



v0.7: September 18, 2001 - Nothing but Extra tracks left [NON-PUBLIC]  
v0.8: September 19, 2001 - 33/40 tracks complete [NON-PUBLIC]  
v1.0: September 20, 2001 - Everything finished [38 KB]  
v1.1: September 22, 2001 - Fixed some typos/errors and [41 KB]  
added a few more secrets

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## OVERVIEW

### Controls:

D-Pad: Steer kart (left/right), menu selections  
Start: Pause game, confirm a selection  
Select: Honk horn, activate settings menu  
L Button: Stop item shuffle, use item  
R Button: Mini-Jump  
A Button: Accelerator, confirm selections  
B Button: Brake, cancel selection  
Down + B: Reverses kart when stopped  
Down + L: Shoot shell behind your kart  
Up + L: Shoot banana in front of your kart  
R + Dpad: Power-slide (R + left/right on d-pad)

### Game Modes:

Mario GP - Main game mode, eight racers compete for points (up to 2 human racers permitted in this mode). Winners rewarded with trophies for first, second and third place (gold, silver and bronze, respectively).

Vs. - Up to four human players may join in this mode. Race against your friends for points and place.

- Multi-pak link: If the people you are playing with also have copies of Mario Kart Super Circuit, choose this option.

- Single-pak link: If there is only one Mario Kart Super Circuit game pak but you want to play with friends who don't have the game, choose this option from the main menu.

Battle - Similar to battle mode on Mario Kart 64: race on battle courses and try to pop all of your opponents' balloons before they pop yours. Balloons are popped by attacking a player. Up to four human players permitted.

Time Trial - For single player only. Race on stages by yourself to see how fast of a time you can get. You begin with a triple mushroom item in each time trial race, use them wisely.

Quick Run - In a hurry and only want to race one quick track? This mode is for those just wanting a quick and easy race. No points involved. Also very useful for practicing tracks you're having difficulty with.

Ghost Exchange - Allows you to exchange (or erase) ghosts with friends, but you need the link cable and someone to exchange with.

## Engine Class:

50cc - The easiest of the three classes. For beginning players, I strongly recommend starting out in this class unless you feel you're skilled enough to compete in the other two.

100cc - Considered the 'medium' of the three classes. Same tracks and courses, just a revved up difficulty level.

150cc - Hardest of them all. Same tracks/courses as before, much more difficult to place first than in 50cc or 100cc. Only recommended for experienced players.

## Display Icons:

Coins - In the upper-left corner of the screen is your coin counter. You can carry up to 55 coins. The more you have, the faster your kart will go. You lose coins by running into other racers or hitting obstacles on the track you're racing on.

Top Four - Down the left-hand side of the screen are the current top four racers on the current track.

Ranking - In the bottom-left corner is your ranking in the current race. You can rank from first (best) to eighth (last).

Course Map - Over in the lower-right is a mini-map of the current track you are racing on. The blinking dot is you, other dots are other racers.

Clock - How fast can you go? In the upper-right corner is the clock which times how fast you go through the race.

Item Window - Directly in the center at the top of your screen, this black little window displays your current item (if any exists).

Lap Count - Right in between the coin counter and item window is your lap counter. Look at this to see which lap you are racing and out of how many.

## Other Information:

- You get a total of three retry's per cup race. After that, it's game over.

- After each cup race, you'll be given a rank. Ranks can be one of the following: \*\*\* (best), \*\*, \*, A, B, C, D and E (worst). Ranks are determined on what place you got in each race, how fast you completed each race, how many coins were collected in each race, etc.

- Point Distribution:

|              |             |              |            |
|--------------|-------------|--------------|------------|
| First place  | = 9 points  | Second place | = 6 points |
| Third place  | = 3 points  | Fourth place | = 1 point  |
| Fifth-eighth | = No Finish |              |            |

- There are five laps in each extra track, not three like the normal tracks have.

- When you use a Boo (ghost) item, the racer you steal the item from will

have Boo the ghost attacking him/her. This is also true when someone steals one of your items.

- You will lose one coin each time you hit another racer on the track (or when hit) despite whether or not you are bigger/heavier than the racer you hit.

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## CHARACTERS

\* SPEED category is really ACCELERATION, not top speed. The game has it listed as speed, so I did the same, even though it really rates how well the racer accelerates from a stopped position. Sorry for the confusion.

### Mario:

- Middleweight Class
- Speed: \*\*\*
- Weight: \*\*\*
- Description: In the middle of the alternate classes, I'd consider Mario to be an average and balanced character, not to mention the star of the game.

### Luigi:

- Middleweight Class
- Speed: \*\*\*
- Weight: \*\*\*
- Description: Same as Mario though may have better steering. If debating between the two brothers, I'd say try 'em both.

### Peach:

- Lightweight Class
- Speed: \*\*\*\*\*
- Weight: \*
- Description: Low top speed, good acceleration but can easily be toppled by a heavier racer such as Wario or Bowser.

### Toad:

- Lightweight Class
- Speed: \*\*\*\*\*
- Weight: \*
- Description: Fastest acceleration of all racers but can easily be crushed by someone like Donkey Kong.

### Yoshi:

- Lightweight Class
- Speed: \*\*\*\*
- Weight: \*\*
- Description: Can drive on dirt/rough road without having major slow down like the other racers.

#### Bowser:

- Heavyweight Class
- Speed: \*
- Weight: \*\*\*\*\*
- Description: Has the fastest top speed of any other racer but also lacks in acceleration and steering.

#### Donkey Kong:

- Heavyweight Class
- Speed: \*\*
- Weight: \*\*\*\*
- Description: Fast, but like Bowser, lacks in acceleration. Has the best steering of the three Heavyweight racers.

#### Wario:

- Heavyweight Class
- Speed: \*\*
- Weight: \*\*\*\*
- Description: Not as big as Bowser, but can definitely pack some punch against the lighter racers.

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#### ITEMS/WEAPONS

While whichever item you receive from an Item Box is random, there is a pattern to which certain items appear. For instance, you will almost never get a lightning or star item if you are in first place, but instead have a higher chance of receiving them if you are in (or close to) last place. In other words, you get the more valuable items when closer to last place and the less valuable items when closer to first place. Not to say any of the items are worthless, however, because each is useful for something.

Star - Makes your character temporarily invincible to other racers and all other obstacles on the course, including rough road.

Lightning - Strikes all racers (excluding your character) on the course, causing them to shrink and move at a slower speed temporarily.

Mushroom (Single) - Gives your kart a small burst of speed. Always use these on the straight-away, never on turns or you will spin out of control.

Mushroom (Triple) - Same as single only you get three mushrooms instead of one. I do believe you only receive these in Time Trial.

Boo (Ghost) - Will make your character invisible so any shells, bananas, etc. will pass through him/her and also steals an item from another racer.

Banana - Drops banana on course. If hit by a racer (including yourself) that racer will spin out and lose coins.

Red Shell (Single) - A homing shell that will single out the racer in front of you. Note that these may not always hit their intended target.









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15. Yoshi Desert

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One main enemy you'll find on this course (but may not encounter often, if at all) is the piranha plant. These kart-eaters hide in quicksand patches on the sides of the track, so if you happen to go off-course and fall into one, there's no getting out until you've been chomped. Other obstacles include rocks and bumps in the road. I've noticed there are a lot of coins on this track as well.

16. Bowser Castle 3

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As before, the falling Thwomps are back. You'll also encounter one series of jumps over lava gaps (not too hard to clear, just avoid the fireballs that pop up from the lava) and a few pits of lava here and there. I've noticed there's a bit more sections of grating (floor) in this one than there were in the previous two. Should you receive a gold trophy in all 4 cups, you'll gain access to the...

Special Cup:

17. Lakeside Park

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One wooden bridge, an overlapping jump and one hairpin turn on this track. Not enough? Let's thrown in some water, palm trees and smoldering eggs to up the ante. Just stay away from any water you see, dodge the eggs when you come to them and power-slide through the hairpin turn and you should be on your way to victory. Be very careful on the hairpin turn, however, as there is a jump strip near the wall that will send you back to an earlier part of the track, placing in you in last if you hit it.

18. Broken Pier

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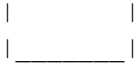
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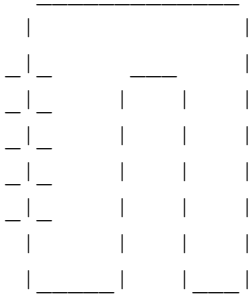
Reminds me a lot of Boo Lake. Drive carefully on this track, as there are a lot of gaps and unbarricaded sides. One mistake and you'll go plunging off the pier. You'll also run into a few gaps in the floor here and there (usually with jump strips in front of them). Remember, if you hit a barricade block on the side of the track, it will disappear and slow you down.

19. Bowser Castle 4





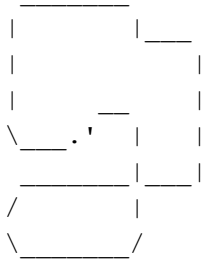
24. Bowser Castle 1



Follow the white arrows on the ground, hop over the lava gaps when you come to them, and that's about it. This is one of my favorite tracks to race on due to it's simple layout and long duration.

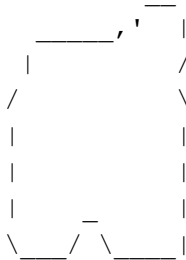
Extra Flower Cup:

25. Mario Circuit 2



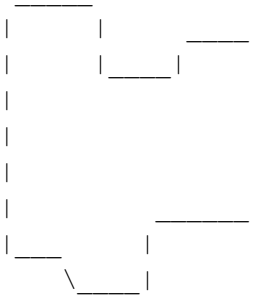
Not much here, just an overlapping jump and a bunch of turns to get past. Make your way around the track and rack up as many coins as you can get in your five laps.

26. Choco Island 1



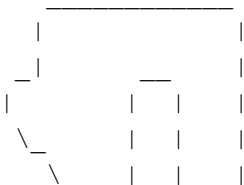
One of the most bumpiest tracks in the game. You'll notice that a few coins cannot be gotten unless you slow down first because you'll bounce right over them going full speed. Also look out for big patches of dirt/mud on the course, as they'll make you spin-out. No other hazards, just stick to the track and you'll be fine.

27. Ghost Valley 2



Do not travel close to the edge of this track in order to cut off seconds from your time! There are lots of gaps in the floor near the sides of the track and you'll end up falling off the course. As with other courses of its type, barricade blocks disappear when hit. I found this course to be quite annoying.

28. Donut Plains 2

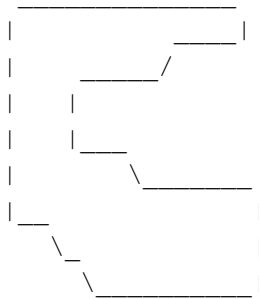


Since the track is so narrow on this one, the chances of you going off into the dirt or hitting another racer are much higher. Make sure you power-slide through the last two turns because they are very sharp and you'll get



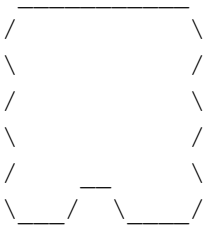


38. Ghost Valley 3



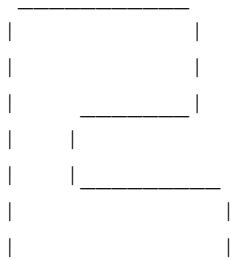
Stay away from the sides! Only about 60% of this track is barricaded on the sides - the rest is open. Not to mention there are also a bunch of holes in the floor. Other than that, it's just more of the old - disappearing barricade blocks, jump strips in front of holes, etc. The key to success is racing in the center of the track.

39. Vanilla Lake 2



Though this track may seem confusing at first, it's really very short once you get the pattern down. The only trouble to watch out for are ice blocks and icy water. Also, don't drive on the snow on the side of the road because it slows you down. Ice blocks disappear when you hit them.

40. Rainbow Road



No boundaries! That's right, there's absolutely nothing keeping you from falling off this track, so drive carefully. That's really the only obstacle this course has -- staying on the track. At one point it gets pretty narrow, too, but for the most part, this track is really easy compared to the other's in this cup. It's also the last of the game.

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TECHNIQUES/SECRETS

- Power-slide: When approaching a turn, press the R button followed by whichever direction you're turning in (left/right on d-pad) and you will drift right through the turn without slowing down. Very useful for getting faster times on each track.
- Spin-out prevention: Slip on a banana? No problem. Prior to spinning out (from hitting obstacles in your path) you are given time to prevent the spin-out. To do so, press the B button to brake then immediately accelerate and you won't spin out. You'll know if you've done it correctly or not, as a musical note will appear above your racers head if so.
- Spin Turn: If, by some chance, you end up going in the wrong direction and need to quickly turn around, the Spin Turn is quite useful. Simultaneously press the A and B buttons then press left/right on the d-pad to fully turn around while spinning. Release A and B to stop.
- Free boost: Everyone likes a head start. The key to getting one before each race starts is all in the timing. Right after the second light shows up (or right after you hear the tone for the second light) lay on the A button and, if timed correctly, you'll get a free boost to start the race.

- Special Cup: To access the fifth cup challenge (known as the Special Cup) you must first win gold trophies for the previous four cups, meaning you have to get the most points for each.
- Kart Tricks: On the character selection menu, select a character (highlight him/her) but don't press A just yet. With your character on the screen, try press the L button to shoot a shell, the R button to do a mini-jump and the select button to honk your horn. Sure, it's not really a big secret, but something overlooked by most gamers.
- Record Deletion: Want to clear out all records and game data from your game? Press and hold R + L + B + Select then turn on the power while still holding these buttons. Note, however, that this will delete all saved game data. Use at your own risk.
- Quick Recovery: If you fall into a lava pit, deep water, a hole in the floor or anything else that requires Lakitu to pick you up and drop you back onto the track, you can quickly get back into the race by accelerating just before your kart touches the track. As with the free boost in the start of the race, timing is crucial in getting this to work.
- Extra Tracks: To unlock the extra tracks (tracks from the Super NES version of Super Mario Kart) you must first complete all cups with gold trophies then play them again and get at least 100 coins in each cup. For each cup you get 100 coins in, you will unlock four extra tracks (one extra cup) from Super Mario Kart.
- Extra Tracks (Time Trial): To unlock the extra tracks in Time Trial mode, simply unlock them in the 150cc difficulty class by getting 100 coins in each cup (same as above, only you're doing it in 150cc difficulty).
- Special Cup (Time Trial): To unlock the Special Cup in Time Trial mode, you must receive gold trophies in all four cups in the 150cc difficulty class. Basically the same way you unlocked it before only this time do it in the 150cc difficulty class.
- Red Sky (UNVERIFIED): To change the sky color on the title screen from blue to red, you must receive gold trophies for all cups on all difficulty levels (50cc, 100cc and 150cc). Note, however, that I have not tested this secret personally (I got it from Player Guy Forever, who got it from IGN codes) so I can't vouch for it.
- Night Sky (UNVERIFIED): Supposedly, if you get a three star (\*\*\*) ranking on all cups in all three difficulty classes (50cc, 100cc, 150cc) you will get a new nighttime sky for the title screen. I got this code from djsonic and have not personally tested it.

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#### FREQUENTLY ASKED QUESTIONS

- Q. You make several references to "jump strips" and "turbo strips" in your guide. What exactly are these?
- A. Jump strips are small strips on the ground that, when driven over, will send your kart into the air. These are almost always found right before a gap of some sort. Turbo strips are little arrows that will give you an extra burst of speed after driving on it.

Q. In the game's manual, it says "Thunder Cup" but in the game itself, it says "Lightning Cup." Which is it?

A. I'm assuming "Thunder Cup" found in the game's manual is an error, thus the correct name would indeed be "Lightning Cup."

Q. How can I tell when my weapon hits another racer?

A. Your character will make a noise or say a phrase. When you hear this, you'll know one of your weapons (banana, shell, etc.) has hit another racer on the course.

Q. How do I unlock the Extra tracks/special cup?

A. See the Techniques/Secrets for information on how to unlock both.

Q. What's a "barricade block?"

A. My name for the blocks you find in courses such as Boo Lake. They surround the outer edge of the track and disappear when you hit them.

Q. In the characters section, you say certain racers are fast/slow but their speed ranking doesn't match your description. What's up with that?

A. The "Speed" category should really be considered as the "Acceleration" category, but since the game considers it as speed, so have I.

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## INFORMATION

### Credits and Sources:

AstroBlue

For creating the MKSC ASCII logo at the top of this guide. Thanks!

djsonic

Got the "night sky" secret from him on the GameFAQs code page.

Jeff "CJayC" Veasey - <http://www.gamefaqs.com>

For hosting this guide (and all of my others) on his web site.

Nintendo of America - <http://www.nintendo.com>

For creating this fun-filled racing game for the GBA.

Player Guy Forever/IGN Codes - <http://codes.ign.com>

Got the "special cup (time trial)" and "red sky" secrets from him and he got them from IGN codes.

### Contact Information:

Have any questions, suggestions, constructive criticism, contributions, praise, etc. in regards to this guide (or any of my others)? You can e-mail



me at the address below. Make note, however, that I only reply to about 20% of all e-mail I receive (mainly because I don't have time to reply to the rest) so don't take it personally if you receive no reply from me. SPAM will not be tolerated.

SDallas19@yahoo.com, <http://www.dallasmac.com>

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