## Mario Kart 64 FAQ




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            Type of FAQ: General FAQ
            Author: Namod65
            Real Name: Nathaniel Modlich
                    Email: Namod65[at]yahoo[dot]com
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## >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>><<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<l NEWS

I am taking submissions for this FAQ. If you have any info or tips you can email them to me and I will post them on this guide and give you credit. I know I do not have all of the shortcuts, so if you know one that is not here, please send the info about it to me.


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| | Table of Contents |
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If you want to move quickly through this guide you can highlight the section coding ei. <HHO4>. Then press crtl c, then press crtl f, then crtl v. Now press enter and it will take you to that section of the guide. For mac users just use the apple key instead of crtl.




In 1997, Nintendo released a game called Mario Kart 64 for their new system, the N64. Little did they know this game would become a huge hit and become one of the best racing games of all time. Now I did not get a $N 64$ until a year later. This was the second game that I bought (Mario Party was my first game). I had played this game many times at my friend's house and other places. I just had to get this game. When I did buy it, which was about a week after I got my N64, I could not stop playing it. It was that good. The graphics were state of the art. And the sound and quality was great. But now, in 2004 , we look back at the game and laugh at those paper thin walls and those box like plants along the side of the road. This game is a great racing game. Just about anybody can play it. It is easy to learn and easy to win. But then you can set the difficulty to make it harder for you if you want.

This guide will cover every part of the game. Thats right, everything. I will cover all of the characters, controls, power-ups and techniques in the Game Basics section. In the Track Guides section you will find the shortcuts to the tracks, and I will guide you through a lap and tell you the best way to drive that lap. I have also taken the time to make maps for all of the courses. You will find them in the Track Maps section. I have also added a Cheats and Secrets section. I have also changed the format again, so it is different from my other guides.. It should be much better now. I have also come up with some new headers that $I$ am quite fond of.

Ok, about me. My name is Nathaniel Modlich. I am known as namod65 everywhere else on the internet. That is not just GameFAQs. All of my screen names and other things that $I$ haved signed up for on the internet are all namod65. This is my 9th FAQ for GameFAQs.com. I don't plan on stopping to write FAQs anytime soon. So you can expect a lot more work from me. I have written for this game because it is one of my favorite games. This is also the first N64 game I have written for. I have written all GameCube guides except for one PC. I will probably write for a least one more $N 64$ game. In fact, that is my next guide. It will be for Banjo-Kazooie. I am going to make that my summer FAQ. Well, I think I've rambled on enough now. On to the FAQ!


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    0---------------------------------
    | Version 1.0 | 5/13/04 |120 KB|
O--------o-------------o----------------o----------
O-----------------------------------
| Today I worked a good amount of time on the FAQ|
| I have 5 maps done. I have also done the other |
| sections at the bottom of this FAQ. I plan to |
| get all of the maps done by the end of this |
| week. The only other section I have not done is|
| the cheats and secrets section. This is the |
| first version that I will send to GameFAQs. |
O-----------------------------------------------------
    O-------------------------------
    | Version .70 | 4/30/04 | 72KB |
O--------O-------------O--------------------------------
| I should have not jinxed myself. I am way |
| behind my goal. I said today that I would have |
| all of the maps done, but I have just only |
| finished the track guides. I slacked off quite |
| a bit this week. Oh well, that is always how |
| I end up writing FAQs. I start off really fast,|
| then slow down towards the end. I do have two |
| maps done though. I do plan to make some maps |
| this weekend. I do have the whole next month tol
| work on this guide because I don't want to |
| start my next guide until June. |
o------------------------------------------------------
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    ○-----------------------○-------
    | Version . 50 | 4/23/04 | 48KB |
    
| Holy crap! I did not think this guide would go |
| so fast. I have half of the Track Guides done. |
| have also done another map. The maps will take |
| me the longest but $I$ still plan to have them |
| all done by Friday at the most. It looks like |
| my summer project, Banjo-Kazooie will be |
| started a little sooner then I thought. Oh |
| well, I will probably take a break after this |
| guide and wait to start Banjo-Kazooie.


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                        O----------------------------------
                    O--------0-----------------------------------------------
                    | I have just started this guide. I have worked |
                    | for a long time today, and have completed the |
                    | Table of Contents, Introduction, and Game |
                    | Basics sections. I have also done one map. I |
                    | am planning to really work hard and fast on |
                    | this guide. It should get done fairly soon. |
o-----------------------------------------------------
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|* Controls * * * * * * * * * <CTRL> |
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|* Controls * * * * * * * * * <CTRL> |
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A Button: Accelerate, or move foward.
B Button: This is the brakes. Once you are in full stop, you will begin to go
    in reverse.
C-Up : Switches between views
C-Down : Use your power-up
C-Left : Nothing
C-Right : Changes between the HUDs (Heads up Display)
Start : Pauses the game
R Button: Jump, or hold for a power slide
L Button: Nothing
Z Button: Use power-up
Control Stick: Steer
D-pad : Nothing
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Lightweights

Lightweights are the smallest characters in the game. They are usally faster and have better acceleration. But they will lose more speed on the turns, so you will have to use power slides.
~Peach~
-------

Peach is not one of my favorite characters, but she has great speed. She is also able to jump farther then most people. This is great for some of the shortcuts. She is also good at power sliding the turns.
~Yoshi~
$\qquad$

Yoshi is one of my favorite characters. He has great speed and acceleration. He has better handling and is easier to keep under control. He also has great power sliding on the turns. A good character to be.
$\sim$ Toad
$\qquad$

Toad is probably one of the best, if not, the best character in the game. He has awesome speed and has the best acceration. He has great power sliding ability. A downside is that he is the smallest character in the game. He will get beat up the most. But that is a downside to all of the lightweights.

Middle weights are the average characters. They have average speed and acceration. They also lose a average amount of speed of the turns. Not as much as the lighhtweights though.
~Mario~
-------

Mario is the star of this game. That is why it is called Mario Kart. He has good speed and reletive turning. He is also slightly stronger then the other Middleweights.
~Luigi~
-------

The brother of Mario, Luigi is very similar to Mario. He has average speed and handling. He is slightly weaker then Mario.

These are the big boys of Mario Kart. No one can run over them. They have slower speed, but they will lose less speed on the turns. They can also run into smaller opponets and make them spin out.
~Bowser~

Bowser has good speed and turning. This will make him a useful character. He is not as strong as D.K. though.
~D.K.~
_-_-_-

This Kong is well know for his strength. This game makes no difference. He is the strongest character in the game. He can easily run over other smaller oppoents.
~Wario~
_-_-_-_

Wario has the best handling of the heavyweights. He also has the best speed of the heavyweights. He has poor acceration. That is his weakness. He also has bad strength for a heavyweight.



Mario GP

This is the main part of the game. You can play it with either one or two human players. You will chose a cup, which has four races. You will then race in a field of eight racers. You will race the four tracks. You will get an amount of points for coming in a certain position. First place gets you 9 points, second gets 6, third gets 3, and fourth will get you 1 point. The player with the most points at the end of the four races wins. There are three different difficults. $50 \mathrm{cc}, 100 \mathrm{cc}$ and 150 cc .

## Verses

This is a mode of play that you can do when you have two or more human players. You will race just one track of your choice against just the other human players. There are no computer players here.

## Time Trials

You can only play this mode with one player. You get to chose a track, then race by yourself. You will be timed. You can then race a recorded ghost of your best time on the track, and try to beat your time. One some courses, you can unlock special ghosts to race against.

## Battle Mode

You need at least two human players for this mode of play. You will get to choose an arena tp battle in. Then you can drive around and pick up the powerups. You have to hit the other players. Each player will have three balloons. When you get hit, you will lose a balloon. When you lose all of your balloons, you are out. The player left standing wins. If there are three or more players, the first and second players to get out will become little bombs. You can then drive around and try to run into the other players. You can't pick up power-ups though.


Power-Ups are essential to winning a race. You can set up obstecals for your oppoents, or take them out and pass them. Some Power-Ups can really help you come from behind. Power-Ups can be found in the clear ? boxes that are laying on the track. Here is the info about each Power-Up.

Green shells can come in threes or just be single. When you fire them, they will go in a straight line until they hit a wall or something else. They will bounce off the wall a keep going. You can fire single Green Shells behind you too. Just pull back on the control stick and fire the shell. When you get three Green Shells they will come out and start circling around you. This can make a great form of protection. Once something like a Banana or another shell hits your "sheild" of shells, you will lose one of the shells. You can of course fire these at any time as well. Also, Green Shells will be destroyed when they hit a banana or another player. You will usually get these when you are in fourth to first place.

## Red Shell

Red Shells are very similar to Green Shells. These shells however, are more valuable. These shells will lock on and home in on the driver in the position in front of you. You can get these shells in either threes or singles. Single Red Shells can't be fired backwards. You can also use three Red Shells as a sheild. Be careful when you fire them. They will often miss their targets if you go around a sharp turn or go over a jump. They will often hit the wall if the target is around the turn. Also make sure there isn't anything like a Banana in between you and your target. The shell will probably hit the banana instead. You will usually get these when you are in sixth to second place.

Blue Spiked Shell

These are rare weapons. You will usually only get these shells when you are in last place or in seventh place. These shells are also homing shells like the Red Shells. These shells are much more accurate. They will not hit walls when the target is around the turn. This shell will lock onto the driver in first place and then go after him. The shell will also take out any other drivers in it's way. You can only get these shells in singles. This is one of my favorite weapons.

## Banana

This is a very common power-up to get when you are in first place. This Banana peel will be placed on the road when you throw it. It will sit on the road. If another driver runs over it, they will spin out and the banana will disappear. You can also throw Bananas forward. Just push up on the control stick and throw the Banana. Watch out that you don't hit the Banana when you throw it forward. Bananas will also come in bunches. When you deploy these. They will come out as a long line of Bananas trailing behind you kart. You can release them one by one, or throw them forward. You could also swing them around and
hit other oppoents with them.

Star

This is a common item that you will get when you are in fifth place or close to that. When you use this, you will become invincible for a short time. You will also go a little bit faster. You can also use this to run into other drivers and make them spin out. This is a good weapon for catching up. You can use these to get through dangerous areas with ease.

## Lightning

This is a very powerfull and useful weapon. When you use it, it will shrink all of the other players except you. They will all not be able to fire shells or go at very high speeds. You can make up some big ground with this. Feel free to run over and smash the other drivers as you pass them. This will only last for a limited time. You will usually get this power-up when you are in sixth, seventh, or last place.

## 夕 Bombs

These power-ups are bombs that you can lay behind you. They look exactly like the power-up boxes, except that the ? mark on them is upside down. A sneaky thing to do would be to lay these right next to regular power-up boxes to try to fool some of the other drivers to pick these up. You can also hold down $Z$ or C-down to hold it behind you for protection from shells. You will usually get these when you are in first or second place.

## Mushroom Boost

You can get these in either threes or singles. When you use one of these, it will give you a quick boost of speed. They are very useful for jumping gaps or getting through shortcuts. You will usually get these when you are in second to fourth place.

## Turbo Mushroom

These are a much better form of a Mushroom Boost. You will only get one of these. You will be able to use as many boosts as you want for a short anount of time. This is also useful for jumping gaps and getting through shortcuts.

## Boo Ghost

This is a sneaky power-up. When you use this, it will steal another person's power-up if they have one that is not in use. It will also make you ghost-like. You will be invisible to the other drivers. You will be able to go through Bananas and $夕$ Bombs.


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| * * * * * * Advanced Techniques * * * * * <ADTE> |
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Power Slide

This is a very good trick to learn. It is really important to learn if you are a lightweight, as it will help you not to lose speed on turns. To do it, wait for a turn. Then press and hold $R$ to jump into a slide on the turn. Now move your control stick from left to right times. You will see the letters coming out from behind your car turn from white to yellow to orange. If you let go of R when the letters are orange, you will get a slight speed boost. If you use this often when you are racing, your time will greatly improve. If you get good at it, you can even use the power slide on the straight parts of the track.

## Power Drift

I am not sure if that is what you call this move, but that is what I'm calling it. What you do is this: Drive up behind someone. Stay behind them for a little bit. You will see some smoke come out from the side of your kart. You will then get a slight increase in speed. This is enough to pass that opponent.

Turbo Start

Just before the race starts and the lights are counting down, press A just before the light turns blue and the rac starts. You will get a big speed burst. This will put you out in front. Be careful not to press A too soon. You will spin out if you do. Also, if you are a lightweight, do not run into heavier opponents in front of you. You will spin out. If you start out in last, you can get a turbo start and just before you hit the driver in front of you, press R to jump over the whole field.

## Banana Trick

This trick will make Bananas pretty much useless. When you run over a banana you will notice that you will wobble a bit before you spin out. During this time let go of $A$ and tap $B$. You will be able to avoid spinning out. You also don't lose too much speed when you do this. So this is a useful trick.


In this section $I$ will give you the shortcuts that $I$ know for each track. I will give a brief discription of the track. I will also guide you through one lap and give you pointers on what to do in certain places.


## Difficulty: 4/10

Discription: This is the first race in the Mushroom cup. It really only has two big turns and a large straightway. The two turns are bank turns. They are perfect for power sliding. There are not very many obstacels that you will have to avoid.

Shortcuts: None

Track Guide:

Ok, when you start accelerate forward. You will soon go over a little hill that closer in size to a speed bumb. Starting on the second lap, a big hot air ballon with Luigi's face on it will go up and down near this hill. It has a item box hanging from it. In it is a Blue Spiked Shell. You will have to jump at the right time for it. Anyway, right after the hill is the first set of item boxes. Grab one to get a weapon. Keep going forward. Soon you will hit the first big bank turn. Start to use your power slide move. You should be able to get a least three to four power slides in before the end of this turn. Now accelerate forward again. You will soon come to a tunnel. There is a turn at the start of the tunnel. Try to get in another powers slide on that turn. After that turn you will hit your next set of item boxes. There will be another out of the tunnel. Try to power slide this too. Accelerate forward. You will soon come to the second big bank turn. This one is a bit smaller then the first. Try to get at least three to four power slides again. At the end of the turn is the last set of item boxes. Now accelrate forward some more and you will cross the finish line. There, that was a pretty easy first race, wasn't it. Don't worry, the courses will get harder.

## Moo Moo Farm

<MMFM>

Difficulty: 5/10

Discription: Here is the next race in the Mushroom cup. This is a nice short race on a dirt farm track. There are many little turns and a few bridges to go under. Watch on some of the turns. On the inside there are many holes in which little groundhogs will pop out of. These will really slow you down if you hit one. Other then that, this is a easy course.

Shortcuts: None

Track Guide:

Accelerate forward at the start. You will hit the first set of item boxes very soon. Make sure to grab one, they will help you. This first turn that you will come to is one of the only turns on this course that you can power slide. That is because there are no holes on the inside. So try to get at least one or two power slides in. Now we will have a left turn(no need for a power slide, it is too small). At the end of that turn will we come up to the next item boxes set.

Now we will have a larger left turn that goes under a bridge. You can use the power slide on this turn. Try to get one. After the bridge is the next set of item boxes. Now you will have a big and long right turn. There are many holes in the inside of the turn. After this turn, there will be the last set of item boxes. Now just keep accelerating forward and under the next bridge. After the bridge you will cross the finish line.

## Difficulty: 6\10

Discription: On this track you will be racing on the beach around the island. There are a few ramps that you can go off. Don't go too far out into the water or you will sink. Also watch out for the crabs that are running around some places of the beach.

Shortcuts: There are two on this level. One short cut is after you go under the archway and there are three ramps, one after another. There is another ramp after those. Use a speed burst to go off it and land in a tunnel. Just follow the tunnel and you will come out way ahead.

The second is right next to the archway before the three ramps. Instead of going through the archway, go to the right of it. Drive across the sandbar here and avoid the crabs.

Track Guide:

Accerate forward at the start. There is no need for a power turn around this first bend. You will now see a rock that looks like Koopa. You will come up to the first set of item boxes. After those, go to the right of the Koopa rock. Go in between the red arrows. You will now be on a wide left turn. At the end of the turn you will see a ramp, then a big archway. After the first ramp you will hit the second set of item boxes. Now go through the big archway. Go off each ramp. There is a item box at the top of each ramp. You will now hit a right turn which you should use a power slide on. Then you will come up on a left turn with item boxes on it. Power slide this turn as well. A huge ramp comes into view. Unless you have a speed burst, go to the left of the ramp. Go in between the palm trees. Straight ahead is the next set of item boxes. Now make the small left turn. Now you can see two more ramps and the finish line. Power slide this turn and go up the ramps. Avoid the crabs though. After the ramps is the finish line.

Difficulty: 7/10

Discription: This is a dirt race out in the desert. There is a train that is going in circles around a track. The track will cross the road in two places. Make sure to stop for the train. This is the only course that $I$ was able to lap somebody on.

Shortcuts: You can go on the railroad tracks. Get on at the first crossing and go through the tunnel. Make sure you have a Star or stay to the side of the road so you don't get hit by the train.

When you start, accelerate forward. You will soon come to a left turn. Use a power slide on this turn. At the end of the turn is the first set of item boxes. Next there will be another left turn. You will now have to cross the railroad tracks. Make sure it is safe before you cross. There is now a straightway. At the end of the straightway there is a set of item boxes. You will now hit a right turn. Here comes the second spot where you have to cross the tracks. Just make sure the train isn't coming and you should be fine. After you cross the tracks you will come up on a really long left turn that goes around the outside of the tracks. You can do many power slides on it. There is also a set of item boxes on this turn. At the end of this long turn there is a S turn. Then you will cross the finish line.



Toad's Turnpike
<TTTT>

Difficulty: 7/10

Discription: This course is on a road. You will have to watch out for hitting the cars and other vehicles on this track. They are everywhere. The items boxes are all on the side of the road. This track is a easy track to fall behind on. Watch out for cars when you do power slides on the turns.

Shortcuts: None

Track Guide:

You start out in a little area off the road. Accelerate forward and you will soon be on the road. Keep going forward and soon the first item boxes will be on your left. Shortly after the boxes is the first turn. It is a wide left turn. Try to get two or three power slides on this turn. There will then be a really small straightway. Next will be another wide left turn. More powersliding on this turn as well. Next you will hit the large straightway. Right at the beginning of this straightway you will pass the next set of item boxes on your left. At the end of this long straight is another set of item boxes to your left. You will now aproach a wide right turn. About halfway along the turn the road will get smaller. Only to two lanes. So now you have to be extra careful not to hit any cars. After that turn you will come to a straight part in the track with some item boxes to the left. Just one more right turn, which you can power slide. Now you will cross the finish line.

## Difficulty: 6/10

Discription: This level is all snow. You will not lose as much speed going off the road on this track. Watch out for the snowmen sitting on the track. They can get really annoying if you hit a few. Overall, this isn't a very hard track, except for the snowmen.

Shortcuts: None, well there is a secret, but that is what the Cheats and Secrets chapter is for.

Accelerate forward. You will soon come to a right turn. Use one power slide on it. You will come to a left turn next. Power slide it as well. The first set of item boxes is on that turn too. The first snowman is at the end of this turn. You will soon hit a tight left turn, which is good for one power slide. Next there is a right turn with snowmen on the inside, so watch out for them. Power slide to the outside. Now you will hit a left turn that leads to a little jump. At the end of the jump you will come up to the next set of item boxes. You will now take a small right turn that leads to a wide open area with ice statue of Mario in the middle. Watch out for all of the snowmen. Now follow the big red arrows and take the left turn. After the next $S$ turn you will come into a gorge. Get a power-up from the item boxes at the beginning of the gorge. There is a tight right turn in here; good for one power slide. There will then be a left turn that leads you across a bridge. At the end of the bridge is the finish line.

Difficulty: 5/10

Discription: This level is pretty short. There is one kind-of-hard spot. That is the area where the rocks are falling down. Other then that, you shouldn't have much trouble with this course.

Shortcuts: I can't think of any.

Track Guide:

When you start, go forward and you will hit the first turn. Power slide this right turn. After the next left turn is the first set of item boxes. You will now have another right turn that is good for one or two power slides. You will then go on a straight part under a tunnel. Right after the tunnel is a left turn that you can power slide. After the turn is the next set of item boxes. You will soon go over a jump. You will now be on the hard spot of the level. It is a big loop that goes back around. Near the big turn there will be some rocks falling. Don't get hit by them. If you are doing 100 cc or 150 cc then there will be no railing and if you fall down you will land of the track below and have to come back around. After the big loop you will go over some speed bumbs and then cross the finish line.

## Difficulty: 7/10

Discription: This is Mario's course. It is a paved track that has many turns. Be careful not to go off the track because that grass will really slow you down. There is also some sand, which will slow you down even more.

Shortcuts: This shortcut is from: Rod Brombacher

50-150cc
Go to the sharp turn and turn right right before it, you'll go in

Track Guide:

Ok, accelerate forward for a bit. Power slide this first right turn. You will then hit the first item box set. There will now be a sharp $S$ turn. Try to slide as best you can. This turn is hard. You will then come to a tight turn around a giant mushroom. The second set of item boxes is after this turn. Make the right turn here. Then make the small left turn. There is then a tight right turn around the sand. Then there is a tight left turn around the sand. The last set of item boxes is at the end of this turn. Try to power slide these turns. Now you will go on a straightway and under a little tunnel. Power slide the last right turn and you will cross the finish line.



Wario Stadium
<WAST>

Difficulty: 7/10

Discription: This is a classic dirt track. There are many twists and turns. There are also a lot of bumbs and jumps for you to go over. Watch out not to fall on the huge jump because you will be really far behind.

Shortcuts: At the start You will see some speed bumbs. Slide turn near the left wall. Use one of the bumbs to jump over the wall. You may need a mushroom to help.

This next tip is from: Rod Brombacher

## 50-150cc

Stay in 8th. until you get a lightning, save it until first place is about to jump over the八 ramp and cast it...and just watch the first 4 players fall.

Track Guide:

Accelerate forward. You will soon hit some small bumbs. Next you will hit a left turn that you can use a power slide on. Now go forward and over the huge ramp. At the bottom of the ramp is the first set of item boxes. There will be another left turn which is good for one power slide. Now go around the $S$ turn. There will now be a tight left turn. Use a power slide on it. The next set of item boxes is on this turn as well. You will now go over two bumbs and then go through another $S$ turn. At the end of that turn there are two large ramps. Shortly after the ramps are some more item boxes. After the boxes you will come to a wide open area of the track with random bumbs everywhere. Stay to the inside wall so you can get ahead on the next right turn. After that turn there will be some more bumbs, then you will hit a hard left turn. You will now be on the longest straightway of the track. There are many small bumbs at the beginning of this part. You will now go down into a ditch. At the bottom of the ditch are some item boxes. After the boxes you will start to go up. Now there will be a couple of right turns here. Now you will be facing the big jump. Make sure not to slow down or get hit right before the jump. At the end of the jump there will be some item boxes followed by a right turn. Now there will be a really sharp left turn that leads to the finish. It is best not to power slide

## Difficulty: 6/10

Discription: This level is almost all ice. Almost all of the turns are sharp turns in which you can cut by jumping over the little cracks in the ice. Make sure not to hit the penguins that are sliding around as well.

## Shortcuts: None

Track Guide:

Accelerate forward. You will make a small right turn. Now you will have to take a sharp left turn. Make sure not to hit any of the penguins. Most of these turns that you will take will not be good for power slides. I will tell you when to power slide. Now go forward and you will hit the first set of item boxes. Keep going forward. Stay to the left of the crack in the ice that you will soon see. Next there will be another tight left turn. You could try jumping over a small part of the crack here, but it is risky. Now you will have a long straightway to the cave. Along the way is the next set of item boxes. When you go into the cave there will be a really small $S$ turn. Then it will be a wide left. turn. On this turn there are three or four pillars with giant penguins running around them. Be careful at this part. You will also pass a set of item boxes in this cave. You could try a power slide on the turn in this cave. When you come out of the cave there will be a right turn with some item boxes on it. There will be one more sharp left turn. Then you will cross the finish line.

Difficulty: 7/10

Discription: This is Peach's track. It is fairly similar to Mario's track. There is one big jump and one big secret. Stay on the road at all times, the grass will slow you down.

Shortcuts: None, but there is a few secrets.

Track Guide:

Accelerate forward at the start. There will soon be a left turn. At the end of the turn is the first set of item boxes. Make sure to power slide on this turn. You will now come to another left turn that you should power slide. The next turn is a sharp right turn. Don't power slide this one, it is too sharp, you will run off the road. There will now be a little straightway, then a right turn that you can power slide. Now there is another little straightway, then another right turn. Power slide on this turn as well. You will now hit a left turn, followed by some item boxes. The next turn is perfect for power sliding. After that turn you will see the big ramp. There are two speed things on the ground that will push you along and over the big jump. When you land you will hit the next set of item boxes. Next is a left turn that you can power slide. DON'T go on the yellow path that you see going off the road. That leads to a dead end at Peach's Castle. You will now come to a $S$ turn. Don't power slide
this turn. It is too hard. Next there will a left and a right turn leading to the finish line. You can power slide them both. The last set of item boxes is between them.

## Difficulty: 8/10

Discription: This course takes place in Bowser's Castle. You can expect a lot of dangers here. Most of the track there is a red carpet for you to follow. There is fire, lava, and whomps to look out for.

Shortcuts: None

Track Guide:

Accelerate forward and cross the bridge. You will now enter the castle. On the right turn here watch out for the fire that is being sprayed. After the turn is the first set of item boxes. Go straight and dodge the whomps. There is now a left turn throug a door. There will next be a right turn leading to a small straightway. Watch out for the whomps that try to smash you. There will now be a right turn into a small hallway. Next there is another right turn that leads to a hallway of many dangers. Dodge everything that comes at you. Now make the left turn and go across the small bridge. Make the right turn and go down the stairs. Now make this left turn through the courtyard. There will be item boxes on this turn. There will now be a right turn onto a bridge. At the end of the bridge, the road spirals up. After the spriral is the next set of item boxes. Make sure to stick to the right side of the road. Now make the last right turn and cross the road.


D.K.'s Jungle Parkway
<DKJP>

Discription: This race takes place in a jungle and on a dirt track. There is a river running through the jungle that you will have to cross and drive along side. If you go off the road you will be pushed back on by nuts fired from the walls.

Difficulty: 8/10
Shortcuts: This is hardly a shortcut. On the turn in the cave; if you power slide on the the turn, then you can cut most of the turn and get a big lead.

Track Guide:

Accelerate forward and there will be a small right turn. Now accelerate along the straightway and you will run into the first set of item boxes. Make sure not to run into the river at any time along this straight. This straightway will turn into a slight right turn. Then there will be a very sharp right turn. This turn is great for a power slide or two. At the end of the turn you will be blasted off over the river. When you land you will have to make a left turn right away. There are some item boxes here as well. Now go forward and power
slide around the right turn that comes up next. Power slide the next turn as well. After that turn you will come to another left turn. Once again, power slide on this turn. If at any time you go off the road here you will be bumbed back onto the road by some nuts. Now power slide around the big right turn here. Make the next left turn. You will now come to another set of item boxes. After the boxes, you will come to thin bridge. This is a great place to lay a banana or a bomb. After the bridge you will go into a cave. In here are some more item boxes. You can power slide and cut most of this turn if you want. Now you will cross the finish line.

Discription:This race has many different ways to go. That is why you can't see your position or anyone else's position. Don't fall off the cliffs. You will lose much time. There are also some porcupines to watch out for.

Difficulty: 8/10

Shortcuts: After the all the paths meet, you can jump across the gap just before the big turn, you will then be able to cut that turn.

Track Guide:

Accelerate forward and follow the dirt path. You will soon hit the first set of item boxes. Now keep going and you will cross a wooden bridge. Here is where there are many paths and you must chose. I will take you on the fastest and easiest one. Go right here and get a item box. Now make the first left turn you can. Then right after that make a right turn and cross the bridge. Here is a good spot for a banana or a bomb. After the bridge make the left turn. Watch out for the porcupines here. When you go off the jump, make the left turn. Now all the paths will merge together. Follow the road and you will come to a big left turn. After that the path will become very narrow. You will see a giant egg. Dodge it as you go by to the next bridge. You will pass the next set of item boxes by the egg. Now go across the bridge. You will be back on the dirt path in the grass. Follow it for a short while and you will cross the finish line.

Discription: This is a rather difficult course. There are sharp turns that are hard to power slide and there are many places to fall off. This is probably the most difficult course.

Difficulty: 9/10

Shortcuts: I can't think of any.

Track Guide:

Accelerate and make the left turn. Now go forward and little and try to power slide this next right turn. Next is a little right turn. After that is the first set of item boxes on the straight. Next there is a sharp left turn and a small ramp to go down. Go up the next ramp and make the small left turn. Now you are coming up to one of the hardest turns in the game. It is a small $S$ turn with no rails. Go around it carefully. I really don't find it too hard, but
many other people do. After that turn is a long straightway. Now power slide the next left turn. You will now go into the castle/haunted house(I'm not sure what it is really). You will have to make a right turn, then a left turn, and then another right. While you are doing this, there will be many bats flying at you. There is another set of item boxes near the exit of this building. Now power slide this right turn. Go straight for a bit, then there will be a bit left turn. You will now go straight and cross the finish line.

Discription: This is the longest race in the game. There is now place to fall off, unless you jump the wrong wall off of the ramps. Another thing to watch out for is all the chain chomps that are running around on the track.

Difficulty: 7/10

Shortcuts: None

Track Guide:

Go forward and there will be a big drop. Now go up the road. When you get to the top you will go under a big rainbow arc. Now start power sliding this right turn. On this turn is the first set of item boxes. You will now start to go down a bit onto a left turn. After this you will come to a big left turn which you can get many power slides on. Go forward and you will come to the next set of item boxes. Now accelerate forward. There will now be a big left turn. Try to get as many as three power slides on it. Next you will come to the next set of item boxes and then take a right turn down into a smaller drop. At the top get an item box as you pass them. Now do a few more power slides on this right turn. Almost directly after this turn you will hit a large left turn. There is a set of item boxes in between these two turns. Do more power slides on this as well. Now there is a straight to the finish. There is a item box set along the way. That is the end of the track.




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Here in this section I will tell you about some secrets of the game. These aren't really shortcuts. They are more of a way to use glitches in the game to get ahead. There are also some cool hidden things.

On a few tracks in time trials, you can earn special ghosts to race against. Here are the tracks and times you need to get to unlock these ghosts.

| Luigi Raceway | $1^{\prime} 52^{\prime} \prime 00$ |
| :--- | :--- |
| Mario Raceway | $1^{\prime} 30 ' \prime 00$ |
| Royal Raceway | $2^{\prime} 40^{\prime \prime} 00$ |

This is a cool secret. On Royal Raceway there is a yellow side path right after the big jump. If you take it you will end up at Peach's Castle from Super Mario 64. Everything is the same from Super Mario 64. All of the trees and paths are in the same place. It is worth taking the time to go see and drive around in.

Frappe Snowland Secret

This secret or cheat can save you a lap or two on this track. At the start, go back and across the bridge. Don't go off the bridge onto the road on the other side. Instead, fall off to the right so you land on the ground. Now go forward without touching the road and cross the finish out of bounds. You will be picked up and set back on the road but you wiil be on the next lappp.

## Rainbow Road Secret

On the big jump at the start you can use a speed burst to jump off the left side of the track. You can land on the road below putting you way ahead. This is pretty hard to do. I've only done it a few times.

## Royal Raceway

On 150 cc you can use the big jump ramp to blast off way to the left. Aim for the dirt spot near the finish line. If you do this right you will be picked up and placed by the finish line.
~ If you have a secret or shortcut, please send them in. ~

~Email ~

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I have some rules that you must read before you send me anything.

Things you are allowed to send to me:

Info about the game. You can send me info in the game that is not in my FAQ. I would be very pleased if you sent me anything shortcuts or secrets. You can also email me if you find anything that is incorrect in this FAQ.

You can send me ideas for this guide. Please ask me kindly to add something or take out something. Don't bash this guide or flame me when suggesting things for this FAQ.

You can send praise mail. I hardly ever get these and I love to get them. If you like this FAQ, please tell me.

Hate Mail. Yes, you can send me hate mail, but it will do me nothing as \(I\) will not pay much attention if you blow your top and start shouting about how my FAQ sucks or something like that. Please say that you don't like my FAQ in a kind manner.

You can also ask to put this guide on your site. Please email me and ask first.

Things you can't send to me:

DON'T SEND SPAM!! I get about 40 spams a day and yours isn't helping. It will just be deleted with the others.

Don't send anything that is hard to understand. I would like a clear and easy to read email.

Please don't send emails correcting my spelling/grammer mistakes. I know I have probably made some, but \(I\) can find them on my own. It just annoys me when you point them out.
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~ AIM ~
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My AIM screen name is Namod65

I am on every now and then so just IM me if you have a question about the game or about this FAQ.

Just say the question and I'll answer it. After you get your answer please leave my alone because \(I\) am probably taking to someone else. If you would like to talk to me, then just drop in later.


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Nintendo for making one of the greatest racing games.

CJayC for having the best gaming site out there.

All the other sites who host my FAQs

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