MARIO KART
Double Dash!!

INSTRUCTION BOOKLET

NINTENDO GAMECUBE™

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

Warranty & Service Information

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available on-line or over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY** AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.

1-4 Player Simultaneous

THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.

Broadband

THIS GAME IS COMPATIBLE WITH THE NINTENDO GAMECUBE BROADBAND MODEM.

Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

Progressive Scan compatible

THIS GAME IS COMPATIBLE WITH PROGRESSIVE SCAN MODE TVs.

NOTES

MARIO KART: Double Dash!!

CONTENTS

The Double Dash Grand Prix!

THE MUSHROOM KINGDOM'S PREMIER RACING EVENT IS BACK! HOWEVER, THERE'S BEEN ONE **MAJOR** CHANGE TO THE RULES OF THE ROAD...

THERE ARE NOW TWO RIDERS PER KART!

NOW, RIDERS FROM THROUGHOUT THE LAND HAVE COME TOGETHER TO TEST THEIR DRIVING SKILLS. WHICH PAIR WILL PROVE THE **FASTEST**?


You can connect two Nintendo GameCube game systems using a cross cable compatible with an over-the-counter 10BASE-T hub.

Required Equipment
- Nintendo GameCube system with Broadband Adapters: ·············· 2
- Mario Kart: Double Dash!! Game Discs: ······························ 2
- Memory Card with Mario Kart: Double Dash!! save data: ·········· 0-2
- Nintendo GameCube Controller: ···························· 1 per player
- 10BASE-T Hub compatible cross cable: ······························ 1

Connection Instructions
1. Turn both game systems OFF and then connect the LAN cable to the Broadband Adapter of each Nintendo GameCube.
2. Place the Mario Kart: Double Dash!! Game Discs in each of the Nintendo GameCube systems.
3. Turn all the game systems ON.
4. For further instructions, see page 36.
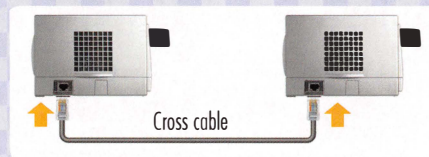
Cross cable

Troubleshooting
You may experience malfunctions or be unable to connect in any of the following situations:
- When you are using a LAN cable that is not compatible with the hub in use, or when using a cable other than a cross cable when connecting two Nintendo GameCube systems directly.
- When any LAN cable is not fully inserted into the hub or any game system.
- When any LAN cable is removed during the transfer of data.
- When any game system is turned OFF or any game system's RESET button is pressed during the transfer of data.
- When something other than a Nintendo GameCube is connected to the hub.
- When a hub or LAN cable not compatible with the 10BASE-T standard is being used.
- When more than 8 Nintendo GameCube systems are connected.

Connecting Multiple Nintendo GameCubes With a Hub

By using an over-the-counter 10BASE-T hub and LAN cables, you can connect a maximum of 8 Nintendo GameCubes to enjoy racing with friends using up to 8 player-controlled karts.

Required Equipment
- Nintendo GameCube system with Broadband Adapters: ·········· 2 to 8
- Mario Kart: Double Dash!! Game Discs: ················· 1 per system
- Memory Card with Mario Kart: Double Dash!! save data: ······· 0 to 8
- Nintendo GameCube Controller: ························· 1 per player
- 10BASE-T Hub: ··· 1
- LAN cables compatible with the hub to be used: ·········· 1 per system

> Standard LAN cables are straight cables, but some hubs use cross cables. For details see the instruction manual of the hub you are using, and use the appropriate LAN cables.

Connection Instructions
1. Turn all game systems OFF and then connect the LAN cables to the Broadband Adapter of each Nintendo GameCube.
2. Turn the hub ON.
3. Place the Mario Kart: Double Dash!! Game Discs in each of the Nintendo GameCube systems.
4. Turn all the game systems ON.
5.

10Base-T compatible hub

LAN cable

LAN cable

LAN cable
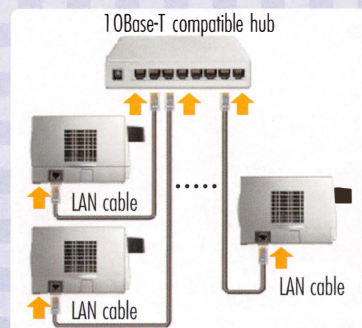
Nintendo GameCube and Hub Connections

> Be sure to read your hub instructions, too.
> Do not connect any Nintendo GameCube systems to the hub unless they will be used.

Double the riders, double the fun!

CHOOSING CHARACTER COMBINATIONS

Karts can hold two riders: one in front and one in back. The front character handles driving duties, while the character in the back controls the use of items. You can choose any combination of characters you like. It's only natural to pair up the brothers Mario and Luigi, but how about a tandem of Mario and his arch-rival Bowser?

TWICE THE ITEMS, TWICE THE EXCITEMENT!

Each rider can carry an item, so you can now ready two surprises at a time. Block the road with double Bananas, or send out consecutive Red Shells to punish anyone in front of you. Use items and your imagination to create strategic mayhem.

TEAMWORK IS THE KEY IN CO-OP MODE!

It's no longer one kart per player! In single play, one person controls the kart, but in co-op mode, two players join forces to rule the road! Each player controls one of the riders. Should veteran racers take the wheel and leave items to the rookies?

DRIVER

THROWER

Controls

SINGLE PLAY

🔲 This icon indicates menu-screen controls.
(Only Player 1 can make menu selections.)

L OR R BUTTON

Press and hold ⌐L⌐ or ⌐R⌐
and use ◄🔘► to drift.

CONTROL STICK

Steer.

◄🔘► The more you tilt
the Control Stick,
the more you turn.

🔘 Throw items forward
or backward.

🔲 Make menu selections.

START/PAUSE

Pause races to view the pause menu.

(Player 1 only)

PLAYING VS. USING LAN

After connecting the Nintendo GameCube systems to be used, press all the systems' POWER Buttons. (►► pgs. 14-15)
The LAN Mode option will appear on each title screen. Once LAN Mode has been selected and confirmed on all participating game systems and the connections have been established, the Select Mode screen will display. Press Ⓐ after completing game setup to display the LAN Mode title screen. Select START GAME, complete the entry process, and start racing!

VS. LAN Menu

Use 🔘 to choose a menu item, set up that item with ◄🔘► and press Ⓐ to confirm. Once this is finished, you'll move to the LAN Mode title screen.

Start Game: Begin Versus LAN play.

Select Mode: Adjust LAN setup options.

Game Mode:	Choose the mode you want to play:
	Versus, Balloon Battle, Shine Thief.
	You can only choose the number of laps and engine size in Versus Mode.
Order of Courses (Stages):	Choose the way in which courses (stages) will be selected.
	Random, All Courses (Stages)
	1 Course (Stage), All Cups (Versus only)
Co-op:	Turn Co-op ON or OFF.
Screen Division:	The option for splitting up the screen will not be available if there are more than 4 Nintendo GameCube systems in use.

Quit LAN Mode: Stop playing LAN Mode.

With the Nintendo GameCube, you can create a LAN system by connecting game systems and a hub with Broadband Adapters and LAN cables.
You cannot use this for internet play.

If an error occurs during setup, follow the on-screen instructions and try connecting again.

►► See pgs. 38-39 for equipment and setup instructions to play VS. LAN.

If you have Broadband Adapters (sold separately), an over-the-counter hub, and LAN cables, you can set up a LAN system so that each player will be able to play Mario Kart: Double Dash!! on his or her own television.
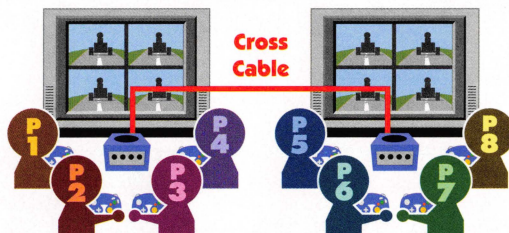
USING A HUB TO PLAY

Use multiple TVs to have a multiplayer match with up to 8 player-controlled karts.

HUB
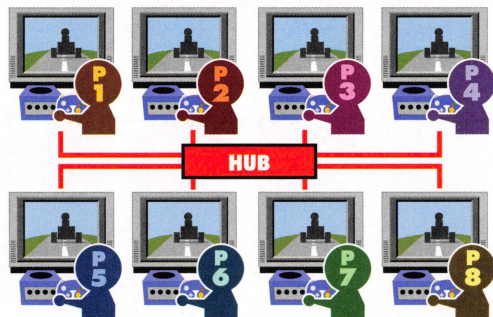
USING A CROSS CABLE SETUP TO PLAY

This setup allows for up to eight players to play on split-screens on two TVs.

Cross Cable

Mario Kart: Double Dash!! is not just for 1-kart-on-1-screen multiplayer game play. By using split-screens and co-op play, there are lots of variations you can explore.

Z BUTTON

Swap Positions.
Switch character positions between the front and back.

X OR Y BUTTON

Use items with the character in back.

A BUTTON

Accelerate.

Confirm menu selections.

B BUTTON

Brake/Reverse.
Press while racing to brake, and press when stopped to back up.

Cancel menu selections.

CO-OP PLAY

L OR R BUTTON

Front Player

Press and hold L or R and use 🎮 to drift.
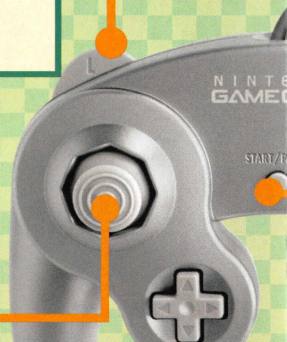
Rear Player

Slide-attack.

CONTROL STICK

Front Player

The more you tilt the Control Stick, the more you turn.

Rear Player

Throw items forward or backward.

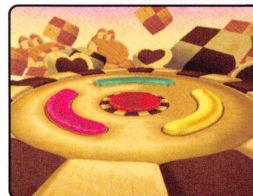### SPECIAL CONTROLS FOR CO-OP PLAY

Slide Attack   Rear Player L or R

Quickly slide your kart left or right while attacking. If you hit a kart that's carrying items, you'll steal an item.

BATTLE MODE STAGES

Here are four stages created just for Battle mode.

◀◀ Cookie Land

Battle atop a giant cookie. Hurl items over the four different-colored toppings to hit enemies from a distance!

Block City ▶▶

A square stage made of blocks. Chase enemies who throw stuff at you. Watch out for the intersection—it's a dangerous place to be!
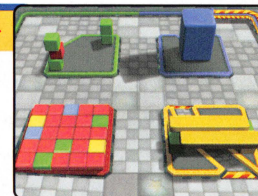
◀◀ Nintendo GameCube

What's this? A giant Nintendo GameCube?!? There are no obstacles on this course, so the action is fast and frantic.

Pipe Plaza ▶▶

Use the warp pipes to zip from place to place. This is wide stage, so you can run, but can you hide?

BOB-OMB BLAST

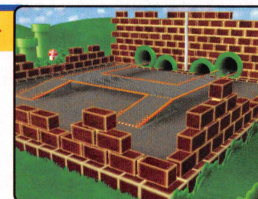Ready, aim, fire! Toss Bob-ombs at opponents and try to hit them. Each time you blow up an opponent, you get a point. Depending on the number of players, the first to three or four wins. Careful, though: if you get hit, you lose a point. In this Battle mode, the only items that appear are Bob-ombs. Each character in a kart can carry several Bob-ombs at a time. Explosions from your own Bob-ombs do not hurt you.

When two karts are playing:

P1 Screen

Points
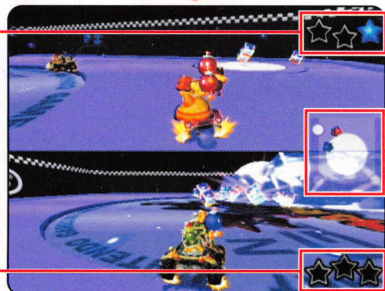
Stage Map

P2 Screen

Z BUTTON

Have both players press this button simultaneously to switch positions.

X OR Y BUTTON

Front Player
Pass items to rear player.

Rear Player
Use items.

A BUTTON

Front Player
Accelerate.

Rear Player
Do a Double Dash!! (>> pg. 13)
Use items.

B BUTTON

Front Player	Rear Player
Brake/Reverse.	Use items.

START/PAUSE

Pause races to view the pause menu.

Only Player 1 can make menu selections. (>> pg. 8-9)

Here are some driving techniques to make your time behind the wheel as fun as possible.

DRIFT

You can send your kart drifting into a sideways power slide by pressing either 🇱 or 🇷 while tilting the Control Stick either left or right. Drifting lets you take corners without losing speed.

MINI-TURBO

This is a technique that gives you a split-second turbo burst. The controls differ between single play and co-op play.

CONTROLS

| 👤 Single Play	👥 Co-op Play
While drifting, tilt the Control Stick in the direction opposite to your turn to perform a counter.	When the front character sends the kart into a drift, the rear character should tilt the Control Stick to perform a counter.
Once the sparks are red, tilt the Control Stick into the turn, then opposite the turn to do another counter.	After the sparks turn red, the rear player should do another counter.
When the sparks turn blue, stop drifting to perform a Mini-Turbo.	When the sparks turn blue, the front character can stop drifting and perform a Mini-Turbo.

SHINE THIEF

Pick up the Shine that drops on the course, and a timer will begin counting down. If you can hold on to the Shine until the timer reaches zero, you win. If someone steals the Shine, attack him and get it back before the timer reaches zero. All special items are available to every character in this battle mode.

When two karts are playing:

Shine
P1 Screen
Timer
Items
Direction of Shine
P2 Screen
Stage Map
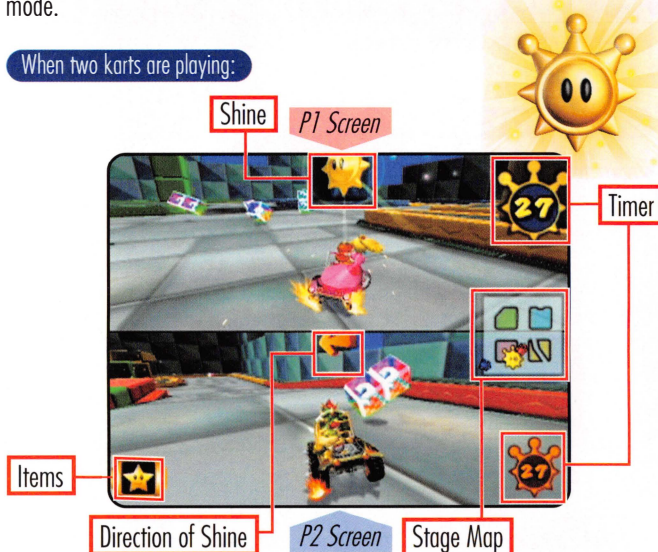
HOW TO DROP THE SHINE

1. Get hit by an item attack and spin or flip.
2. Drive out of the battle stage.
3. Get rammed by an opponent who's using a Star or a Mushroom.
4. Get hit by a Slide Attack.

How to Steal the Shine
Use technique ❸ or ❹ as listed above to steal the Shine from another kart.

BATTLE MODE

| No. of Players	Co-op
2 - 4	Yes

Need a break from racing? Come here to compete against your friends in three different Battle modes on four different stages.

BALLOON BATTLE

Lose the balloons attached to your kart and you're out! You'll lose one balloon each time you're hit by something or run into any damage-dealing items. Characters can use all special items.

When two karts are playing:

P1 Screen

Items

Stage Map

Balloons

P2 Screen
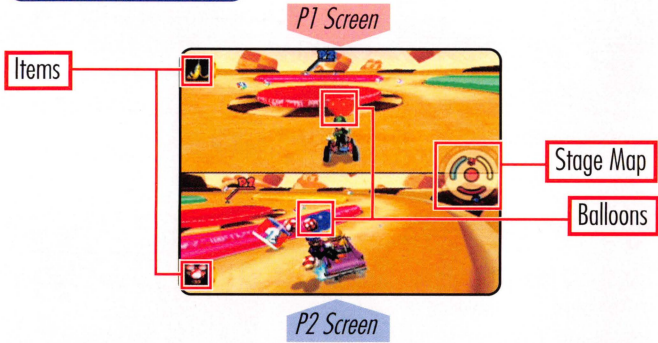
HOW TO LOSE BALLOONS

1. Get hit by an enemy's item attack and spin or flip.
2. Fall off the stage.
3. Get hit by another kart when it's using a Mushroom or a Star.
4. Get hit by a Slide Attack.

Can you regain a balloon?
If you're down to two balloons or less, use either method 3 or 4 to steal a balloon from an opponent.

ROCKET START

If you press Ⓐ just as Lakitu's start signal turns green, you'll perform a Rocket Start.
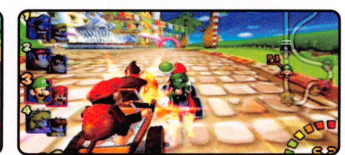

DOUBLE DASH!!

In co-op play you can get an even better launch if both the front and rear characters perform a Rocket Start at the same time. This is called a Double Dash.

STERLING ITEMS

There are three ways to steal items from rival karts. However, you can only steal items if the rear character on your kart is not already carrying an item.

HOW TO STEAL

1. Hit an opposing kart while using a Mushroom.
2. Run into another kart while using a Star.
3. Slide-attack a rival kart.

If both characters on the kart you hit are carrying items, you'll steal the rear character's item, and the front character's item will fall onto the course.

Getting Started

Place the Mario Kart: Double Dash!! Game Disc in the Nintendo GameCube and close the Disc Cover. Next, insert a Memory Card into Slot A and press the POWER Button. On the title screen, press START/PAUSE when prompted to create a game data file. Once a data file is created, the title screen will display again.

TITLE SCREEN SELECTIONS

Start	Begin playing. (≫ pg. 15)
Records	View records for all of the courses raced up to this point.
Options	Change game settings and Controller functions.

- Sound: Set the sound output to Mono, Stereo, or Surround.
- Volume: Use 🔘 to adjust the volume.
- Rumble: Turn the Rumble feature ON or OFF.
- Time Trials Ghost: Turn the ghost ON or OFF. (≫ pg. 28)
- VS. Item Box: Adjust the Item Box settings. (≫ pg. 29)
- VS. Laps: Set the number of requisite course laps.

About Saving
Game data is saved in the following situations:
- When you finish a Grand Prix and achieve a new ranking.
- When you set a new record in Time Trials.
- When you change Options screen settings and select OK!

Do not press the POWER Button or remove the Memory Card while saving as this may corrupt your game data.

- This game requires 3 empty blocks to create a new game data file.
- It takes 5 empty blocks to save 1 ghost-data file. (≫ pg. 28)

Please refer to the Nintendo GameCube instruction booklet for directions on how to format and delete Memory Card files.

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Mario Circuit ▶▶

This is the main circuit in Mario Kart: Double Dash!! Familiar denizens of the Mushroom Kingdom can be spotted here and there. The road's filled with curves, so this is a good place to practice drifting.
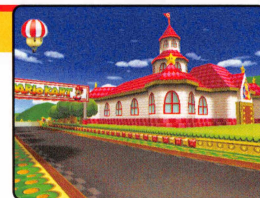
STAR CUP
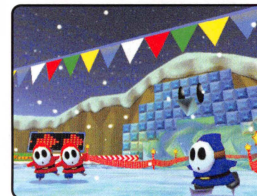
◀◀ Sherbet Land

A beautiful course covered a blanket of white snow. Don't be lulled into complacency though—the ice is very slippery! Careless driving may result in multi-kart pileups.

Mushroom City ▶▶

This course takes you through downtown Mushroom City in the dead of night. It's easy to take a wrong turn and get lost. The key to victory is avoiding the inner-city traffic.

DASH PANELS

On some of the courses, you will find Dash Panels. Steer your kart over one of these to receive a momentary burst of speed.

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COURSES

Here's an intro to some of the courses you'll see in Grand Prix, Time Trials, and Versus modes.

MUSHROOM CUP

◄◄ Luigi Circuit

Though the Chain Chomp is a bit noisy, this is relatively peaceful course. The front straight and the back straight run parallel to each other, so you'll see your rivals coming and going. Whether you opt for the outside line and the dash panels or cut it close and stay on the inside track is up to you.
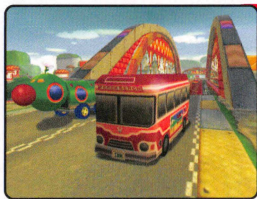
Peach Beach ►►

Princess Peach's favorite beach resort! Beware the Cataquacks wandering about the shoreline. The course changes with the tide, so watch the waterline for your chance at a big shortcut.

FLOWER CUP

◄◄ Mushroom Bridge

One of the Mushroom Kingdom's most famous landmarks. This bridge is well traveled, so be careful not to run into any commuters. The car carrying all the mushrooms looks strangely inviting, though...

STARTING THE GAME

1 **Select the number of players.**
You can play with one to four players. You will need one Controller per player.

2 **Different Player Numbers, Different Game Play.**
The types of game play available differ depending on the number of players and how the players are paired up.

Players	Pairing	Grand Prix	Time Trials	VS	Battle
1	1P	●	●	✕	✕
2	1P vs. 2P	●	✕	●	●
	[1P & 2P]	●	✕	✕	✕
3	1P vs. 2P vs. 3P	✕	✕	●	●
	[1P & 2P] vs. 3P	●	✕	●	●
4	1P vs. 2P vs. 3P vs. 4P	✕	✕	●	●
	[1P & 2P] vs. [3P & 4P]	●	✕	●	●
	[1P & 2P] vs. 3P vs. 4P	✕	✕	●	●

3 **Selecting Modes**
Use the Control Stick to select a mode and press the A Button. Next, select the engine size and press the A Button again. There are three engine sizes: 50cc, 100cc, and 150cc. The larger the engine size, the faster the karts.

4 **Selecting Characters and Karts**
You will need to select 2 characters per kart. The karts available will differ depending on the characters selected. (►► pgs. 22-23)

5 **Selecting Courses**
Choose the course or stage on which you want to play and get started.

RANDOM SELECTION

For step 4, Player 1 can randomly select all players' characters by pressing [L] and [R] at the same time before any player has selected his or her characters. For step 5, courses can be randomly selected in the same manner in Versus and Battle modes.

Items

You can acquire items by running into the Item Boxes you find on courses and stages. The items you receive are determined randomly. Here are the standard items you will find in the game, but keep in mind that there are special items, too.
(Read more about those items...)

	Item Box

Hit one of the floating boxes and the rear character will gain an item.

	Double Item Box

Run into one of these and both the rear and front characters will receive items.

WHEN CARRYING ITEMS

Characters who are already carrying items when they hit Item Boxes or Double Item Boxes will not receive any new items.

DROPPED ITEMS

Items will sometimes fall on the course when karts spin or flip. If you run into items lying on courses or stages, you will be affected by those items instantly.
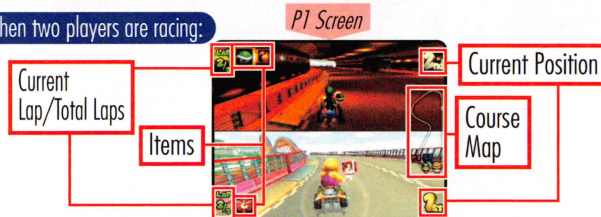

No. of Players	Kart Size	Co-op
2 - 4	50 - 150	Yes

VERSUS

Come here to race between two and four player-controlled karts. Select the course to be raced and hit the road. The race is finished when everyone but the last-place racer crosses the finish line.
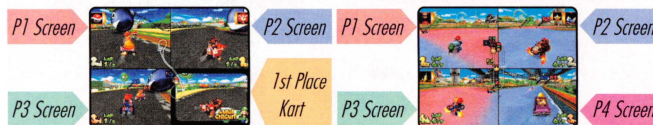
SCREEN INFORMATION

When two players are racing:

P1 Screen

Current Lap/Total Laps

Current Position

Items

Course Map

P2 Screen

When three players are racing:

P1 Screen
P2 Screen
P3 Screen
1st Place Kart

When four players are racing:

P1 Screen
P2 Screen
P3 Screen
P4 Screen

ITEM BOX SETTINGS

You can set the percentages at which items appear from Item Boxes on the Options menu.

Recommended: All items appear with a balanced frequency.
Basic: Powerful items are hard to find.
Frantic: Powerful items appear with high frequency.
None: No Item Boxes or Double Item Boxes will appear.

LAPS SETTING

You can set the number of laps to be raced in VS. competition on the Options menu.

🏁 ABOUT GHOSTS

A ghost is a recording of the player's best time played on a particular course during Time Trial. You can choose to display this recording as a semi-transparent "ghost" that will drive the exact same line as the record-setting race.

Ghost data can be saved to Memory Cards. Saving ghost data requires 5 blocks per file. You can use the Memory Card in either Slot A or Slot B. On the Load nad Save Ghost Data screens, you can switch the Memory Card to save or load ghost data.
If the Ghost setting is turned OFF on the Options screen, you will be unable to save or load ghost data.

• Loading Ghost Data

Once you select a course that has ghost data saved on the Memory Card in Slot A or B, the Load Ghost Data screen will display. Use ⊙ to select a Memory Card and press Ⓐ to display available ghost data. Select the ghost data to be loaded and press Ⓐ to confirm your choice. Press Ⓑ to return to the previous screen.

• Saving Ghost Data

After finishing a race, or during replay of a race, you can select Save Ghost from the pause menu to proceed to the Save Ghost Data screen. Select a Memory Card with ⊙ and press Ⓐ to confirm. Choose which existing ghost data you wish to overwrite and press Ⓐ to save.

If you choose to overwrite existing ghost data, that data will be lost forever. Be careful!

WHEN YOU CAN'T SAVE GHOST DATA

• If a race takes too long.
• If a completed race is not faster than the current loaded ghost data.

If you choose Restart after the race or from the pause menu, either the currently loaded ghost data or the fastest data from the current play session will be used.

🏁 STANDARD ITEMS

Here are items that can be found in Grand Prix, VS., and Battle modes.

⬆⬇ This indicates an item can be thrown either forward or backward.

Banana ⬆⬇
These slippery skins can be dropped in strategic spots to send rivals into sudden spins.

Green Shell ⬆⬇
Green Shells move in straight lines when thrown and knock karts for a loop if they hit.

Red Shell ⬆⬇
Red Shells seek out karts in front of you and flip them over when they strike.

Spiny Shell
This item does not appear in Battle mode.
This winged wonder heads straight for the leader of the pack and explodes on impact. Any kart caught in the blast area will flip.

Fake Item ⬆⬇
These items of deception look just like real Item Boxes, so place them where your opponents won't expect.

Mushroom
These turbo toadstools give karts brief speed bursts.

Triple Mushrooms
Triple Mushrooms allow you to dash three times in a row.

Star
Stars make karts temporarily invincible and increase their top speeds by a hair. Karts hit by Star-wielding karts will go flying.

Thunderbolt
This mighty bolt strikes all opponents at the same time, causing them to spin out, drop their items, and shrink in size, which reduces their max speeds.

Characters are divided into three groups depending on their size: light, medium, and heavy.

ABOUT SPECIAL ITEMS

Each pair of characters has a special item that other characters cannot receive. These items are picked up in the same way as standard items.
(>> pgs. 16-17)

MARIO — MEDIUM

You know him, you love him—the one and only Mario! He's returned to the Grand Prix with Fireballs in hand.

LUIGI — MEDIUM

He's lean, he's not so mean, and his Fireballs are green! Everybody's favorite brother is here, too!

Special Item
FIREBALLS
They split up after they're thrown and go sailing ahead. These powerful pyrotechnics can take out multiple opponents at once.

This item can be thrown either forward or backward.

	No. of Players	Co-op
TIME TRIALS	1	No

Race courses over a set number of laps to record the fastest completion time. Players start races with two Mushrooms in hand.

## SCREEN INFORMATION

- Total Time
- Course Map
- Current Lap and Total Laps
- Speedometer

TIME TRIALS RULES

• Name Entry

When playing Time Trials mode, you'll start off by entering your name. Use ◎⬍ to select and change letters, then press Ⓐ to confirm your selections. When name entry is complete, the Select Character Combination screen will appear.

SELECT MODE
GRAND PRIX
TIME TRIALS N I N
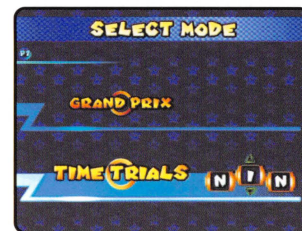
• Results Screen

When you finish a race, the total time and individual lap times will appear. If your total time is higher than current recorded times, the rankings will be changed.

NEW RECORD!!
1. 01:32:100 SMB
2. 01:35:346 NIN
3. 01:38:567 NIN
4. 01:39:370 BOW
5. 01:43:812 LUI
BEST LAP 00:29:375 NIN

🏁 GRAND PRIX RULES

• Driver Points

Drivers receive points depending on where they finish races. After racing four courses, their total points determine where they place.

1st	2nd	3rd	4th	5th	6th	7th	8th
10 Points	8 Points	6 Points	4 Points	3 Points	2 Points	1 Point	0 Points

• Results Screen

Once a race is over, the results screen will display, showing where each kart placed and the distribution of points.
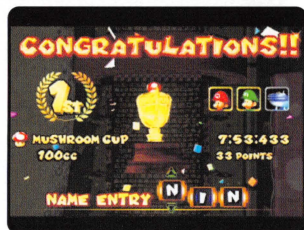
• Trophies

Players will take part in an awards ceremony if their combined score after four races places them in the top three. The first-place finisher wins a gold trophy, second place wins silver, and third wins bronze. After each award ceremony, players will have the chance to enter their names if new records are set. Trophy data will be saved after name entry is completed.

Special Item
GIANT BANANA

Only DK and Diddy know where these monstrous fruit can be found. Once they're in the road, they're tough to maneuver around.

DIDDY KONG — LIGHT

His charm is in his amazing tail. Donkey Kong convinced him to race in the Grand Prix.

Straight from the jungle, DK uses his simian strength to scare rivals.

DONKEY KONG — HEAVY

DAISY — MEDIUM

This is Princess Daisy's first foray onto the speedways. She's so cute she's become something of an idol.

PEACH — MEDIUM

Normally the epitome of grace, once she's on the raceway, Princess Peach really tears it up.

Special Item
HEART

Flying hearts surround the royal ladies' karts, and any item that hits them becomes theirs to use. A cute and handy item.

PARATROOPA LIGHT

Paratroopa takes care of its wings even in the heat of the race.

Special Items
TRIPLE SHELLS (GREEN / RED)

Don't let Koopa and Paratroopa worry about not having enough shells. Get three at a time!

KOOPA LIGHT

Usually a faithful underling of Bowser, it shows even the big boss no mercy during a race.

BABY LUIGI LIGHT

Special Item
CHAIN CHOMP

This fearsome beast chases karts with reckless abandon, pulling the babies behind it at breakneck speeds.

He's much shyer than his older brother, so this is his first time appearing in front of a crowd.

BABY MARIO LIGHT

Baby Mario and Mario...together in the same game?!? He's got quite an amazing pet this time around.

MEDIUM YOSHI

Taking a break from carrying Mario, Yoshi's ready to burn up the courses.

Special Items
YOSHI'S EGG
BIRDO'S EGG

These eggs roll down the road and home in on opponents. When they hit and break, they'll drop three more items.

BIRDO MEDIUM

Birdo's decked out in her favorite bow and ready to race!

	No. of Players	Kart Size	Co-op
GRAND PRIX	1 - 2	50 - 150	Yes

There are three Cups in the Grand Prix mode. Each Cup consists of four courses. A race is held on each course, and the participating eight karts vie for top honors by aiming for the highest total points.

🏁 **CHOOSING A CUP**

On the Select Cup screen, choose the Cup to be raced.

Mushroom Cup	Flower Cup	Star Cup
Comparatively easy. Great for beginners.	A bit difficult. For veteran players.	Very hard. Designed for experts.

🏁 **SCREEN INFORMATION**

There's lots of information displayed on-screen during races.

Rear Character's Item (Can Currently Be Used)

Front Character's Item

Current Position

Total Time

Top Four Pairs

Course

Speedometer

Current Lap and Total Laps

When two players are racing:

P1 Screen

P2 Screen

Modes

There are four game modes in Mario Kart: Double Dash!!

GRAND PRIX — Eight karts race through four courses for total points. (▶▶ pgs. 25-26)

TIME TRIALS — Select a course, and race a set number of laps to see how fast you can finish. (▶▶ pgs. 27-28)

VERSUS — The only karts on the track are controlled by human players. Choose the course and get started. (▶▶ pg 29)

BATTLE — This mode is for player-controlled karts only. There are three types of battle games. (▶▶ pgs.32-35)

ABOUT THE PAUSE MENU (FOR PLAYER 1 ONLY)

You can press START/PAUSE mid-race to halt the game, display the pause menu, and quit playing.

Pick selections with ⊙.
Confirm with Ⓐ.

Continue	Return to game play.
Quit	Return to the title screen.
Restart	Begin the race again.
Change Course	Return to the Select Course screen.
Change Stage	Return to the Select Stage screen.
Change Characters	Return to the Select Character Combination screen.
Change Battle	Return to the Select Battle screen.
Next Course	Continue on to the next course.
Award Ceremony	Continue on to the award ceremony.
View Replay From Start	View the replay you're watching from the beginning.
Retry	Race the same course with the same conditions as before.
Save Ghost	Save ghost data. (▶▶ pg. 28)

BOWSER JR. — LIGHT

An energetic troublemaker who's ready to drive out of his father's shadow.

BOWSER — HEAVY

Mario's archnemesis. Will racing with his son make him behave better?

Special Item
BOWSER'S SHELL

An awe-inspiring giant shell! As it careens down the road, slamming and ramming into karts, it's the very image of Bowser himself.

WALUIGI — MEDIUM

Ever fond of sneaky, underhand attacks, he's in his element when he's armed with a Bob-omb.

WARIO — HEAVY

Wario's ready to cruise in his purple pride and joy. Its top speed is over 280 mph! ...But for the Mario Kart Grand Prix, its engine has been tuned down.

Special Item
BOB-OMB

Take aim and give your opponents an explosive surprise. Mess up, and you might just hit yourself! This item's dangerous...

Kart Characteristics

Just like the characters, karts are divided into three classes—light, medium, and heavy. Characters cannot ride in karts that are smaller than they are. This chart illustrates which characters can ride in which karts.
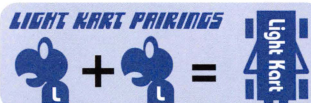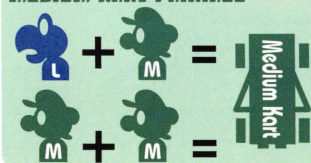
CHARACTERS AND KARTS
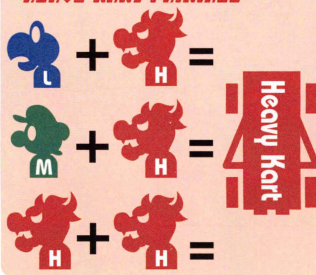
L Light Character

M Medium Character

H Heavy Character

LIGHT KART PAIRINGS

L + L = Light Kart

MEDIUM KART PAIRINGS

L + M = Medium Kart

M + M = Medium Kart

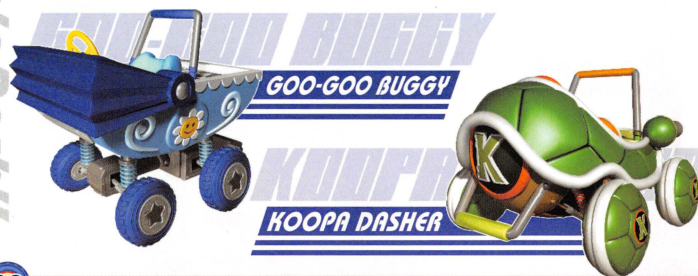**HEAVY KART PAIRINGS**

L + H = Heavy Kart

M + H = Heavy Kart

H + H = Heavy Kart

LIGHT KART CHARACTERISTICS

Light karts have good acceleration but fairly low top speeds. They don't lose too much speed when they go off course.

GOO-GOO BUGGY

KOOPA DASHER

MEDIUM KART CHARACTERISTICS

Medium karts have average acceleration and top speeds.

RED FIRE

HEART COACH

TURBO YOSHI

HEAVY KART CHARACTERISTICS

Heavy karts have poor acceleration but great top speeds. They send light and medium karts bouncing away if they hit them and lose a lot of speed when they go off-road.

DK JUMBO

KOOPA KING

WARIO CAR