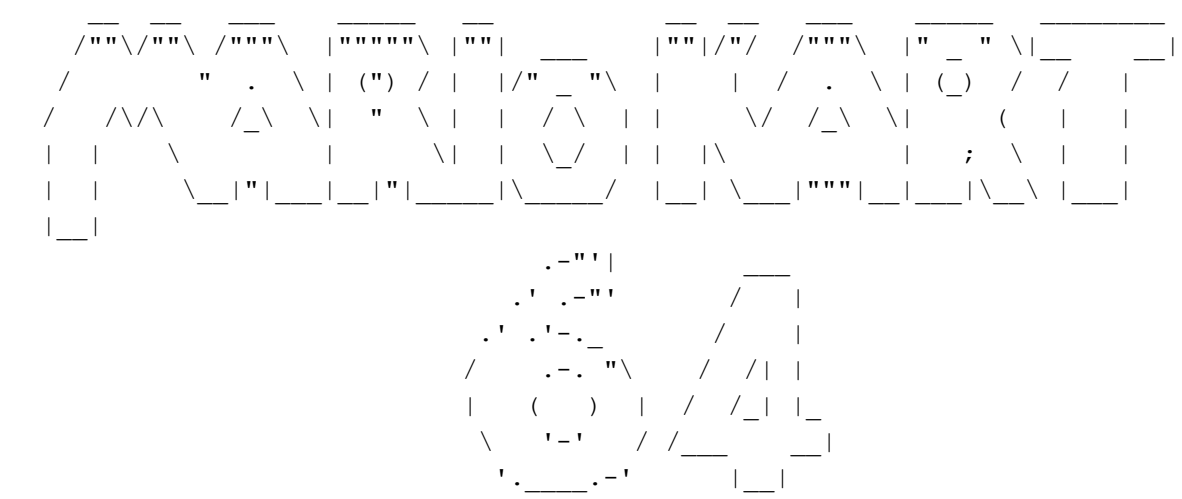
Mario Kart 64 FAQ

by namod65 Updated to v1.0 on Feb 23, 2005

N I N T E N D O O F A M E R I C A



~Mario Kart 64~

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Size: 120 KB
Guide Started: April 21, 2004
Guide Completed: May 13, 2004
Latest Update: Version 1.0
Platform: Nintendo 64
ASCII Artist: marth ue

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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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Introduction <INTR>

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 N64 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 N64 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!

Version History <VRHT>

o-------------o---------o------o
| Version 1.0 | 5/13/04 |120 KB|
o-------o-------------o---------o------o--------o
| I have actually been working on this guide a |
| little bit each day this week. But I didn't |
| feel like making around 10 damn boxes with just|
| a small update in each. Anyway, I have finished|
| this FAQ. Yes, it is totaly 100% complete. I |
| have all of the maps done as well as the Cheats|
| and secrets chapter. I may make a few minor |
| updates later when I need to, but for now this |
| is the final version. |
o--o

o-------------o---------o------o
| Version .75 | 5/2/04 | 88KB |
o-------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

o-------------o---------o------o
| Version .70 | 4/30/04 | 72KB |
o-------o-------------o---------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 to|
| work on this guide because I don't want to |
| start my next guide until June. |
o--o

o-------------o---------o------o
| Version .50 | 4/23/04 | 48KB |
o-------o-------------o---------o------o--------o
| 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. |
o--o

o-------------o---------o------o
| Version .40 | 4/21/04 | 32KB |
o-------o-------------o---------o------o--------o
| 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. |
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~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~

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.

~Toad~

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.

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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.

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| * * * * * * Game Modes * * * * * * <GMMD> |
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Mario GP
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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. 50cc, 100cc and 150cc.

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Verses
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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.

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Time Trials
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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.

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Battle Mode
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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 power-ups. 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.

o-~-o
| * * * * * * Power-Ups * * * * * * <POUP> |

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hit other oppoents with them.

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Star

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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.

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Lightning

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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.

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ϟ Bombs

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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.

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Mushroom Boost

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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.

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Turbo Mushroom

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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.

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Boo Ghost

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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 ϟ Bombs.

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

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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.

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Power Drift

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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.

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Turbo Start

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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.

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Banana Trick

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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.

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| | Track Guides <TRGE> | |
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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.

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| * * * * * * Mushroom Cup * * * * * * <MSCP> |
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Luigi Raceway <LURC>
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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.

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Moo Moo Farm <MMFM>
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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.

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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.

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| * * * * * * Flower Cup * * * * * * <FLCP> |
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Toad's Turnpike <TTTT>
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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.

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Frappe Snowland <FRSN>
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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.

Track Guide:

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.

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between the mushroom and the wall.(preferrably with a star or turbo)
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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.

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| * * * * * * Star Cup * * * * * * <STCP> |
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Wario Stadium <WAST>
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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/\ 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

this turn because you will just hit the wall and lose ground.

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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.

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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.

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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.

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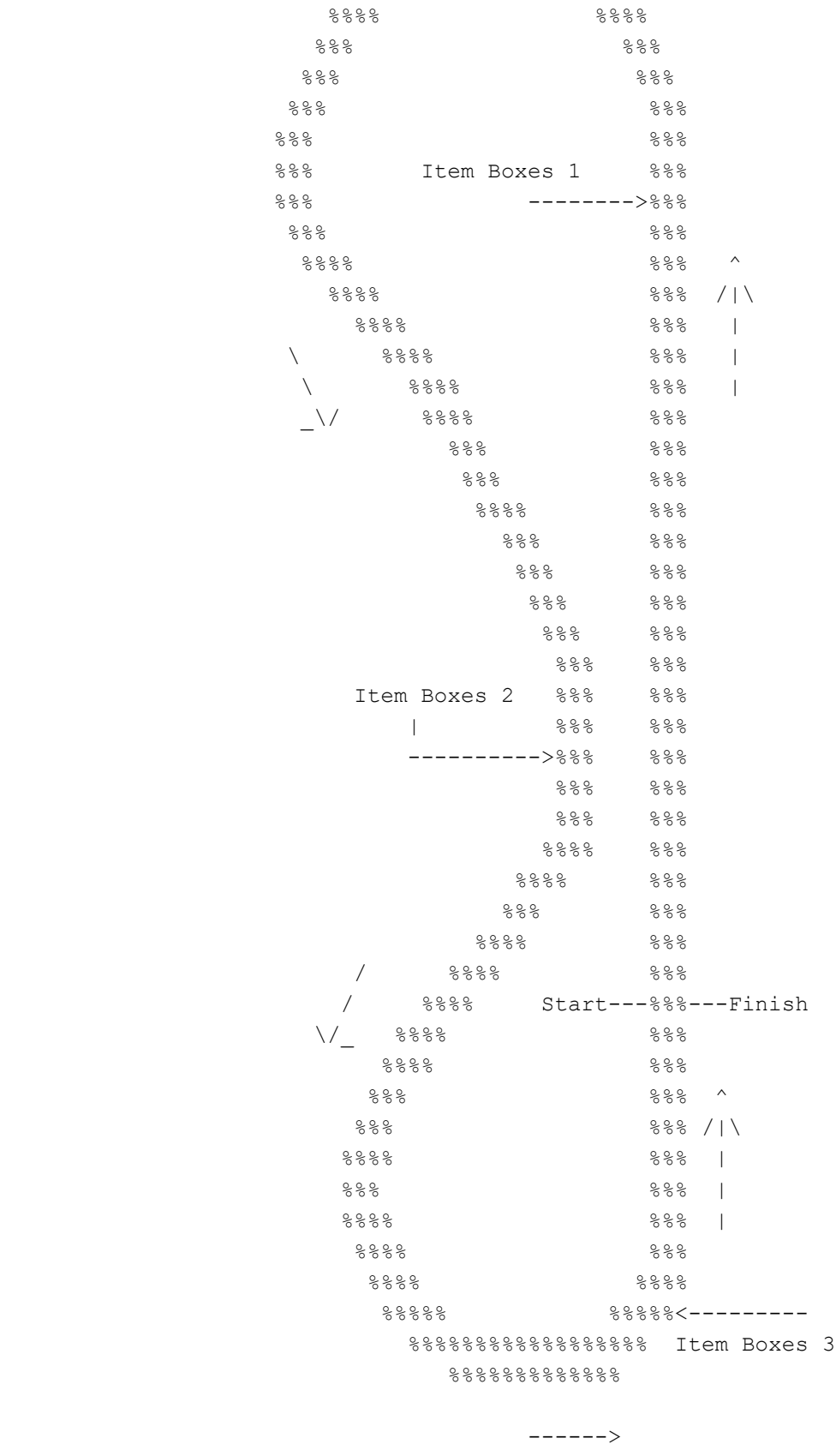

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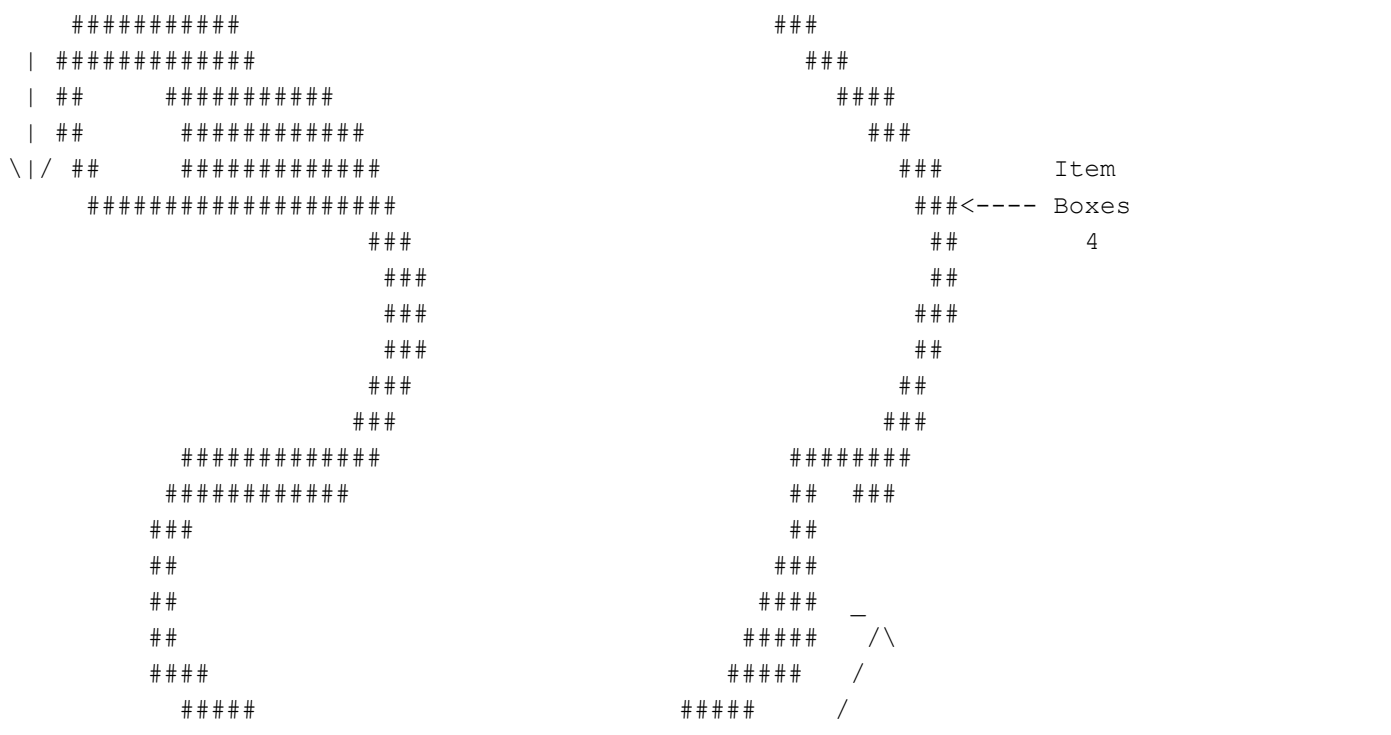

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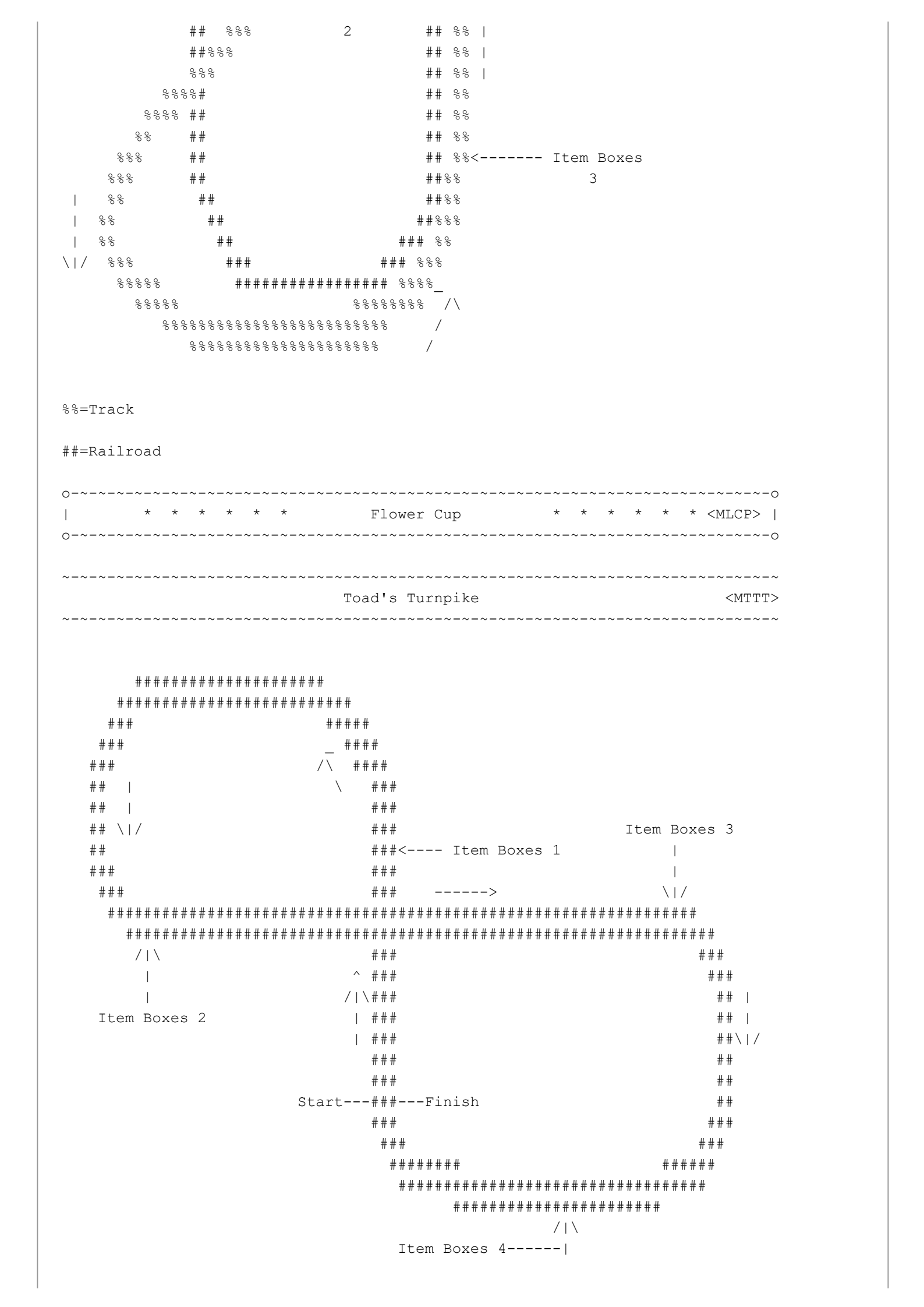
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Item Boxes
3
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Flower Cup
<MLCP>
Toad's Turnpike
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Item Boxes 1
Item Boxes 2
Item Boxes 3
Item Boxes 4
Start
Finish

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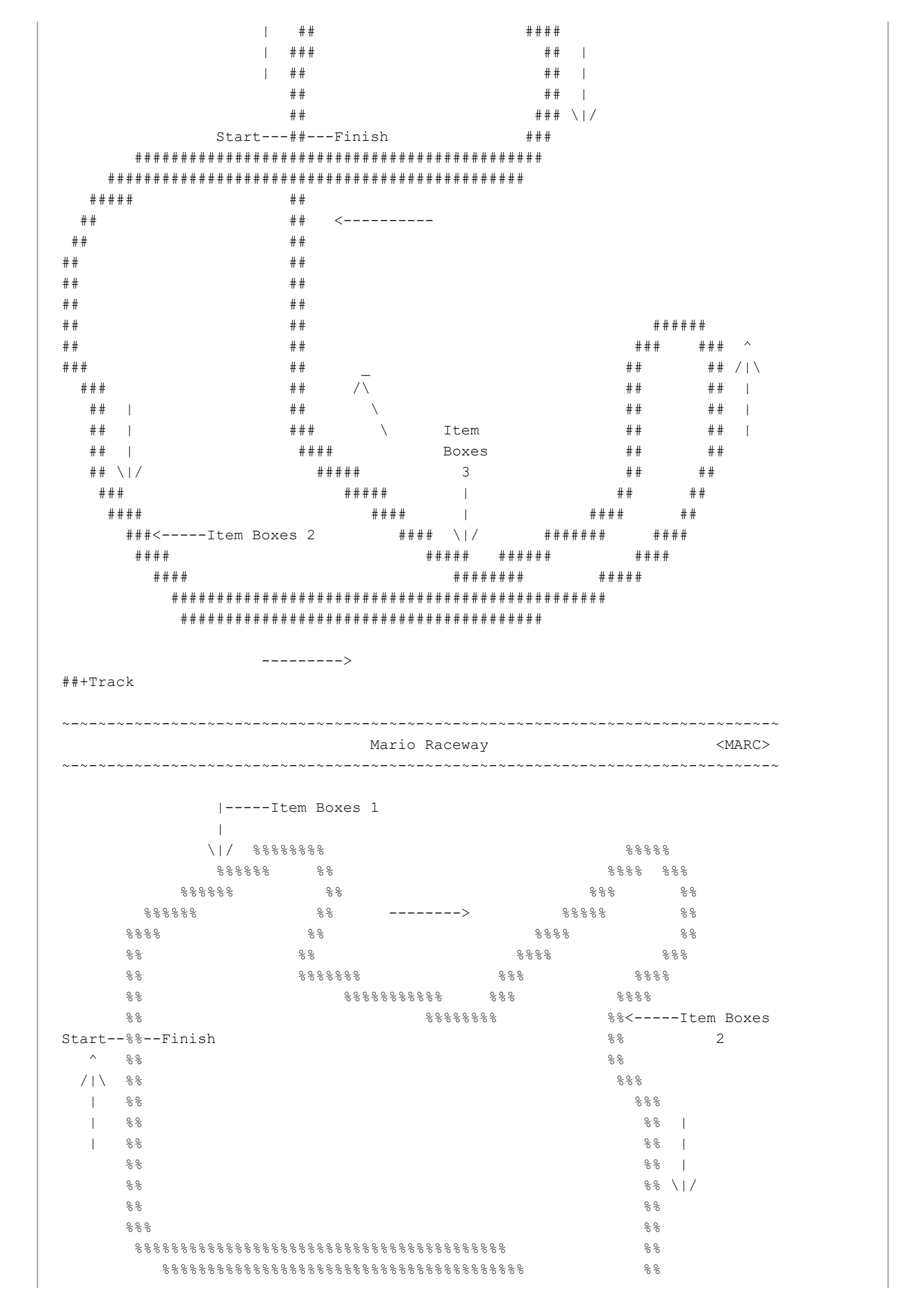
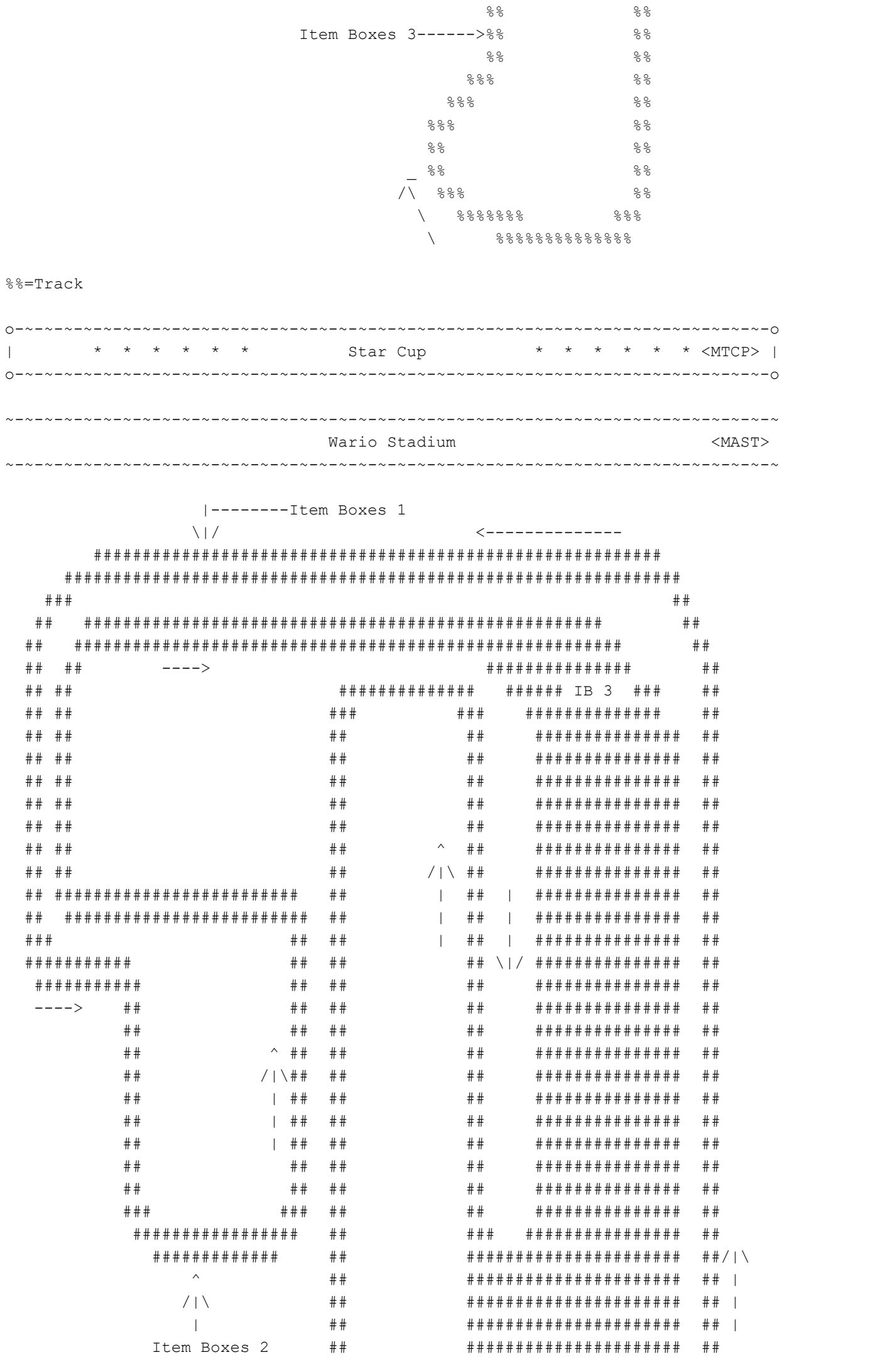
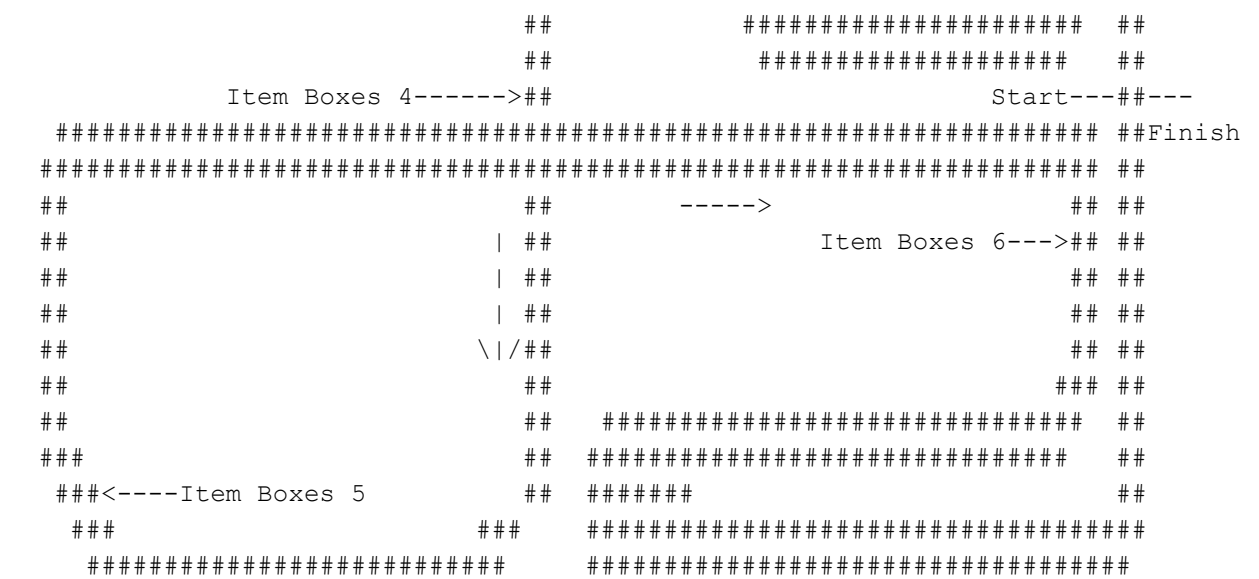
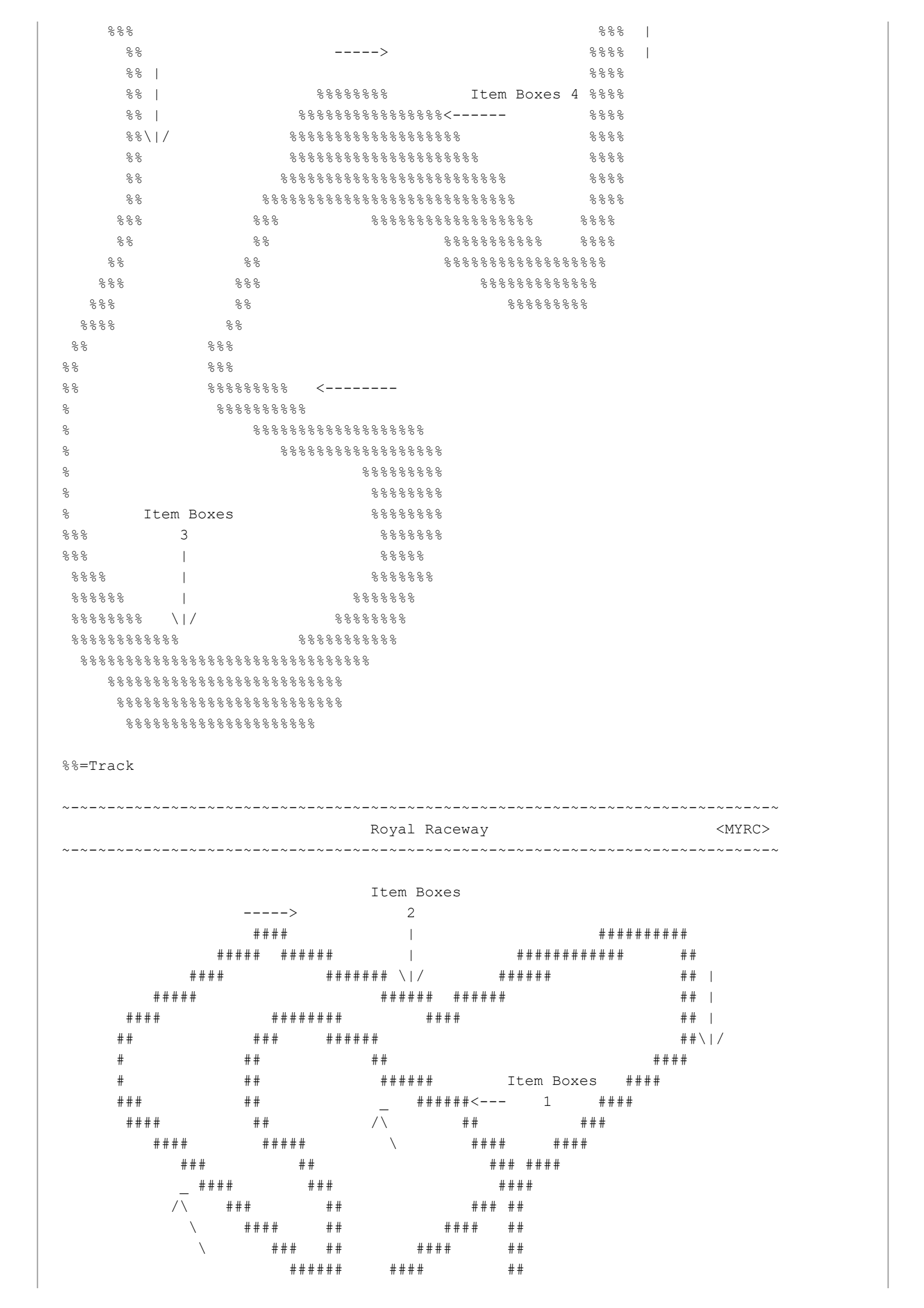

Start---##---Finish
<----------
Item
Boxes
3
Item Boxes 2
Item Boxes 1
Mario Raceway
<MARC>
Start--%%--Finish
Item Boxes
2


Item Boxes 3
%%=Track
Star Cup
<MTCP>
Wario Stadium
<MAST>
Item Boxes 1
IB 3
Item Boxes 2


Item Boxes 4------>
Start---
Finish
Item Boxes 6--->
Item Boxes 5
##=Track

Sherbet Land
<MHLD>
Item Boxes 2
Item Boxes 1
Start---
---Finish



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##=Track

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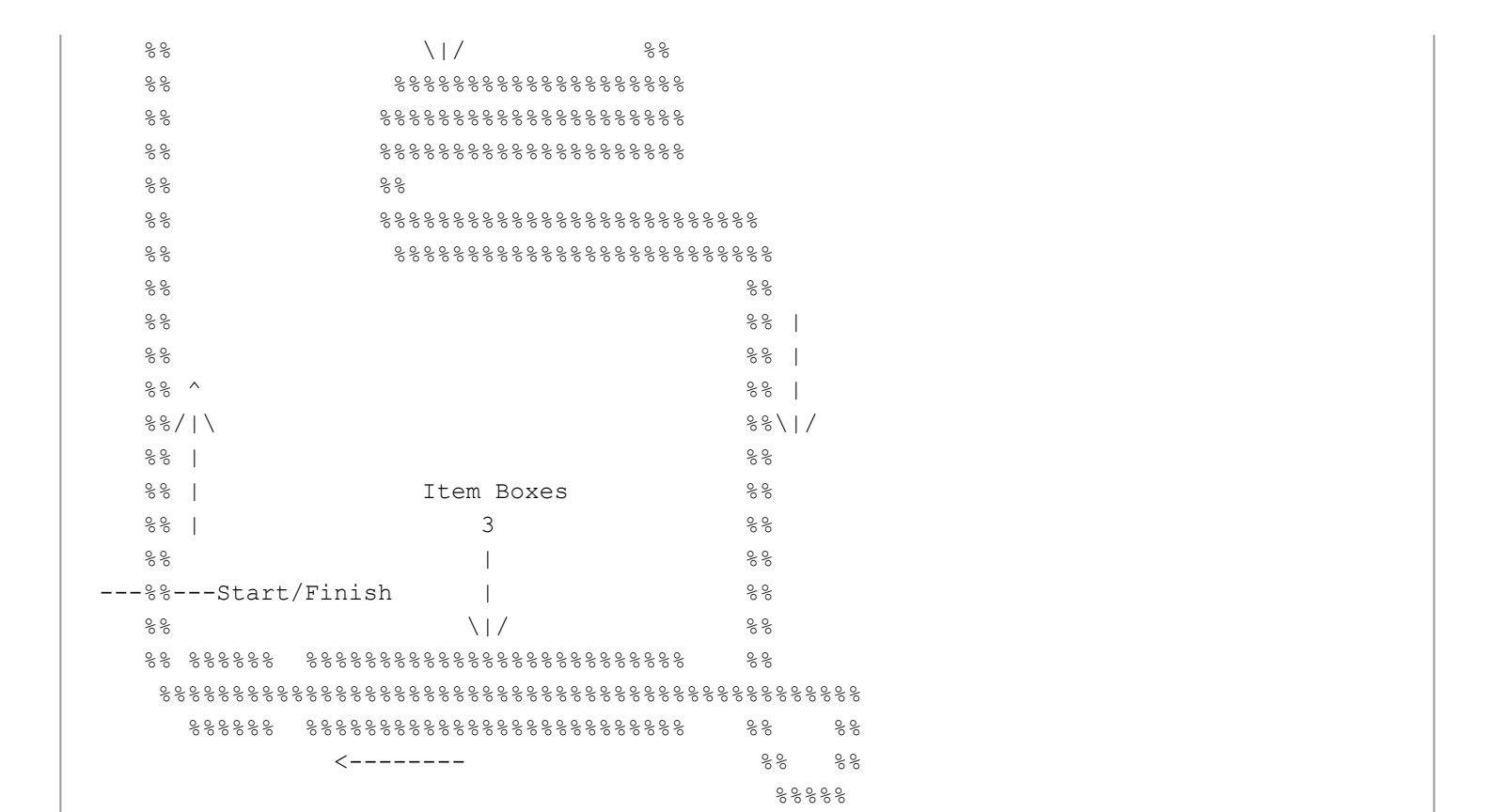
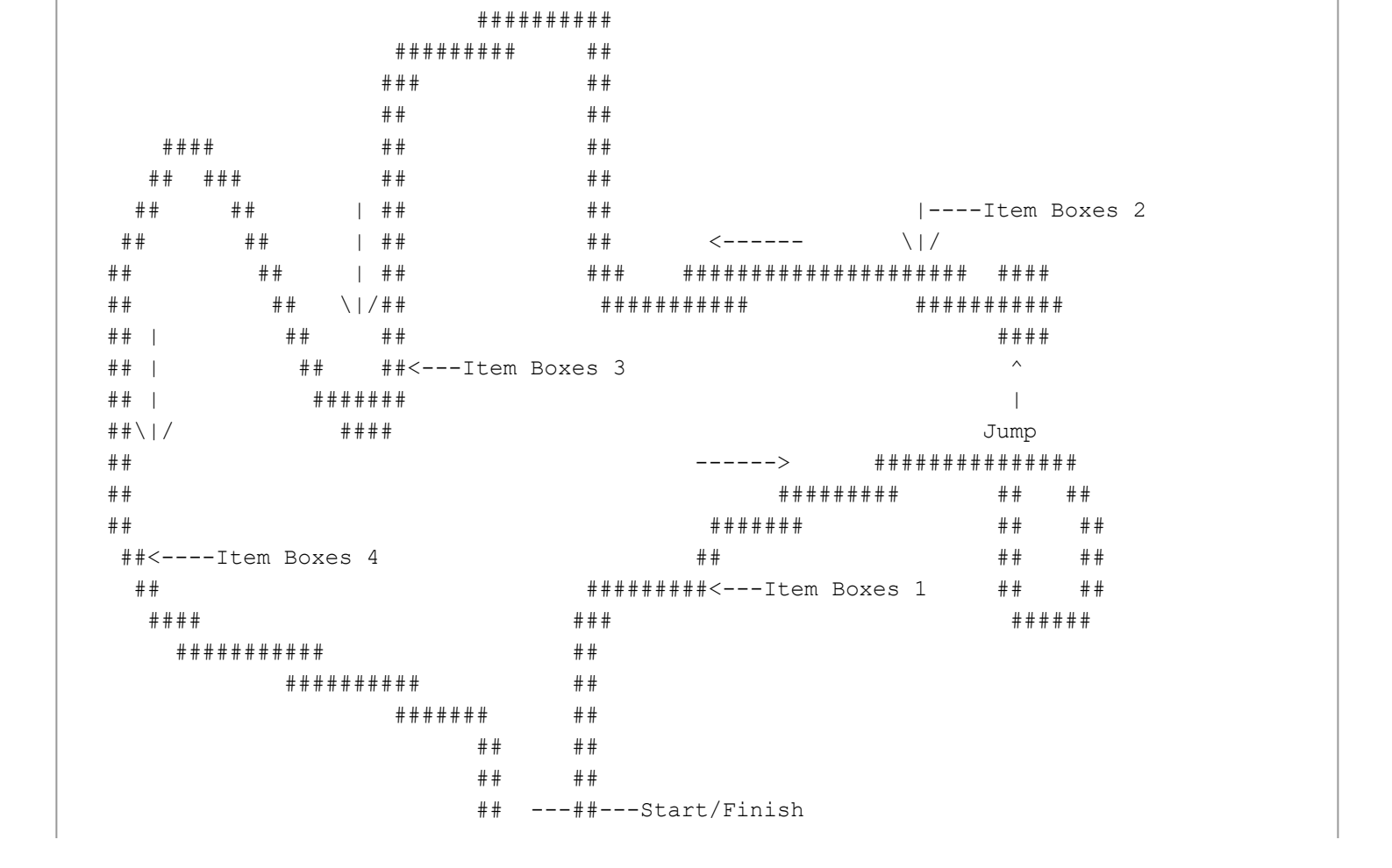
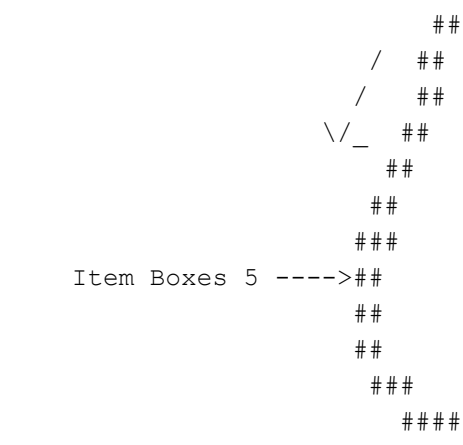


%%=Track

o-~-o
| * * * * * * Special Cup * * * * * * <MPCP> |
o-~-o

~-~
D.K.'s Jungle Parkway <MKJP>
~-~





##=Track

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Banshee Boardwalk <MNBW>

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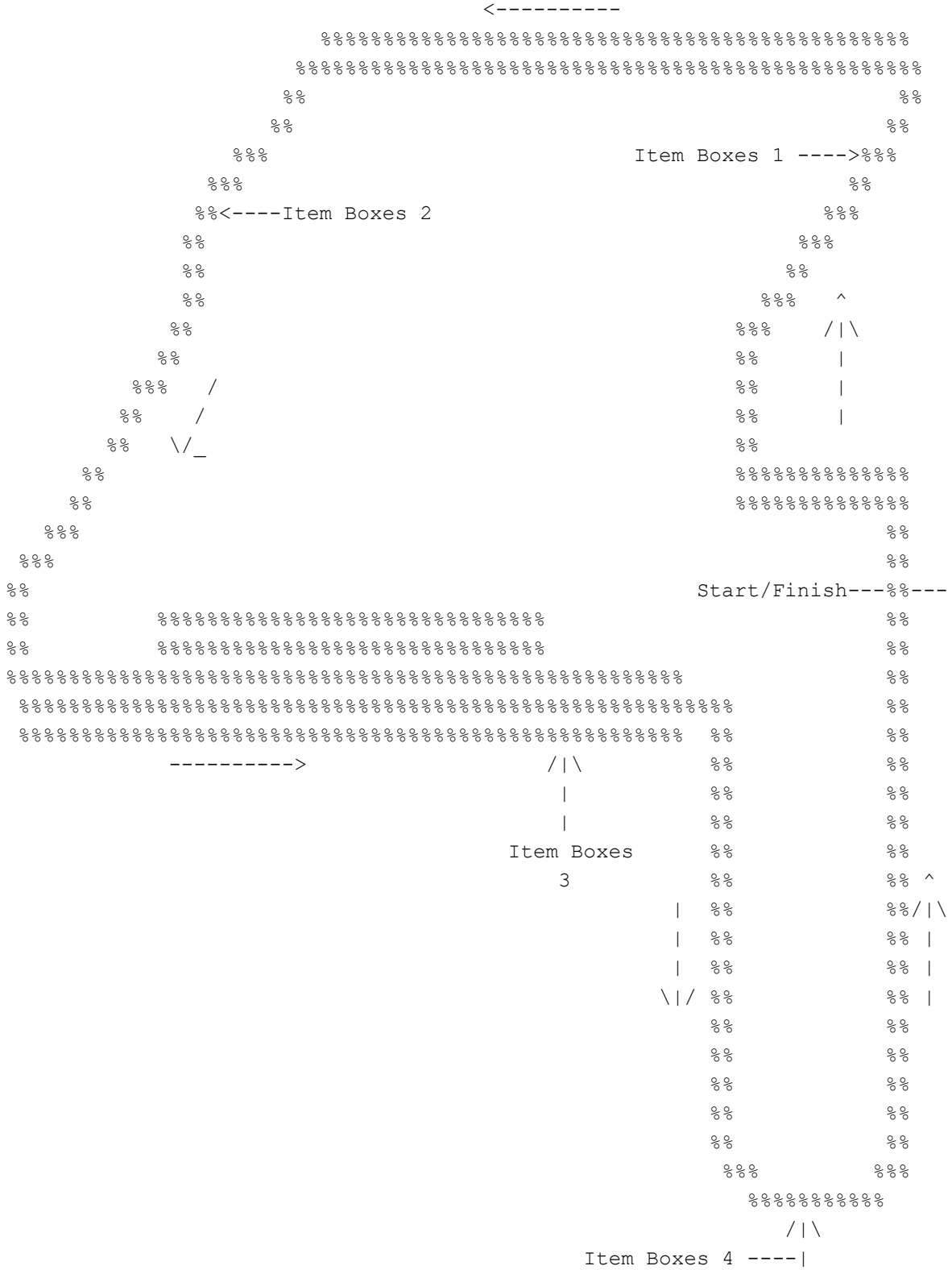

%%=Track

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Rainbow Road <MBRD>

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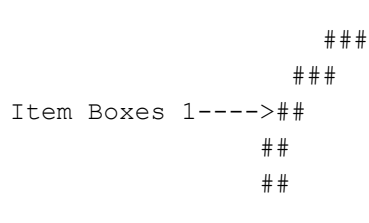

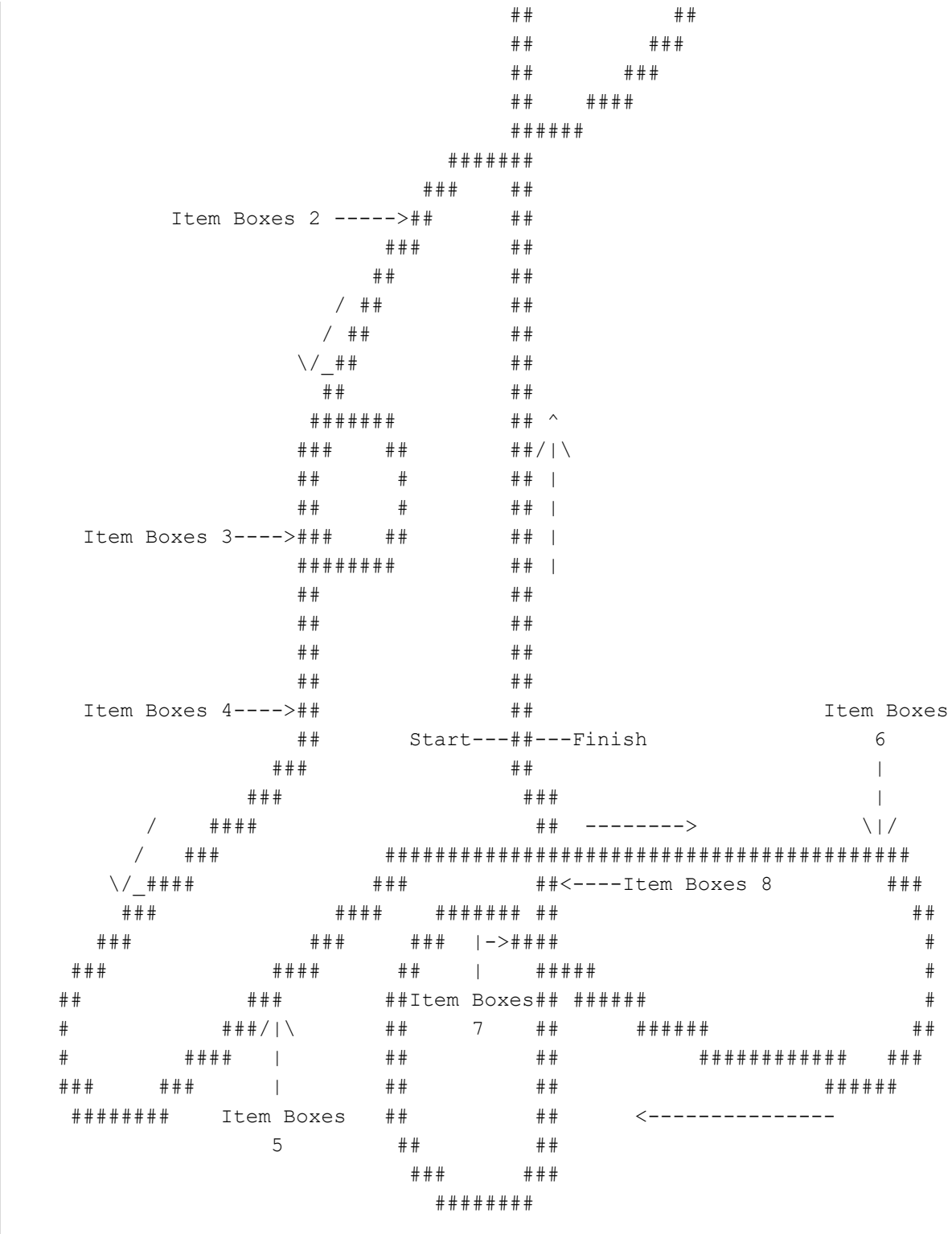

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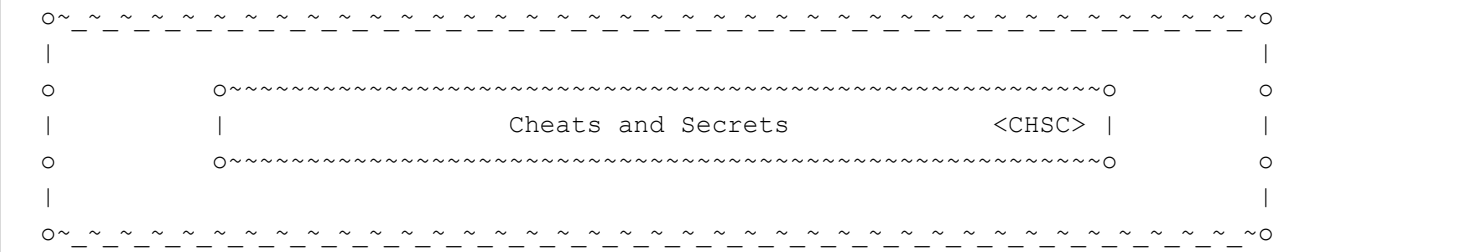

Here in this section I will tell you about some secrets of the game. These aren't really shortcuts. They are more of a way to use glitches in the game to get ahead. There are also some cool hidden things.

~-~-~-

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

~~~~~~
Peach's Castle
~~~~~~

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 150cc 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. ~
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o o~~~~~~o o
| | Contact Info <CONT> | |
o o~~~~~~o o
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~ Email ~
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My email address is Namod65(at)yahoo(dot)com

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.

~~~~~~~
~ AIM ~
~~~~~~~

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.

o~_~_~_

This means that you can not take this FAQ and sell it or call it yours. If you want to post this on a site you must email me first and I will probably say yes.

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