty: 5

Strategy: !!!2000m!!! Remember that I said Wario Stadium is the second longest track in the game? Well this is #1. Congrats for getting to this far. In this track the only thing you need to wacthout for is Chomp (black chain dog) and not goinmg to far behind. Since this track is long it will take major luck for you to catchup if you fall behind! And as for Chomp he will appear randomly on the track to bite players. IF he bite you ou will crash and lose time and speed!

Note: Did you notice the pictures of the characters formed by the stars?

Map:

Not Availible
I'll add it on my next update..

That's it for the track. If some of them don't have the maps, I will add it soon...

-

Battle Mode Arena

*-**

What is a battle mode? Here you can fight one on one with other players to see whose the best at the game. It's simple. Each players will start with 3 ballons, if a player get hurt he will lose 1 ballon. The player who can last player standing is the winner.

Ledgend:
Name of the Arena
Fun Factor: 1-3

Big Donut
Fun Factor: 1
Strategy: This is a very easy arena. As you can tell it's just a big circle with lava in the middle. Try to stay away from the lava as much as you can. For if you fall in you'll lose 1 balloon.

Block Fort
Fun Factor: 3
Strategy: This has got to be one of the most funniest arena ever! It's big and has a lot of place to hide. The arena is very simple. There are 4 Block (red, blue, green, and yellow), each one has 3 level to go up to. Each level got a bridge to go to another block. It may sound a little hard but trust me it's simple.

Double Deck
Fun Factor: 1
Strategy: This is the hardest arena of all! It's very big and it is easy to get lost. If you pick to play this block it'll take sometime before you can find the other players. This arena isn't like any others. There are 3 level (green, red, green). That's means there is 3 different place you can hide!

Skyscraper
Fun Factor: 2
Strategy: For a skyscraper arena this isn't that bad. It's just a little skyscraper but it's not easy. There are about 5 different place that you can fall. If you fall in one,

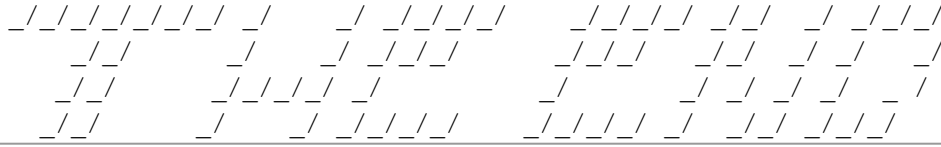
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