

Mario Kart Super Circuit FAQ

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Mario Kart Super Circuit

Version 1.7

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1. Intro

Mario Kart Super Circuit is one of the many "Mario Kart" games out and is exclusive to the Gameboy Advanced system.If you've played Mario Kart, Mario Kart 64, Mario Kart Double Dash!! then you know what to expect.

2. How to Play

Your Basic controls

```
-----  
/ _L_ /                               \ _R_ \  
|                                         |  
|           |тттттттттттттттттттт|           | | |
|           |           |           A           |  
|   _|_   |           |           B           |  
|   |   |           |           |           |  
|           |_____ | Start           |  
|           GameBoy Advance Select           |  
\_____ /
```

A: Confirms Selections, Acceleration Button

B: Back Button, Brakes

D-Pad: Selects options, Turns Kart

L: Switches between Super-Circuit Tracks and SNES Tracks, Item trigger

R: Switches between Super-Circuit Tracks and SNES Tracks, Jump Button, [hold]Power Sliding

Start: confirms Selections, Pauses the Game

Select: Can be used to select options, Honk

=====
Game Modes
=====

If you've played other Mario Kart games then you know the deal.

Modes
-> 1p <-

Mario Grand Prix

The standered mode of play. You race on four diffrent races accumulating points as you go depending on what you place at the finish.

+Points+

Winning is all about points. Points are awarded by finishing in a race 4th place or up. Here is a scale on points.

- 1st -----> 9 pts
- 2nd -----> 6 pts
- 3rd -----> 3 pts
- 4th -----> 1 pts
- 5th and below> Falure. You recieve no points and must rechallenge the race.

Ranks

Ranks are diffrent than points. After finishing a cup you are awarded with a rank depending on your peformance on all four races. Here are the diffrent ranks you can get.

- *** -----> The highest rank. You have finished each race with all of your laps at "Time Trial" speed. You finished 1st on all races. You have collected 30 or more coins on each race.
- ** -----> Excellent! You are well on your way to the *** rank! You have good times, 1st on all races, and collected 27 or more coins on each track

- * -----> Very Good! This should be the goal of moderately skilled players. You have good times, 1st on all races, and collected 25 or more coins on all races.
- A -----> Good! This should be the goal of experienced players. You have decent times, may have finished 2nd on one race or collected 22 or more coins
- B -----> Decent. Newcomers make this your goal. Your times aren't your best but there good, finished 2nd on one race, and collected 20 or more coins.
- C -----> Fair. Some problems exists. Your times need some improvement, finished 2nd or 3rd on one or two tracks, and collected 17 coins or more on each track.
- D -----> Bad. Problems exists. Your times need improvement, finished 1st only on one track, and collected 14 or more coins on each track.
- E -----> Awful. You didn't even try. Your times need major improvement, never finished 1st on a track, never paid attention to coins.

 Coins

Coins are essential to each race and are a factor in ranks. Each coin increases your top speed little by little. Coins also act as a shield when bumping into other karts. When you bump into karts you drop a coin. If you run into other karts with no coins you will spin out.

 Items

Apart from having skill, items play a role in helping you win each race. Each item is different a unique in helping you. Here is a list of all the items

Stat Boosters

Mushrooms -> Gives you a boost for a short amount of time. Use caution with this on tracks in which you can fall off on

Stars -> Maxes out all of your stats (speed, turning, braking, ect.) and gives your kart temporarily invincibility. All karts you touch spin out. If you bump into others who have a star you will drop a coin as if both of you didn't have a star to begin with

Projectiles

Green Turtle Shell -> Launches straight forward bouncing off wall until it hits someone. Use this to knock out obstacles such as bananas or as a shield against other shells.

Red Turtle Shell -> Launches forward and targets the kart ahead of you. use this shell to knock out other karts out of your way

Spiny Shell -> The ultimate shell. Launches forward and targets the kart in 1st place. Anything in it's voilent path will get knock aside.

Triple Red/Greed shell -> Three of the same color.

Banana -> Cartoon's classic attack. Running across one will send you into a spin out. Use this as a shield at all time.

Special

Lightning -> Shrinks all characters to 1/4 their size. Speed is cut in half. if you get hit by a normal sized kart you will spin out. You will not be affected if your kart is off the track or if you have a star

Boo -> Makes you invisible; bananas and shells go right through you. Also steals an item from a random character. If you are below 1st place Boo will also chase down the player in 1st place and cut his or her speed in half.

Winning and Trophies

Upon completing all tracks your score will be added up and be awarded with a trophy or not. On the podium you recieve your trophy and see your statistics on the cup. Here's an example

```

                CONGRATULATIONS          (character's picture)          1ST
1ST
                                                    (Place in the cup)
(place)
```

```

(cup name and class)
MUSHROOM CUP 150CC
(race names)                (time)                (coins)
PEACHES CIRCUT.....1' 09"                37
SHY GUY BEACH.....1' 21"                29
RIVERSIDE PARK.....1' 29"                31
BOWSERS CASTLE 1.....0' 57"                39
```

Characters

There are eight characters to choose from on Mario Kart Super Circuit. Each one diffrent from one another. Experiment with each one and see which one suits you. Here is a list of all the characters.

Lightweight Class

Toad

Speed-> *****

Wheight-> *

Peach

Speed-> *****

Wheight-> *

Yoshi

Speed-> ****

Wheight-> **

Middleweight Class

Mario

Speed-> ***

Weight-> ***

Luigi

Speed-> ***

Weight-> ***

Heveywieght Class

Wario

Speed-> **

Weight-> ****

DK

Speed-> **

Weight-> ****

Bowser

Speed-> *

Weight-> *****

Engine Classes

As in every Mario Kart game there are the three Engine Classes to choose from. Basicly it's like setting the difficulty. Here's a list of the classes.

50cc -> Beginer Class. Choose this if you need to work on your competition skills while racing in one. Characters rarely use items. You and your opponets race at about 3/5 of your original speed.

100cc-> Intermediate Class. Choose this when you know the tracks fairly well and are ready to learn about using shortcuts and using items more wisely. Enemies tend to use items more but it should still be no problem. Do not get distracted if you hear someone yell out for getting hit or falling off the track.

150cc-> Advanced Class. Choose this when your ready to show off your

skills as a pro races are fast and furious. Enemies use items often and you should always be alert as you could get attacked when you least expect it then lose a race.

Time Trial Mode

Time Trail is you practice mode to learn all of the tracks, shortcuts, and the best techniques to get past each one. On all races your engine will be at 150cc

Ghost

Ghost are a replay of your best time on certain tracks. You can challenge them to beat your original time. You cannot attack ghost or bumb into them. You can save up to 10 ghost.

[!NOTE! Performing certain actions may cause you to lose the ability to save your ghost data. Doing so will cause the game to display a message stating that you cannot save your ghost data]

Quick Run

This is compition mode just for place. All that would apply to Mario Grand Prix Races apply here too. Points and ranks don't apply here.

->2p<-

Mario Grand Prix

Same as 1p Grand Prix except now you and a friend are racing for points long with 6 other opponets. The point, ranks, items, ect. are the same. If one of you fails the race but the other manages then both of you still proceed to the next race (the one who failed gets no points).

Vs.

Just you and you buddy go head to head just between each other. There are no other people.

Battle

You and your buddy go head to head to defeat each other using items. Each of you recieves 3 ballons which represent one life. You lose one ballon if you slip on a banana, get hit by a shell, or stay underwater too long. The first person to lose all of their ballons loses the battle. Four special Courses are availible in battle mode.

Ghost Exchange Mode

[!Note! this mode is only availible if both of you have a cartrige]

You and your buddy can trade ghost for a challenge when you want at any

time. Just like your ghost, your friends ghost cannot be attack in anyway. You can save up to 2 traded ghost.

->3p or 4p<-

Vs.

You and your buddies race along the tracks of the game. No computer opponets will appear here.

Battle

You and your buddies go head to head to defeat each other using items. The ballon system is the same with 2 player mode. If you lose all lives before a winner is determined then you become a bomb-omb. You can collect mushrooms from item boxes and you can run into people causing them to lose one life. Unlike the 64 version you can regenerate as a bomb-omb for as long as the battle continues.

->Single Pak Link 2-4p<-

If your friends do not have the game you can still link the game using this feature. Up to 4 players can participate in a Single Pak Link

Vs.

You race your buddies on 4 special tracks (Ex. Mushroom Cup) for place. No computer opponets will appear at all. No coins are available. All players must race as Yoshi. Only the first player can pause or make selections.

3. Cup Races

When you first play Mario Kart Super Curcuit only the first four cups are available to you. Under certain condiditons the Special Cup and the Ex. Cups will be unlocked.

+Super Circut Tracks+

->Mushroom Cup<-

Peaches Circuit Difficulty: *

A simple course for you to practice your turning skills. It is unlikely you will go off the track but it's still possible.

Hazardes

Trees

Shortcuts

No shortcuts are available at this time

Shy Guy Beach

Difficulty:*

This is your first course without a track to guide you. Just stay on the sand or shallow waters (indicated by a light blue water).

Hazardes

Trees

Crabs

Water

Meteors

Shortcuts

1. Before the second turn there is a small island with a lot of coins and a crab. Watch out for the crab

Riverside Park

Difficulty:**

This is your first dirt track. This is the most challenging track on the mushroom cup. With some practice you should be able to place 1st.

Hazardes

Trees

Water

Shortcuts

1. After the 1st U-turn in the track you should see an unfinished bridge to the right of the track. Use a boost to launch yourself to the other side.
2. At the end of the first shortcut there is water. Go backwards a little and you will find a little path of shallow water cutting across the turn

Bowser Castle 1

Difficulty:*

An easy track to finish for the last race of the mushroom cup. Avoid the lava as it is very hot and will burn you to crisp.

Hazardes

Thwomps

Lava

Fireballs

Gravel

Shortcuts

No shortcuts are available at this time

->Flower Cup<-

Mario Circuit Difficulty:*

This course is similar to Peach Circuit. Not much of a difference except the track is shaped different

Hazards

Trees

Shortcuts

1. At the end of the track there is a small strip of track like a pit stop with a boost pad (pads that give you a small boost).

Boo Lake Difficulty:***

This will definitely halt a newcomers progress. It's fairly easy to fall off the track and the walls do not provide very much strength.

Hazards

Limited Boundary

Shortcut

1. Right after the jumps you will turn and see a fork in the road. Before that you can see an invisible bridge (it glows blue sometime) that cuts part of the turn.
2. A little after the midway you will see the track U-turn. There is a small wooden bridge that cuts through this turn

Cheese Land Difficulty:**

Hmmm... this is one of the easier tracks in this cup but driving on cheese is not a good idea as its very slippery.

Hazards

Mice

Cheese Plie

Shortcuts

1. On the first turn you can jump to your right over the rainbow wall and skip the second jump

Bowser Castle 2 Difficulty:**

The final race of the flower cup. This doesn't provide much of a challenge but just avoid the dangers like in the first one and you'll do fine.

Hazardes

Thowmps

Lava

Fireballs

Limited Boundaries

Shortcuts

No shortcuts are availible at this time

->Lightning Cup<-

Luigi Circuit

Difficulty:***

Now things are starting to heat up. This is the most difficult "circuit" course on this game with many turns and hazardes.

Hazardes

Trees

Puddles

Shortcuts

1. At the second last turn in the track there is a cut in the rainbow wall.

Sky Garden

Difficulty:*

This by far the easiest track on the lightning cup. Just stay on the track and try not to fall off.

Hazardes

Limited Boundary

Bean Stalk

Shortcuts

1. A little way on the track you should see a jump plate and a lonely item box. Use a mushroom to jump off and cut across air to skip the turn.

Cheep-Cheep Island

Difficulty:**

Just like Shy Guy Beach but a little longer and harder. Same tactics apply here.

Hazardes

Crabs

Water

Shortcuts

1. Right before the fourth turn there is a very small jump plate. Use a

mushroom to cut across a major portion of the track.

Sunset Wilds

Difficulty:**

This is the only super circuit cup without a Bowser Castle track. This is a fairly simple course.

Hazards

Mud Puddles

Shy Guys

Shortcuts

1. The section with the Shy Guys there is a jump plate on the right against the rainbow wall. Use a mushroom to skip 2 turns.

->Star Cup<-

Snow Land

Difficulty:****

This is the most difficult track on the star cup. The snow will make it hard to keep a grip on the track surface.

Hazards

Snowmen

Frozen Puddles

Water

Shortcuts

1. Before the turn with the line of coins keep going straight. All the rest of the coins are found here too.
2. After the first shortcut turn slightly right to cut the turn you also get an item.
3. Before the turn with the boost pad turn right to skip the turn.

Ribbon Road

Difficulty:**

The easiest course of this cup. Just be careful on the sharper turns.

Hazards

Presents

Shortcuts

1. On the first jump hit the 1st boost pad or use a mushroom to jump high. Turn to the right where the end of the second jump should be.

Yoshi Desert

Difficulty:***

2. After the second turn there is a jump to skip a huge part of the track. Its marked with coins arranged in an arrow. Use a mushroom to jump.
3. Missed the 2nd shortcut? After the arrow is another hidden bridge.
4. After the 2nd and 3rd shortcuts there is another hidden bridge by a Boo.
5. This track has a lot of shortcuts. After the 4th shortcut there is a wooden bridge.

Bowser Castle 4

Difficulty:****

This is the longest level in the game. There are jumps, turns, hazards at every turn.

Hazards

Lava

Thwomps

Fireballs

Toy Koopas

Gravel

Limited Boundaries

Shortcuts

No shortcuts are available at this time.

Rainbow Road

Difficulty:*****

Final race of the game. This may prove the hardest level in the cup for some people.

Hazardas

Shooting Stars-> They fall on to the track. They will spin you out if they hit you

Thunder Clouds-> Occasionally they will spark with lightning. Getting hit will shink you and cut your speed in half (Lightning Item effect)

Limited Boundaries

Shortcuts

[!NOTE! There are many shortcuts that can be found on Rainbow Road therefore I will only put major ones up for now. Using the mushroom boost and logic you'll see what I mean.]

1. Right when the jump plate boundary begins use a mushroom to jump across the U-turn
2. At the tip of the first U-turn turn 90 degrees right and use a mushroom to cut an extremely large portion of the track
3. After the second group of item boxes turn right and use a mushroom boost to zoom past a good portion of the track.
4. After the S-turn you will see a small strip with a lot of boosts. Use this speed on down the track.

5. At the end of the track there is a group of boost pads for your convinience.

+Extra Tracks+

[!Note! These races were originaly designed to have 5 laps and remain 5 for cup races. You can change it to 3 under the "Quick Run" options.]

->Ex. Mushroom Cup<-

[!Note! These are the four tracks that are featured on the "Single Pak Link"]

Mario Circuit 1 Difficulty:*

Well what do you expect?! This is the first race ever created by Nintendo. The only problem you should face is how crowded the race can get. Don't be surprized if your opponets overlap people.

Hazards

None [The pipes from the SNES version were removed]

Shortcuts

1. Before the the final stretch there is a lone item box in the dirt. It doesn't save much time but you still get an item.

Donut Plains 1 Difficulty:**

These kind of look like the Lakeside/Riverside coueses. Don't be decieved by the looks of this track, the turns are much sharper.

Hazards

Water

Shortcuts

1. Before midway of the track there is a break in the rainbow wall that cuts the U-turn.

Ghost Valley 1 Difficulty:**

Short and simple. May provide trouble for some people.

Hazards

Limited Boundaries

Shortcuts

1. At the end of the track there is a bit of the track branching out from the main road. Since the "feather" item no longer exists you must use a mushroom and the jump before that path to reach it.

Bowser Castle 1 Difficulty:*

An easy couese. Follow the handy arrows that always point you in the correct

way. Avoid falling in the lava at all cost.

Hazards

Lava

Shortcuts

No shortcuts are available at this time.

->Ex. Flower Cup<-

Mario Circuit 2

Difficulty:**

This track remains easy but is much longer than the first one. Be careful not to mess up on the jump.

Hazards

None [the pipes from the SNES version were removed]

Shortcuts

No shortcuts are available at this time.

Choco Island 1

Difficulty:***

I will say this now: All Choco Island tracks are difficult. This track features sharp turns, many jumps that make it impossible to use items, and a slippery road.

Hazards

Other than what's up above none.

Shortcuts

No shortcuts are available at this time.

Ghost Valley 2

Difficulty:***

Not much harder than the first but some things make this more difficult than first. Don't ram into the walls a lot or you may fall down and behind others.

Hazards

Limited Boundaries

Shortcuts

No shortcuts are available at this time.

Donut Plains 2

Difficulty:**

A little harder but no challenge. Just do what you did on the first track.

Hazards

Water

Shortcuts

No shortcuts are available at this time.

->Ex. Lightning Cup<-

Bowser Castle 2

Difficulty:**

The layout has changed but this is still an easy course. Do not go turn on to the path that leads to lava.

Hazards

Limited boundaries

Shortcuts

No shortcuts are available at this time

Mario Circuit 3

Difficulty:***

Now things start to get hard on the Mario Circuits. Try not to run into walls as when you fall behind it is very hard to get back into 1st.

Hazards

None [the pipes from the SNES version were removed]

Shortcuts

1. Near the end of the track is a cut in the rainbow wall that bypasses a turn.

Koopa Beach 1

Difficulty:*

Besides Mario Circuit 1 this is one of the most easiest tracks on this game. The only problem is how crowded the race can get.

Hazards

Water

Shortcuts

1. Around the first turn you should notice the shallow water goes right and forms a shorter path. This also leads to a lone item box.

2. A mushroom is required for this. At the last turn position your self so that you are facing the deep water that is the shortest. Use the mushroom and you should glide over the water.

Choco Island 2

Difficulty:****

I hate this track. With the sharp turns, mud puddles, and many jumps it's impossible to keep you speed and use items. Take it slow and easy as once you make a mistake and wind up in 6th or below its impossible to get back into 1st.

Hazards

Mud Puddles

Shortcuts

No shortcuts are available at this time.

->Ex. Star Cup<-

Vanila Lake 1

Difficulty:***

Although it's a short race it packs a punch. It's short but many of the paths are blocked by ice cubes that halt your progress and push you back. Make sure on your first lap that you stay in 2nd or 3rd and take advantage of the others from clearing the cubes for you.

Hazards

Ice Cubes

Shortcuts

No shortcuts are available at this time

Bowser Castle 3

Dificulty:**

The only problem (for some an advantage) is how narrow the track can get and squish all of you together, but over all its an easy track. Take the narrowness of the track to your advantage and lay traps like bananas or red shells. If you really want to mess up people get a spiny shell and get to 1st place and lay it back.

Hazards

Lava

Limited boundary

Shortcuts

No shortcuts are available at this time

Mario Circut 4

Difficulty:***

Hmm...the Circuts just keep getting bigger and slightly harder but no problem for most players. Remember that it may save time to SLOW DOWN at some of the more sharper turns.

Hazards

None

Shortcuts

No shortcuts are available at this time

Donut Plains 3

Difficulty:****

Now this is the hardest level on the cup. Take your time and slow down on some of the sharper turns. If you fall to far behind it may be impossible to get back to 1st place.

Hazards

Water

Shortcuts

No shortcuts are available at this time

->Ex. Special Cup<-

[!Note! This cup provides the hardest levels in the game. Before you even think about challenging this cup try to get at least a "A" on the Ex. Star Cup.]

Koopa Beach 2

Difficulty:***

This cup starts off easy as this is the easiest course on the cup. Just drive around the island without falling into the water. If you fall back too far it may be impossible to get back into 1st.

Hazards

Water

Shortcuts

No shortcuts are available at this time

Ghost Valley 3

Difficulty:*****

This level is extremly hard so don't be surprized if you fail it a few times. The key is to SLOW DOWN AT TURNS as you may well fall off the track. Watch out for the holes that are in the ground also.

Hazards

Limited Boundary

Shortcuts

No shortcuts are available at this time

Vanila Lake 2

Difficulty:****

Longer and slightly harder. Remeber that cutting the corners may seem a good idea to cut your time, but keep in mind that if you fall in the water your screwed. Becarful of your actions.

Hazards

Water
Ice Cubes

Shortcuts

1. The tiny islands of ice make it possible to bypass some hazards and cut corners so long as you stay above water.

Rainbow Road

Difficulty:*****

For the hardcore gamers only. This race is so simple that it's just plain hard. Make sure you go SLOWLEY around corners as their are NO BOUNDARIES. If you can pass this then your well worthy of calling your self an expert.

Hazards

No boundaries

Shortcuts

No shortcuts are availible at this time.

Don't think that it's over that you have gold trophies on all of your cup races. Now go back and rechallenge and earn your "****" on each and every cup. Only then will you have mastered the art of go-karting.

4. Hazard Info

Each race shares its own hazards and dangers that can impair your chances at winning each race. Here is a list of the potential dangers you will find.

Trees

Trees can be found on various levels and are very common. Doging them is an easy task unless you have poor steering. In some levels trees are replaced with something that fits into the level background

Trees can be found on

Peach circuit

Shy Guy Beach
Riverside Park
Mario Circuit
Cheese Land [as cheese pile]
Luigi Circuit
Sky Garden [as beanstalk]
Cheep Cheep Island
Sunset Wilds [as rocks and cacti]
Snow land [as snowmen]
Ribbon Road [as presents]
Yoshi Desert
Lakeside Park

Water

Water is guaranteed on all water levels. Shallow waters indicated by a light blue are safe to pass but the deep water, indicated by a dark blue, will take your kart to the bottom of the ocean.

Water can be found on

Shy Guy Beach
Riverside Park
Cheep Cheep Island
Snow land
Yoshi Desert [remember the oasis?]
Lakeside Park

Meteors

The chunks of rock seem to come out of nowhere and plummet certain sections of the track. Hitting one will send you spinning out of control.

Meteors can be found on

Shy Guy Beach
Lakeside Park

Crabs

These guys walk back and fourth along the track. If you try to run them over they will send you spinning away.

Crabs can be found on

Shy Guy Beach
Cheep-Cheep Island

Thwomps

If you've played other Mario games then you should recognize these guys. Thwomps are one of the many guards at Bowser's Castle and take their job seriously. If you drive under them when they come down you will become flat as cardboard.

Thwomps can be found on

Bowser Castle 1
Bowser Castle 2
Bowser Castle 3
Bowser Castle 4

Lava

Lava is a popular boundary used in Mario games and is extremely hot. If you take a dip in a lava pool then you will be burned to crisp and give Lakitu another job of pulling you out.

Lava can be found on

Bowser Castle 1
Bowser Castle 2
Bowser Castle 3
Bowser Castle 4
Bowser Castle 1 [Ex]
Bowser Castle 2 [Ex]
Bowser Castle 3 [Ex]

Fireballs

To accompany the lava these jump out of the lava and back in at regular intervals. If you touch one you will be burned and spin out

Fireballs can be found on

Bowser Castle 1
Bowser Castle 2
Bowser Castle 3
Bowser Castle 4
Bowser Castle 1 [Ex]
Bowser Castle 2 [Ex]
Bowser Castle 3 [Ex]

Gravel

Gravel make some driveways here in the United States and just as it slow you down in real life, it slows you down in the race.

Gravel can be found on

Bowser Castle 1
Bowser Castle 4

Limited/No Boundaries

This is when the boundaries are limited and when you drive too far or bump into the walls too much you start falling off the track.

Limited/No Boundaries can be found on

Bowser Castle 1
Boo Lake

Bowser Castle 2
Sky Garden
Bowser Castle 3
Bowser Castle 4
Rainbow Road
Ghost Valley 1 [Ex]
Bowser Castle 1 [Ex]
Ghost Valley 2 [Ex]
Bowser Castle 2 [Ex]
Bowser Castle 3 [Ex]
Ghost Valley 3 [Ex]
Rainbow Road [Ex]

Mice

These annoying rodents walk back and forth along the track. If you try to run them over you wind up spinning out.

Mice can be found on

Cheese Land

Cheese Pile

Cheese piles are aranged on the side of the track and act just like trees.

Cheese Piles can be found on

Cheese Land

Puddles/Frozen Puddles

These are aranged on the track and make the road slippery. When you run over them you spin out of control.

Puddles/Frozen Puddles can be found on

Luigi Circuit

Snow Land

Bean Stalk

Bean Stalk lie on the side of the track and act as trees.

Bean Stalk can be found on

Sky Garden

Mud Puddles

Mud puddles get caught in you wheels and slow you speed by about 1/6th and make turn much harder than before.

Mud Puddles can be found on

Sunset Wildes

Choco Island 1 [Ex]

Choco Island 2 [Ex]

Shy Guys

These guys inhabit the Sunset Wildes area and their homes are set right on the track. Try not to run over their homes or they will attach to you and drop all your coins.

Shy Guys can be found on

Sunset Wildes.

Snowmen

Snowmen can be made anywhere there is snow. Snowmen lay on the side of the track and act as trees.

Presents

Don't you just love to get presents on Christmas or your Birthday. Here where the trees are meant to be are instead replaced by presents.

Presents can be found on

Ribbon Road

Pharana Plants

If you've played other Mario games then you should know what Pharana Plants are. They usually inhabit pipes but for this race they live in quicksand. Try not to get eaten by them.

Pharana Plants can be found on

Yoshi Desert

Boo

If you thought that boos only existed as an item think again. If you run into them they will chase you down cutting your speed by 1/2. This boo will not steal your item.

Boos can be found on

Broken Pier

[as an item basically every stage]

Toy Koopas

If you've played "Super Mario World" then you should remember that these were the creatures that were turned against Bowser as weapons for Mario and Luigi.

Here they walk back and fourth on the track. Running over them will send you spinning away.

Toy Koopas can be found on

Bowser Castle 4

Shooting Stars

Make a wish it's a shooting star. These plummet certain sections of the track and send anyone who runs into them spinning away.

Shooting Stars can be found on

Rainbow Road

Thunder Clouds

Thunder Clouds are placed throughout the whole track and strike lightning every once in a while. Getting hit by lightning will cause a Lightning Item effect on your kart.

Thunder Clouds can be found on

Rainbow Road.

5. Tips/Tricks

Here are some tricks that will get you through the game easier and get you to achieve that *** rank easier.

How to unlock the Special Cup

To unlock the special cup you need to achieve gold trophies on the 4 cup races prior to the special cup in each engine class. Once you've done this the Special Cup will now be selectable.

How to unlock the Special Cup in Time Trail mode

To unlock the Special Cup in time trail mode you need to achieve gold trophies on the 4 cup races prior to the special cup in the 150cc class.

How to unlock the Extra [Ex] cup races

To unlock the Extra Cup races you first need to achieve gold trophies on all 5 cup races. After you've done that rechallenge the corresponding cup you want to unlock and achieve at least an "A" rank or higher.

How to unlock the Extra [Ex] cup races in Time Trial mode

To unlock the Extra cup races in time trial mode you need to achieve gold trophies on all of the 5 cup races in the 150cc class. Once you've done that rechallenge each race and achieve an "A" rank or higher.

Power Sliding

To perform a power slide hold the "R" button down and push left or right. This technique can get you around corners without the cost of your speed.

Boost. It's part of your everyday race

Boost are essentually so make sure you know these tricks to make the most of it.

To get a boost off the starting line you need to hit the A button in between the second and third light. When done corectly your kart will speed ahead of the other karts.

To get a recovery boost when you fall off the track [Not falling into lava or water ect.] press the A button 1 sec. prior to your tires hitting the ground. This is an extreamly tough boost to master but is really effective.

This next technique I call Jump Linking. When you get a boost from a boost pad or a mushroom if you keep jumping on jump plates you will maintain your speed. As long as you keep jumping your speed should stay above top speed. Becareful as losing control is easy and you could wind up Out of Bounds.

During a Power Slide if you hold this for at least 2 seconds you will recieve a very small boost for a second.

If you stay DIRECTLY behind someone your kart will go a little faster than normal.

Blocking Unfriendly fire

Your opponets are willing to shoot you down, run you over, or push you off the track in order to get into first place. You can however block it. To do this need a projectile item such as a banana or a shell. Now hold the L button you should see your item behind your kart. When a shell or another kart aproches you the items or kart get disposed of. Also using this it is possible to carry two items at once. [Imagine the Spiny shell and Lightning attack combo]. Remember that triple shells leave tiny spots unprotected and become a bigger problem when they get disposed of.

Get off the road!

Once you shoot down someone you can run into them and cause them to spin out

once more and push them aside.

File Deletion

For any reason you want to delet your game hold "L+R+Left+B+Start" and say yes to the question.

[!WARNING! Once you erase the file, it's gone for good]

6. Copyright/E-mail

In order to e-mail me you need to make sure you follow the rules.

1. Be nice
2. Check the guide first
3. Put "Mario Kart" in the subject.
4. Be patient [especialy if you've submitted info]
5. If asking to post this guide up send adress with e-mail for inspection.

Don't expect to get an answer right away. My e-mail is Neo7_2004@hotmail.com

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7. Credits

The title is self explanitory.

Me-> For taking time out of my schedual to write this Guide

You-> For taking time out of your scheldual to read this

Nintendo's Mario Kart Super Circuit site-> For some info on items and some tracks.

8. FAQ

Q. How do I unlock the Special Cup?

A. Recieve all gold trophies on the four cups: Mushroom, Flower, Lightning, and Star.

Q. How do I unlock the Extra Tracks?

A. Recieve all gold trophies on the five cups: Mushroom, Flower, Lightning, Star, and Special. Then rechallenge the cup and recieve a rank of "A"

Q. Why can I only race as Yoshi on Single-Pak Link?

A. Yoshi is created using very few "detailed" parts to his body therefore it doesn't put to much stress on the game pak.

Q. I've been playing at 150cc for a while but when I raced on 50cc I couldn't go as fast as I was. What gives?

A. 50cc was designed to be an easy challenge for beginers and to do this the game changes these factors

- > Speed
- > Turning ability
- > How often the opponets use items

Therefore the game restricts your kart to about 3/5 of it's original speed.

Q. Why does Single-Pak Link only have 50cc

A. There are two reasons

1. The game uses a low frame rate at 50cc therefore reducing the stress on the pak.
2. Most people who don't own the game are probably not going to how to play.

Q. My game doesn't save. WTF!

A. The following reasons could be why...

*Save battery is dead
-Solution- Any tech store can fix it nowadays

*Fake Game
-Solution- Return it and buy the real thing

9. Version History

1.0-> January 10, 2004. My creation is complete

1.3-> January 15, 2004. Changed some of the formatting. Added FAQ section. Added some other stuff as well.

1.7-> July 6, 2004. Added the Basic Controls. Updated FAQs Section.

10. Conclusion

Well what have we learned today hmm... Use your new knowledge well and you shall master this game.

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