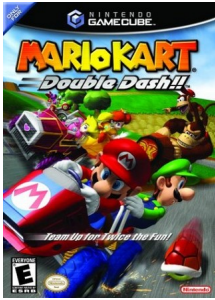


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[Mario Kart: Double Dash!! Unlockables, Secrets and Glitches \(GameCube\)](#)

Four-wheeled Mario tries to reach the podium

Mario Kart: Double Dash!! is a racing video game developed and published by Nintendo for the GameCube. It is the fourth game in the [Mario Kart](#) series. Like previous entries in the series, players choose from a cast of Nintendo characters who are split into different weight classes: light, middle, or heavy. The player's character choice affects which karts can be ridden and which special items they'll be given. Double Dash builds and improves on its predecessors in many ways, the most prominently featured of which is the ability and requirement that each Kart carry two riders; a driver and a gunner. Unlike the other Mario Kart games, this game does not include hopping. Aside from the many kart drivers available, numerous other Nintendo characters play minor roles in the game. **Unlockables**
New start "Thanks for playing" screenTo get a new start and "Thanks for playing" screen you have to beat all cup tour on every difficulty (50cc,100cc,150cc, and mirror mode).

Racing RewardsTo unlock everything, just win Gold on every Cup in every difficulty. All Cup Tour (All 4 Cups in one) - Finish the Special Cup in 150CC Alternative "Thanks for Playing" Screen - Earn Gold trophies for all cups in all race classes Alternative Start Screen - Earn Gold trophies for all cups in all race classes Barrel Train (Diddy Kong's Kart) - Finish the Star Cup in 150CC Bloom Coach (Daisy's Kart) - Finish the Flower Cup in 50CC Boo Pipes (King Boo's Kart) - Finish the Special Cup in Mirror Mode Bullet Blaster (Bowser Jr.'s Kart) - Finish the Special Cup in 50CC Green Fire (Luigi's Kart) - Finish the Mushroom Cup in 50CC King Boo, Petey Piranha, Piranha Pipes (Petey Piranha's Kart) - Finish the Star Cup in Mirror Mode Luigi's Mansion (Battle Mode Arena) - Finish the Mushroom Cup in 150CC Mirror Mode (Selectable at the CC selection) - Finish the All Cup Tour in 150CC Para Wing (Koopa Paratroopa's Kart) - Finish the Star Cup in 50CC Parade Kart (Belongs to Toadsworth, but he doesn't race) - Finish the All Cup Tour in Mirror Mode Rattle Buggy (Baby Luigi's Kart) - Finish the Mushroom Cup in 100CC Special Cup (Wario Colosseum/Dino Dino Jungle/Bowser's Castle/Rainbow Road) - Finish the Star Cup in 100CC Tilt-A-Kart (Battle Mode Arena) - Finish the Flower Cup in Mirror Mode Toad, Toadette, Toad Kart (Toad's Kart) - Finish the Special Cup in 100CC Toadette Kart (Toadette's Kart) - Finish the Mushroom Cup in Mirror Mode Turbo Birdo (Birdo's Kart) - Finish the Flower Cup in 150CC Waluigi Racer (Waluigi's Kart) - Finish the Flower Cup in 100CC **Staff Ghosts**To unlock the staff ghost for each time trial track, beat the following times. Be sure that the "Time Trial Ghost" option in the options is turned on at the time of completion. Baby Park Ghost - Beat a time of 1:14.000 Bowser's Castle Ghost - Beat a time of 2:47.000 Daisy Cruiser Ghost - Beat a time of 1:55.000 Dino Dino Jungle Ghost - Beat a time of 2:03.000 DK Mountain Ghost - Beat a time of 2:15.000 Dry Dry Desert Ghost - Beat a time of 1:53.000 Luigi Circuit Ghost - Beat a time of 1:29.000 Mario Circuit Ghost - Beat a time of 1:44.000 Mushroom Bridge Ghost - Beat a time of 1:34.000 Mushroom City Ghost - Beat a time of 1:53.000 Peach Beach Ghost - Beat a time of 1:23.000 Rainbow Road Ghost - Beat a time of 3:19.000 Sherbet Land Ghost - Beat a time of 1:28.000 Waluigi Stadium Ghost - Beat a time of 2:02.000 Wario Colloseum Ghost - Beat a time of 2:24.000 Yoshi's Circuit Ghost - Beat a time of 2:02.000 **Easter Eggs**
Japanese Contest codeAfter completing a Time Trial race (When it says Retry, Change Track, etc.), press L,R,L,R,X,Y,X,Y,Z. The code that pops up was for a Japanese contest. Totally useless, but it's interesting that they forgot to take that out.
Glitches
Pipe Plaza GlitchIn the balloon battle mode on the Pipe Plaza map. if an enemy hits you into a pipe with their weapon, and you are thrown through the pipe then you will not lose a balloon. Instead, you will come out

of the pipe with stars around you and it will appear as though you just drove through the pipe. **Secrets Mario Circuit Goomba Boosts** If the Goombas on Mario Circuit are hit with a turtle shell, they will be squished into the ground and a boost will fly off them. If a thunderbolt is used on the course, it will squish them all and there will be several boosts lying in that area. It doesn't work the same as the mushroom cars; if you hit a goomba they stay solid and you spin around a bit. Turtle shells are your best bet. **Mushroom City Quick Boosts** As you may have noticed on the Mushroom City course, among the traffic are vehicles shaped/colored like the Mushroom items. If you run into them, you don't spin out like you would against other cars; rather a Mushroom is thrown from the back for you to collect/use for a quick boost! **Rainbow Road Falling Stars** You may have noticed there are a lot of stars on Rainbow Road. And many of them fall. And some of those that fall fall on the track. Where those stars fall, they turn into star items, just sitting there. Some of these are dangerously close to the edge, but if you can get one (especially when you're already near the front and there's no other way to get one) it's a nice bonus. Only problem is that they're the same color as banana peels, so be sure before you run over something yellow! **Turbo Boost after Lakitu Retrieval** If you fall off the track or get stuck underwater for more than a couple moments, Lakitu comes to pull you out and place you on the track again. When he picks you up, wait until just before you touch the track again, then press the acceleration and you'll get a turbo boost if you timed it correctly. Here's a demented dash during the Mushroom Cup: