

welcome to Ultimate Rewards™ the rewards program you've been waiting for exclusively for Chase cardmembers.

Learn More >



CHASE ultimate rewards.



Mario Kart 64

(Last updated: April 23, 1999)



Strategy Guide Glitches

- Mirrored courses

Win the gold cup in the 150cc class. Then, reset the Nintendo 64 system. If done correctly, the title screen will change to confirm that mirrored courses are enabled. Enter the 150cc option under GP mode to access the courses. Note: When racing the mirrored Toads' Turnpike, you will be going against the traffic.

- Mario 64 castle

On the Royal Raceway course, follow the yellow road to the right of the big jump to reach the castle from Mario 64.

- View Mario Raceway record

At the title screen, press R to see the best time trial record for Mario Raceway.

- Course ghost racers

Enter time trial mode and complete a course, beating the time indicated below. Then, choose "Retry" to race the course again. The phrase "Now Meet the Course Ghost" will appear. The course ghosts are automatically saved to the cartridge for future replay without beating the course time again.

Course	Time
Mario Raceway	1'30"00
Lulgi Raceway	1'52"00
Royal Raceway	2'40"00

- Hints

Air increase

Line your kart up directly behind another next racer. Wisps of air will appear from the sides of your kart. The small speed increase that your kart will gain should be enough to pass the racer that is being followed.

Turbo start

At the instant between the dimming of the second light and the flashing of the blue light at the start of the race, press A to accelerate. If done correctly, your kart will rapidly accelerate ahead of the other racers. Note: Accelerating too soon will result in a spin out.

Turbo boost slide

To slide around a corner, hold R and press the Analog-stick to steer in the direction of the turn, then to the opposite direction. If done correctly, the smoke from your kart will change from white to yellow. Continue to hold R and repeat the steering motion with the Analog-stick to change the smoke from yellow to red. Release R once the smoke becomes red. Now the speed of your kart should increase for a few seconds.

Banana peel recovery

When a banana peel is run over, immediately hold the brake for one second, then accelerate to avoid skidding or losing a balloon in battle mode.

Quick restart

After falling off a course, watch as Lakita places your kart back on the track. When your kart is two or three tire widths from the track, press A to immediately resume the race.

Game Shark Codes

EXHIBIT 14



LADAN AGE 42

- Hair Loss
- Joint Pain
- Very Tired

Could I have Lupi

Get the whole story.



P1 Always Last Place	81164390 FFFF 81164392 FFFF
P2 Always Last Place	81164394 FFFF 81164396 FFFF
P3 Always Last Place	81164398 FFFF 8116439A FFFF
P4 Always Last Place	8116439C FFFF 8116439E FFFF
P1 Cannot Use Weapons	80165F5D 01B2 80165F8A 01B2
P2 Cannot Use Weapons	8016603D 01B2 8016606A 01B2
Shadow Items	80165F1A 0000
Logo Loop	8018EDE0 0001
Automatic Mario	8018EDE8 0001
Cannot Select Cup	8018EDEC 0001
Crazy Items	80165F1D 000F 80165F6D 000F
No Eighth Place (It Removes Yoshi Or Luigi)	81164399 0005
Press GS Button For Debug Menu	8818EDEF 0002
Press GS Button For a Purple Title Screen	881EEDC4 0002
Press GS Button For Smear'd Title Screen	881FEDC4 0002
Press GS Button at Title Screen to Lower Flag	8818EDD9 0002
Press GS Button at Title Screen For Even Lower Flag	8818EDD8 0002
Press GS Button at Title Screen For Flag to Left	818EDD1 0002
Press GS Button at Title Screen For Flag to Right	8818EDD5 0002
Press GS Button at Title Screen For Tilt Flag Forward	8818EDCD 0002
Press GS Button at Title Screen For Move Flag Up	8818EDC9 0002
Press GS Button at Title Screen For Shrink Flag	8818EDC5 0002
Press GS Button at Title Screen For No Flag	8818EDC4 0002
Press GS Button at Title Screen For Big Flag	8818EDC2 0002
Press GS to Play 2 Players in 1 Player Game	8918EDE4 0003 8918EDE4 0001 8918EDE4 0005 8918EDE4 0007
Lap Modifier Codes	
No Laps To Race P1	81164390 0000 81164392 0002
No Laps To Race P2	81164394 0000 81164396 0002
No Laps To Race P3	81164398 0000 8116439A 0002
No Laps To Race P4	8116439C 0000 8116439E 0002
Press GS Button For One Lap To Race P1 [Note 1]	89164390 0000 89164392 0001
Press GS Button For One Lap To Race P2 [Note 1]	89164394 0000 89164396 0001
Press GS Button For One Lap To Race P3 [Note 1]	89164398 0000 8916439A 0001
Press GS Button For One Lap To Race P4 [Note 1]	8916439C 0000 8916439E 0001
P1 & P2 Mode Only	
Weapon Modifier P1 [Note 2]	80165F5D 00?? 80165F8A 00??
Weapon Modifier P2 [Note 2]	8016603D 00?? 8016606A 00??
P3 & P4 Mode Only	
Weapon Modifier P1 [Note 2]	8016611D 00?? 8016614A 00??
Weapon Modifier P2 [Note 2]	801661FD 00?? 8016622A 00??
Weapon Modifier P3 [Note 2]	801662DD 00?? 8016630A 00??
Weapon Modifier P4 [Note 2]	801663BD 00?? 801663EA 00??
Balloon Codes [Note 3]	
Infinite Balloons P1	8118D8C0 0002
Infinite Balloons P2	8118D8C2 0002
Infinite Balloons P3	8118D8C4 0002
Infinite Balloons P4	8118D8C6 0002
GS Button For Balloon Number Modifier P1	8918D8C1 00??
GS Button For Balloon Number Modifier P2	8918D8C3 00??
GS Button For Balloon Number Modifier P3	8918D8C5 00??
GS Button For Balloon Number Modifier P4	8918D8C7 00??
The Bomb Codes [Note 4]	
P1 Always The Bomb	8118D8C0 FFFF
P2 Always The Bomb	8118D8C2 FFFF
P3 Always The Bomb	8118D8C4 FFFF
P4 Always The Bomb	8118D8C6 FFFF
Character Codes	
P1 Character Modifier	8018EDE4 00??
P2 Character Modifier	8018EDE5 00??

P3 Character Modifier	8018EDE6 00??
P4 Character Modifier	8018EDE7 00??
Always Have 46 Points Codes	
Mario	8118D9C8 002D
Luigi	8118D9C9 002D
Yoshi	8118D9CA 002D
Toad	8118D9CB 002D
D.K.	8118D9CC 002D
Wario	8118D9CD 002D
Peach	8118D9CE 002D
Bowser	8118D9CF 002D
Quantity Digits to Accompany Character Modifier Codes	
01 - Mario 02 - Luigi 03 - Peach 04 - Toad 05 - Yoshi 06 - D.K. 07 - Wario 08 - Bowser	
Quantity Digits to Accompany Weapon Modifier Codes	
00 - Nothing 01 - Single Banana 02 - Multi Bananas 03 - Single Green Shell 04 - 3 Green Shells 05 - Single Red Shell 06 - 3 Red Shells 07 - Blue Shell 08 - Lightning Belt 09 - Upside Down ? 0A - Star 0B - Ghost 0C - Single Mushroom 0D - 2 Mushrooms 0E - 3 Mushrooms 0F - Gold Mushroom	

Note 1: Press the GS button after passing the starting line.

Note 2: Sometimes this code glitches in battle mode, when using an item that you cannot normally get.

Note 3: With this code, the amount of balloons are not reflected on the screen.

Note 4: With these codes, you will not be a bomb on the screen, nor can you kill others by running into them.



[Back To Nintendo 64 Index](#)

We can help! **Get your creative degree.**

HOME | NETWORK | CONTACT



Searching for Top Hotel Deals
*** IN NEW YORK

March 26, 2010

Cheat Index

Titles beginning with

View

- PC
- Playstation 2
- XBox
- Gamecube
- Playstation
- Dreamcast
- Nintendo 64
- Gameboy Advance
- Gameboy

Mario Kart 64

Mirrored courses

Win the gold cup in the 150cc class. Then, reset the Nintendo 64 system. If done correctly, the title screen will change to confirm that mirrored courses are enabled. Enter the 150cc option under GP mode to access the courses. Note: When racing the mirrored Toads' Turnpike, you will be going against the traffic.

Mario 64 castle

On the Royal Raceway course, follow the yellow road to the right of the big jump to reach the castle from Mario 64.

View Mario Raceway record

At the title screen, press R to see the best time trial record for Mario Raceway.

Course ghost racers

Enter time trial mode and complete a course, beating the time indicated below. Then, choose "Retry" to race the course again. The phrase "Now Meet the Course Ghost" will appear. The course ghosts are automatically saved to the cartridge for future replay without beating the course time again.

Course	Time
Mario Raceway	1'30"00
Luigi Raceway	1'52"00
Royal Raceway	2'40"00

Hints

Air increase

Line your kart up directly behind another next racer. Wisps of air will appear from the sides of your kart. The small speed increase that your kart will gain should be enough to pass the racer that is being followed.

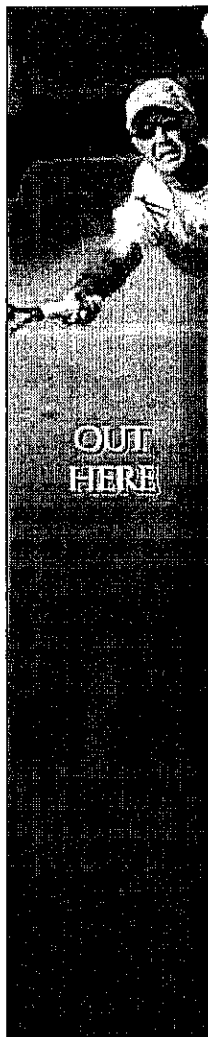
Turbo start

At the instant between the dimming of the second light and the flashing of the blue light at the start of the race, press A to accelerate. If done correctly, your kart will rapidly accelerate ahead of the other racers. Note: Accelerating too soon will result in a spin out.

Turbo boost slide

- [Message Board](#)
- [Chat Room](#)
- [Mailing List](#)

- [Cheat Masters](#)
- [PS2 Cheats](#)
- [Cheatoogle](#)
- [CheatBot](#)
- [Xtreme Cheats](#)
- [24hr Gamers](#)
- [AceGaming](#)
- [Cheat Codes For...](#)
- [Trade Lair](#)
- [XBox Cheat Codes](#)
- [Gamers Gateway](#)
- [PS2 Replay](#)



To slide around a corner, hold R and press the Analog-stick to steer in the direction of the turn, then to the opposite direction. If done correctly, the smoke from your kart will change from white to yellow. Continue to hold R and repeat the steering motion with the Analog-stick to change the smoke from yellow to red. Release R once the smoke becomes red. Now the speed of your kart should increase for a few seconds.

Banana peel recovery

When a banana peel is run over, immediately hold the brake for one second, then accelerate to avoid skidding or losing a balloon in battle mode.

Quick restart

After falling off a course, watch as Lukita places your kart back on the track. When your kart is two or three tire widths from the track, press A to immediately resume the race.

Game Shark Codes

P1 Always Last Place	81164390 FFFF81164392 FFFF
P2 Always Last Place	81164394 FFFF81164396 FFFF
P3 Always Last Place	81164398 FFFF8116439A FFFF
P4 Always Last Place	8116439C FFFF8116439E FFFF
P1 Cannot Use Weapons	80165F5D 01B280165F8A 01B2
P2 Cannot Use Weapons	8016603D 01B28016606A 01B2
Shadow Items	80165F1A 0000
Logo Loop	8018EDE0 0001
Automatic Mario	8018EDE8 0001
Cannot Select Cup	8018EDE0 0001
Crazy Items	80165F1D 000F80165F6D 000F
No Eighth Place (It Removes Yoshi Or Luigi)	81164399 0005
Press GS Button For Debug Menu	8818EDEF 0002
Press GS Button For a Purple Title Screen	881EEDC4 0002
Press GS Button For Smearred Title Screen	881FEDC4 0002
Press GS Button at Title Screen to Lower Flag	8818EDD9 0002
Press GS Button at Title Screen For Even Lower Flag	8818EDD8 0002
Press GS Button at Title Screen For Flag to Left	818EDD1 0002
Press GS Button at Title Screen For Flag to Right	8818EDD5 0002
Press GS Button at Title Screen For Tilt Flag Forward	8818EDCD 0002
Press GS Button at Title Screen For Move Flag Up	8818EDC9 0002
Press GS Button at Title Screen For Shrink Flag	8818EDC5 0002
Press GS Button at Title Screen For No Flag	8818EDC4 0002
Press GS Button at Title Screen For Big Flag	8818EDC2 0002
Press GS to Play 2 Players in 1 Player Game	8918EDE4 00038918EDE4 00018918EDE4 00058918EDE4 0007
Lap Modifier Codes	
No Laps To Race P1	81164390 000081164392 0002
No Laps To Race P2	81164394 000081164396 0002



No Laps To Race P3	81164398 00008116439A 0002
No Laps To Race P4	8116439C 00008116439E 0002
Press GS Button For One Lap To Race P1 [Note 1]	89164390 000089164392 0001
Press GS Button For One Lap To Race P2 [Note 1]	89164394 000089164396 0001
Press GS Button For One Lap To Race P3 [Note 1]	89164399 00008916439A 0001
Press GS Button For One Lap To Race P4 [Note 1]	8916439C 00008916439E 0001
P1 & P2 Mode Only	
Weapon Modifier P1 [Note 2]	80165F5D 00?? 80165F8A 00??
Weapon Modifier P2 [Note 2]	8016603D 00?? 8016606A 00??
P3 & P4 Mode Only	
Weapon Modifier P1 [Note 2]	8016611D 00?? 8016614A 00??
Weapon Modifier P2 [Note 2]	801661FD 00?? 8016622A 00??
Weapon Modifier P3 [Note 2]	801662DD 00?? 8016630A 00??
Weapon Modifier P4 [Note 2]	801663BD 00?? 801663EA 00??
Balloon Codes [Note 3]	
Infinite Balloons P1	8118D8C0 0002
Infinite Balloons P2	8118D8C2 0002
Infinite Balloons P3	8118D8C4 0002
Infinite Balloons P4	8118D8C6 0002
GS Button For Balloon Number Modifier P1	8918D8C1 00??
GS Button For Balloon Number Modifier P2	8918D8C3 00??
GS Button For Balloon Number Modifier P3	8918D8C5 00??
GS Button For Balloon Number Modifier P4	8918D8C7 00??
The Bomb Codes [Note 4]	
P1 Always The Bomb	8118D8C0 FFFF
P2 Always The Bomb	8118D8C2 FFFF
P3 Always The Bomb	8118D8C4 FFFF
P4 Always The Bomb	8118D8C6 FFFF
Character Codes	
P1 Character Modifier	8018EDE4 00??
P2 Character Modifier	8018EDE5 00??
P3 Character Modifier	8018EDE6 00??
P4 Character Modifier	8018EDE7 00??
Always Have 46 Points Codes	
Mario	8118D9C8 002D
Luigi	8118D9C9 002D
Yoshi	8118D9CA 002D
Toad	8118D9CB 002D
D.K.	8118D9CC 002D
Wario	8118D9CD 002D
Peach	8118D9CE 002D
Bowser	8118D9CF 002D
Quantity Digits to Accompany Character Modifier Codes	
01 - Mario02 - Luigi03 - Peach04 - Toad05 - Yoshi06 - D.K.07 - Wario08 - Bowser	
Quantity Digits to Accompany Weapon Modifier Codes	
00 - Nothing01 - Single Banana02 - Multi Bananas03 - Single Green Shell04 - 3 Green Shells05 - Single Red Shell06 - 3 Red Shells07 - Blue Shell08 - Lightning Bolt09 - Upside Down '0A - Star0B -	

Ghost0C - Single Mushroom0D - 2 Mushrooms0E - 3
Mushrooms0F - Gold Mushroom

Note 1: Press the GS button after passing the starting line.

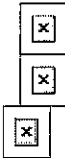
Note 2: Sometimes this code glitches in battle mode, when using an item that you cannot normally get.

Note 3: With this code, the amount of balloons are not reflected on the screen.

Note 4: With these codes, you will not be a bomb on the screen, nor can you kill others by running into them.

BACK	MESSAGE BOARD	PAGE TOP
----------------------	-------------------------------	------------------------------

[PRINT THIS PAGE](#)



All content Copyright 2003 [Lair-Alliance.net](#) [Privacy Policy](#) Designed by [StyleWright](#)