

Mario Kart Super Circuit FAQ/Walkthrough

by Yoshi

Updated to v1.0 on Apr 19, 2002

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FAQ/Walkthrough

For the Gameboy Advance

04/18/02

Version 1.0

By Yoshi (yoshi13n@yahoo.com)

Table of Contents

- a. What's New
- b. Characters
- c. Items
- d. Tracks
- e. Secrets
- f. Credits
- g. Contact

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What's New

Version 1.0
Everything you see now..the next version will include the tracks and that will
be the end of it :).

Characters

Mario
Speed: 000--
Weight: 000--

Luigi
Speed: 000--
Weight: 000--

Peach
Speed: 00000
Weight: 0----

Toad

Speed: 00000
Weight: 0----

Yoshi
Speed: 0000-
Weight: 00---

Donkey Kong
Speed: 00---
Weight: 0000-

Wario
Speed: 0----
Weight: 00000

Bowser
Speed: 0----
Weight: 00000

Items

Green Shell

The regular green Koopa shell is a weapon that can be either shot in front or in back of you and travels in a straight line. It will then bounce off the walls of the track and can stand a chance of hitting you, so be careful.

Triple Green Shell

With this item, three green shells will rotate around you and act like a shield to protect you from items from other racers. You can also shoot these out one by one to have them act like a normal green shell.

Red Shell

Unlike the green shell, this weapon has a homing function that zeroes in on the racer right in front of you. However, track walls and ramps on more complicated tracks can confuse this very useful item.

Triple Red Shell

Similar to the Triple Green Shell, this item spawns three Red Shells that rotate around you as a shield. They too can be fired off to home in on enemies that are ahead of you.

Spiked Shell

This is a rather rare item, but what it does is home in on the racer that is in first place and causes them to spin out.

Banana

The bananas can be used to cause another racer to spin out. They can be dropped either in back of you or tossed ahead. If you happen to hit one, before you start spinning, release the gas and tap the breaks. If you are quick enough you can recover from the spin.

Mushroom

The super mushroom will give you a quick turbo boost when it is used.

Lightning

Another rare item, this will cause all of the other racers on the track to shrink in size while you speed past them.

Ghost

The ghost item both makes you invisible to other races, and also has the chance of stealing an item from an enemy while slowing them down.

Star

Just as in the Mario games, the star item makes you invincible. When you are invincible, enemy weapons will not harm you and you can cause another racer to spin out just by hitting them.

----- Tracks

Coming in Next Version

----- Secrets

Unlock Classic SNES Tracks in GP Mode

In order to unlock each classic cup you must first complete the entire circuit one time with at least a gold in each race. Then play through that each cup one more time and collect at least 100 coins and the Classic SNES version of that cup will then be unlocked.

Unlock Classic SNES Tracks in Time Trial

Once you have unlocked the SNES tracks in 150cc you will then be able to play through them in the Time Trail mode.

Change Title Screen Colors

After you complete 150cc with all golds, the title screen will change from blue to orange.

Boost From Starting Line

A common move in all Mario Kart games is the ability to boost right from the starting line. This is done the same way in the GBA version of the game. To do it, you need to press the accelerator as soon as the green light comes on. You need perfect timing to do it, but if you do you'll boost ahead of the other racers right at the start.

----- Credits

Yoshi - I wrote this..

----- Contact

AIM- Aethocyn
MSN- Aethocyn@hotmail.com