Mario Kart Super Circuit Tips/Tricks Guide

by mattd89   Updated to v1.00 on Apr 16, 2004

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++----------------------------------------------------------------------++
++----------------------------------------------------------------------++
||                                                                      ||
||                    Mario Kart Super Circuit (GBA)                    ||
||               Tricky Techniques 101 (Tips and tricks guide)          ||
||          By Matthew Dent (matthew_d_89[at]yahoo[dot]co[dot]uk)        ||
||            Version 1.00 (Last updated: 15:59 GMT 15/04/2004)          ||
||                                                                      ||
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>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
 >>   Contents                 >>
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>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>                >>>>>>>>>>>>>>>>>>>>
 >> 1 >> Introduction            >>                    >>  m_k_t_t_01  >>
  >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
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This 'Tricky Techniques 101' guide may sound a little odd at first, but it is just a tips and tricks guide for Mario Kart: Super Circuit for the GBA. Even though the instructions with the game provide a few tricks, and some other FAQS on this site, this guide is entirely dedicated to clever little tricks you can do whilst playing, so there are a lot more. There may be even some you didn't even know about!
Most of the tips and tricks here are quite useful, easy to remember and perform and they should help you with the game.
If there is something I missed, just tell me.
There are about 20 here, and there are evn little descriptive icons to help you.

This guide is still in early stages, so there is plenty of room for more ideas of your own, if you have one please DO NOT HESITATE TO ASK. It's you which makes these guides 10 times better than they are!

Enjoy!


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>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
 >> 1.1 >> Easy navigation        >>
  >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
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Each section is coded, so it is organized quite well. You can also easily
navigate to a section by using the search or find feature in whatever program
you are using. Now there is also a reference at the start of each chapter
which you can use if the search feature doesn't go to the chapter correctly.
It looks something like 'x_x_01'
This wasn't made up by me, it is a very good idea used in many other guides!

> If you are using Internet Explorer

Press CTRL + F to bring up the find box. Then enter the section number and
click 'Find Next' (You may have to click this twice). This is an easy way to
navigate the whole document. Remember, enter section number 1 for the contents

> If you are using a text editor or another browser

Open the find or search dialog and enter the section number to easily navigate
to it


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>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
 >> 1.2 >> Version history        >>
  >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
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LATEST VERSION - 15:59 GMT 15/04/2004 - Version 1.00 - First version of this
guide


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>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>                      >>>>>>>>>>>>>>>>>>
 >> 2 >> Tricky techniques         >>                      >>  m_k_t_t_02  >>
  >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
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Key:

These icons are found in the title at the right

[!] - Hard to perform
[&] - Useful on certain tracks only
[>] - Certain track sections only
[O] - Good timing required
[?] - Item from item block required
[^] - Should be performed on straight track only
[*] - Be careful
[~] - Rare/may take some time
[X] - Not in-race

```
+-------------------------------------------------------------+
|Fast start                                              [O]|
+-------------------------------------------------------------+
|To get off to a quick start just before the race begins  |
|or after Lakitu (Person in the cloud) picks you up, just |
|press the A button, either just before you are put back  |
|down, or just after the second light                     |
+-------------------------------------------------------------+


+-------------------------------------------------------------+
|Green shell distraction                        [>][?][*]|
+-------------------------------------------------------------+
|To create a distraction for other players, just get some |
|triple green shells. Then fire them all at once,         |
|especially if you are in a built up area with lots of    |
|walls or where lots of other players are together. Then, |
|the shells will cause a distraction for them and bounce  |
|off walls sometimes making them spin out and lose coins. |
|It's a great way to keep people out of the way, but be   |
|careful, because the shells sometimes hit you            |
+-------------------------------------------------------------+


+-------------------------------------------------------------+
|Stop spinning out                                   [!][O]|
+-------------------------------------------------------------+
|If you are about to spin out because you hit a banana    |
|skin or other obstacle, withour letting go of A, quickly |
|press B. If you did this right then a musical note will  |
|appear above your character, telling you you did it right|
+-------------------------------------------------------------+


+-------------------------------------------------------------+
|Get the spiked shell                                [?][~]|
+-------------------------------------------------------------+
|The spiked whell is very rare, but there is a way to get |
|it. When the race begins, go to an item block and wait   |
|until you are last. Then, keep going to the item block   |
|and using the items you get until you recieve the spiked |
|shell. It may take some time, but you can use it to clear|
|other people out of the way. You can then use the        |
|remaining laps to catch up, if you are quite fast        |
+-------------------------------------------------------------+


+-------------------------------------------------------------+
|Powerslide corners                                      [>]|
+-------------------------------------------------------------+
|To slide through corners on a track, just hold the R     |
|shoulder button whilst pressing < or >. You can then     |
|powerslide through them, keeping control very nicely     |
+-------------------------------------------------------------+


+-------------------------------------------------------------+
|Quickly clear off other players                         [?]|
+-------------------------------------------------------------+
|An easy way to quickly clear other players off the track |
|is by using an invincibility star. When you recieve this,|
|activate it and quickly hit as many other racers as      |
|possible. This will make them spin out, making you almost|
|always reach 1st, if you're quick enough                 |
+-------------------------------------------------------------+
```

```
+------------------------------------------------------------+
|Extra speed boost                      [^][>][?][O][*]|
+------------------------------------------------------------+
|When you get near to a section with a speed booster on   |
|track, you can go extra fast. If it leads up to a jump,  |
|you can usually jump higher also. If you have a mushroom,|
|use it just as you hit the speed boost and you will go   |
|much faster and jump higher if there is a jump plate.    |
|Sometimes you can even jump to other sections of the     |
|track and take a shortcut                                |
+------------------------------------------------------------+


+------------------------------------------------------------+
|Item shield                                    [?]|
+------------------------------------------------------------+
|When you get triple shells of any colour, once they are  |
|out they provide a shield against other players. But also|
|single shells provide a sheild. When you have one, just  |
|hold the L shoulder button and it will place it behind   |
|you. Then, when a player hits you, they will spin out or |
|when a shell hits you, you will be protected. During this|
|time you can always pick up other items for later use    |
+------------------------------------------------------------+


+------------------------------------------------------------+
|Push back other racers                        [O][?]|
+------------------------------------------------------------+
|If you have a racer right at the back of you, just get a |
|banana skin and if you release it at just the right      |
|moment, they will not be able to avoid it and will       |
|immediately slip on it                                   |
+------------------------------------------------------------+


+------------------------------------------------------------+
|Plant a 'Sleeping shell'                      [*][?]|
+------------------------------------------------------------+
|If you have a red or spiked shell, you can plant a       |
|'Sleeping shell' (This is just a name I gave it) which   |
|will stay in one position and when a rider goes near it, |
|it will chase after them. Just hold L and press DOWN to  |
|keep it there. Be careful you don't hit it though, as it |
|will cause you to spin out                               |
+------------------------------------------------------------+


+------------------------------------------------------------+
|Quick U-Turn                                       [O]|
+------------------------------------------------------------+
|If you are the wrong way round or want to quickly turn in|
|the opposite direction for some reasons, just hold A, B  |
|and < or >. You will then quickly spin round letting you |
|easily continue                                          |
+------------------------------------------------------------+


+------------------------------------------------------------+
|Double spin-out                             [O][?][*]|
+------------------------------------------------------------+
|If you have hit someone with a shell, when they have spun|
|out and when you are close enough, hit them again to make|
|them spin out twice, and sometimes pucshing them into a  |
```

```
|hole or off the track. Be careful that you don't fly off |
|the edge or into a hole also!                            |
+---------------------------------------------------------+


+---------------------------------------------------------+
|Advanced shell warning                    [!][O][*][~]|
+---------------------------------------------------------+
|Sometimes when a red shell is coming towards you, you may|
|see it right behind you. At this time, you may be able to|
|avoid being hit, although this is quite rare. If you see |
|it behind you, try just continuing in a straight line,   |
|quickly turning or even going down a hole (At least you  |
|can get a speed boost when you come back up and not lose |
|coins). This may take some practise                      |
+---------------------------------------------------------+


+---------------------------------------------------------+
|Quickly get out of water                             [~]|
+---------------------------------------------------------+
|When you have gone into water, on a beach track or one   |
|where there is a soft edge, if you have not gone too far |
|in you may be able to quickly get back on the track      |
|without waiting for Lakitu. If you are near the edge,    |
|just continue accelerating with A and steering. The      |
|screen should be in the correct direction for you. This  |
|will probably take a lot of practise                     |
+---------------------------------------------------------+


+---------------------------------------------------------+
|Quickly get to 1st at start                       [O][^]|
+---------------------------------------------------------+
|At the start you are usually last, but you can quickly   |
|get to first. When everyone else has gone, if you are on |
|straight track keep to the side and you will get to first|
|with no trouble                                          |
+---------------------------------------------------------+


+---------------------------------------------------------+
|Take a water shortcut                       [&][>][O][*]|
+---------------------------------------------------------+
|On some tracks, you can quickly hop across short water   |
|sections. Just keep going through at constant speed, and |
|if it is short (No larger than 3-Kart widths), then you  |
|can go across it without sinking and sometimes pick up   |
|items                                                    |
+---------------------------------------------------------+


+---------------------------------------------------------+
|Stop random items                                    [?]|
+---------------------------------------------------------+
|When you get an item block, at any time press L to stop  |
|a random item being chosen and use the item shown        |
+---------------------------------------------------------+


+---------------------------------------------------------+
|Character screen tricks                              [X]|
+---------------------------------------------------------+
|On the character screen, press L to make your character  |
|fire a shell, R to jump or SELECT to sound the horn      |
+---------------------------------------------------------+
```

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+----------------------------------------------------------+
|Get extra tracks                                      [X]|
+----------------------------------------------------------+
|To recieve extra tracks for a cup in Mario GP mode,      |
|unlocking the SNES tracks, just get at least 100 coins or|
|more in that cup, or at least 25 or more on each track   |
+----------------------------------------------------------+


+----------------------------------------------------------+
|Place banana skins forward                         [?][*]|
+----------------------------------------------------------+
|If for any reason you want to place a banana skin        |
|forwards, just hold L and ^. Be careful you don't slip on|
|it!                                                      |
+----------------------------------------------------------+




>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>                       >>>>>>>>>>>>>>>>>>>>
 >> 3 >> Thanks to...              >>                      >>  m_k_t_t_03  >>
  >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>


Thanks to all these people for helping with this guide... If you believe you
have been missed off or need a credit mention, or would like your name changed,
please feel free to contact me


[No credit mentions yet]




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 >> 4 >> Important copyright and usage information >>      >>  m_k_t_t_04  >>
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will be happy to help



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 and any other related items are the copyrighted works of Nintendo in the UK
 and other countries
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