

Version 0.5 - Completed the Special Cup guide. A tip on power-sliding was added in the codes/secrets section. Also, mini-legends have been included after each ASCII map.

Version 0.4 - Completed a guide for the Star Cup. Plus, I added a new code.

Version 0.3 - Added a Lightning Cup guide.

Version 0.2 - Added a Flower Cup guide. Some of the ASCII art for the Mushroom Cup was changed as well.

Version 0.11 - Added, "Unlock the Special Cup in Time Trial Mode" in the Codes/Secrets section. Also, a website was added to the legal information, dadvance.cjb.net.

Version 0.1 - The first update. It contains the game basics section, weapons section, character section, codes/secrets section and a complete guide for the Mushroom Cup. More updates will be coming very soon.

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1. Introduction mksc_1000

Mario Kart: Super Circuit is the latest game in the Mario Kart series. It features 20 new tracks and the 20 tracks from the original Super Mario Kart. Mario Kart: Super Circuit is one of the best games on the Game Boy Advance.

This guide uses a "code location" system. This means that there are special key codes throughout this guide that can be used to navigate through the large amount of text quickly. The key code numbers for a desired section of this guide are located in the Table of Contents. To jump to an area of the guide quickly, simply use the find command (usually Ctrl + F) in Notepad or your web browser and enter mksc_#### (where #### is the location code). I did not invent this idea; it has been used on many other text-based gaming guides before.

Legend

This guide contains ASCII maps for every course in the game. Here is a legend so that you know what certain symbols mean.

# = Finish Line	
D = Dirt/Mud	
G = Grass	
W = Deep Water	
? = Item Block	
J = Jump Plate	
Z = Zipper	
M = Mushroom Boost Spot	
T = Tree	
H = Thwomp	
P = Podoboo	
K = Crab	
U = Umbrella	
S = Mouser	
L = Lava	
E = Puddle	
N = Snowman	
I = Penguin	
Y = Icy Patch	
R = Piranha Plant	
C = Falling Rocks	
B = Boo	
A = Mechakoopa	
F = Falling Stars	
O = Storm Cloud	
V = Teepee	
@ = Shortcut Path	
\$ = Shortcut Path	
& = Shortcut Path	
! = Shortcut Path	
[= Shortcut Path	
% = Shortcut Path	

Controls

Up: Menu Selections
Down: Menu Selections
Left & Right: Turn
B: Brake, Cancel Menu Selection
A: Gas, Confirm Menu Selection
L: Use Item, Stop Item Rotation
R: Jump
Start: Pause Game, Confirm Menu Selections
Select: Horn, Activate Settings Screen (when available)

Control Information

Power-sliding is an important part of Mario Kart: Super Circuit. To perform a power-slide, press R and either LEFT or RIGHT (depending on which way you wish to turn). If you power-slide just right you will get a little speed boost.

There is minimal control over weapons in the game. Pressing, DOWN + L or UP + L will cause certain weapons to do certain things. See the weapons section to find out how you can control certain weapons.

Spin turns can be preformed by pressing A + B and either LEFT or RIGHT (depending on which way you wish to turn).

When your kart is stopped, pressing B + DOWN will cause your kart to go in reverse.

1-Player Game Modes

Mario GP: In the Mario Grand Prix, you will play all of the courses in a specific cup. Based on how you place, points are distributed. The winner gets 9 points, second place gets 6 points, third place gets 3 points, fourth place gets one point and any racer placing lower then fourth does not receive any points. In the single-player GP one human player will be racing against several computer controlled characters on each track. To progress through the grand prix, you must place in the top four in each race. If you do not place in the top four you do have the option to continue, however, you only have three continues per GP.

Time Trial: The time trail mode is pretty straightforward; you race of a good time. In the time trial mode there are no computer controlled characters or item blocks. It is just you and the course (you also get three mushroom boosts). This mode is an excellent place to practice shortcuts.

Quick Run: Quick run has the exact same set-up as the grand prix mode except that there are no points awarded and only one course is played at a time. The quick run mode makes for excellent GP practice and it is good if you want a quick race with computers.

Multi-Player Game Modes

Mario GP: In the Mario Grand Prix, you will play all of the courses in a specific cup. Based on how you place, points are distributed. The winner gets 9 points, second place gets 6 points, third place gets 3 points, fourth place gets one point and any racer placing lower than fourth does not receive any points. In the multi-player GP two human players will be racing against six computer controlled characters on each track. To progress through the grand prix, you must place in the top four in each race. If you do not place in the top four you do have the option to continue, however, you only have three continues per GP. Two games cartridges and one link cable are required to play this mode.

Vs. Mode: In the Vs. mode you and up to three human controller opponents race against each other in one of the 40 different courses in the game. There no computer controlled opponents in this game. To play this game mode each person must have a copy of the game and a sufficient amount of link cables are needed (depending on the number of players).

Battle Mode: In this mode up to four human controller players attempt to destroy their opponent's balloons. Each player gets three balloons. Balloons burst when struck by shells, or when a player encounters other obstacles. Battle mode is played in four specifically designed courses. To play this game mode each person must have a copy of the game and a sufficient amount of link cables are needed (depending on the number of players).

Single-Pak: The single-pak link mode is a toned down version of the Vs. mode. In this mode only Yoshi can be selected as a playable character (different coloured Yoshis for different players) and only the courses from the Extra Mushroom Cup can be selected. Also items such as triple green shells and triple red shells are not available in this mode. To play this game mode only one person needs a copy of the game and a sufficient amount of link cables are needed (depending on the number of players).

Engine Classes

50cc: The 50 cubic centimeter engine class is the slowest engine class. Karts have relatively slow speeds in this class. The 50cc Mario GP is very easy. The single-pak link mode uses 50cc engines.

100cc: The 100cc mode is faster than the 50cc engine class. The 100cc Mario GP has a moderate difficulty level.

150cc: The 150cc mode is the fastest of them all. The 150cc GP mode is

very difficult. The Time Trail mode uses the 150cc engine class.

Coins

Coins are an essential part of this game. Coins determine the speed of your kart as well as your tolerance to contact. Each course with the exception of Peach Circuit contains 50 coins that can be collected. If you have over 25 coins it is possible to drive faster than red shells travel. In the GP mode it you will start off with a different amount of coins based on your starting position. Racers starting in positions 1 to 4 will begin with 2 coins while racers in positions 5 to 8 will get 5 coins.

Trophies & Rankings

Trophies are acquired based on performance in the Mario GP. A gold trophy is awarded for first place; silver for second and a bronze trophy is awarded for third place.

Rankings are given out in the Mario GP. There are eight different rankings: ***, **, *, A, B, C, D and E. Triple-star is the highest ranking and E is the lowest ranking. Factors that affect trophy rankings include: the number of total coins collected, the speed in which the courses were completed, final positioning and the number of continues used.

Ghost Exchange

In time trial mode, ghost data can be saved for 10 courses of your choice. The Ghost Exchange allows you to trade ghost data with a friend. Only two players can trade ghost data at one time. Two game cartridges and one link cable is required for this game mode.

=====
3. Weapons mksc_3000
=====

There are 10 different types of weapon in the game and each weapon does various things. To acquire a weapon, you must drive over an item block. Item blocks are cubes with question marks on each side.

Green Shell

Green shells have various uses. Their main use is to knock opponents out of commission by shooting them forward. Pressing the L button will activate the green shell. Green shells go straight and ricochet off walls. Pressing and holding the L button will cause your green shell to be held directly behind your kart. Doing this will prevent you from being hit by other obstacles and prevent other players from knocking into your kart. Pressing L + DOWN will shoot a shell backwards. Shooting a shell backwards is useful for hitting trailing opponents.

Triple Green Shells

Sometimes you will get three green shells instead of one. Triple green shells don't have as many uses as a single green shell, but they are good as well. Pressing L once will cause the three shells to spin around your kart, creating a shield. This "shield" will prevent other obstacles from hitting your kart and will also prevent other players from hitting your kart. However, once one of the shells is hit or collides with another weapon, it will disappear, weakening your shield. Some items will slip though and hit your kart when only one or two shells are spinning around your kart. When you have triple green shells, they cannot be shot backwards, only forwards.

----- Red Shell

Red shells are homing shells. Once shot they will home in and hit the racer that is one position ahead of you. Pressing and holding the L button will cause your red shell to be held directly behind your kart. Doing this will prevent you from being hit by other obstacles and prevent other players from knocking into your kart. Pressing L + DOWN will place the shell on the ground. It will then home in on the next kart to pass it. If well placed, another racer may even drive into the shell. Red shells do not ricochet off walls.

----- Triple Red Shells

Sometimes you will get three red shells instead of one. Triple red shells don't have as many uses as a single red shell, but they are good as well. Pressing L once will cause the three shells to spin around your kart, creating a shield. This "shield" will prevent other obstacles from hitting your kart and will also prevent other players from hitting your kart. However, once one of the shells is hit or collides with another weapon, it will disappear, weakening your shield. Some items will slip though and hit your kart when only one or two shells are spinning around your kart. When you have triple red shells, they cannot be placed on the ground, only shot at enemies.

----- Spiny Shell

The once the spiny shell is shot it will hunt down the racer in first place and stop at nothing until it hits him/her. If you are not in first place, but hear the spiny shell coming, move to the side of the track because the spiny shell follows a path in the center of the road.

----- Banana

The primary function of a banana is to be placed on the ground so that an opponent will slip on it. If you hold down the L button, the banana will be held behind your kart to prevent a rear attack. A banana is just as effective as a shell for protecting your kart from a rear attack. Bananas can also be thrown forward by pressing L + UP. Bananas are most effective when placed in narrow areas, in turns and near item blocks. It is possible

to jump over a banana. If you hit a banana and are stating to slip, hitting the brakes may prevent slippage.

Star

Everyone loves the star. The star will make you invincible for a short period of time and you will increase in speed. When invincible, you can drive off the course and not lose speed, creating your own shortcuts. When invincible, shells, lightning and other weapons will not be effective if they hit you. Invincibility will run out if you fall in water or pits.

Mushroom

The mushroom will give you a boost of speed. Many courses have shortcuts that can only be accessed by a mushroom boost. Don't boost when you are entering a turn. Boosting during straightaways is a good idea.

Boo

Boo does many things. When activated, Boo will steal an item from another racer and give it to you. Also, you will become invisible, this causes you to disappears from opponents' and become invincible. Weapons will not annoy you when you are invisible. Finally, if you are not in first place, boo will cause the leader to slow down and lose coins.

Lightning

The lighting will cause every other racer to shrink and lose speed. When the other racers are shrunken, you can drive right over them and squish them. Racers that are invisible or invincible will not be affected by lighting.

=====
4. Characters mksc_4000
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There are eight different characters and three different classes. The three different classes are lightweight, middleweight and heavyweight.

The lightweight class has excellent acceleration and steering but low top speeds. They are not slowed down very much by dirt areas. They tend to get knocked aside by heavier racers. The racers in the lightweight class are Peach, Yoshi and Toad.

The middleweight class is balanced between the lightweights and the heavyweights. They are an excellent choice for beginners. The racers in the middleweight class are Mario and Luigi.

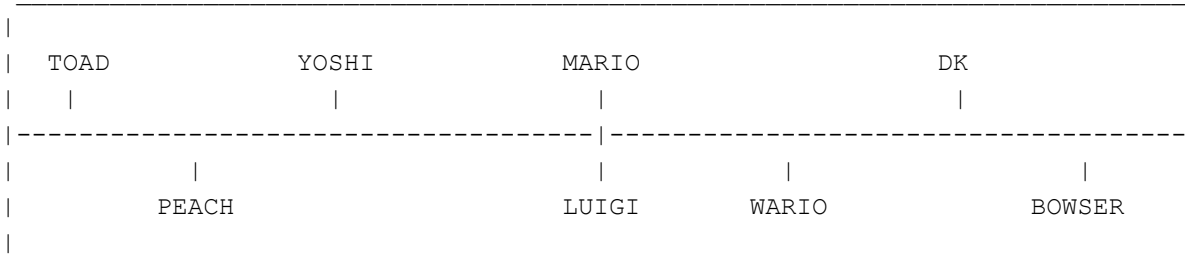
The heavyweight class has very high top speeds, but poor acceleration and steering. They will bump other racers out of the way. They will slow down a lot from driving in dirt.

Character Spectrums

Use these spectrums to pick the character that is right for you. Each spectrum looks at one of the five character statistics acceleration, top speed, handling, dirt performance and power.

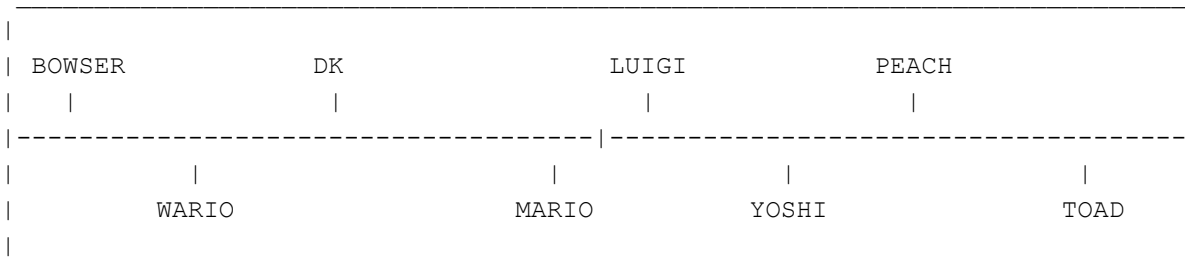
Acceleration

Good Bad



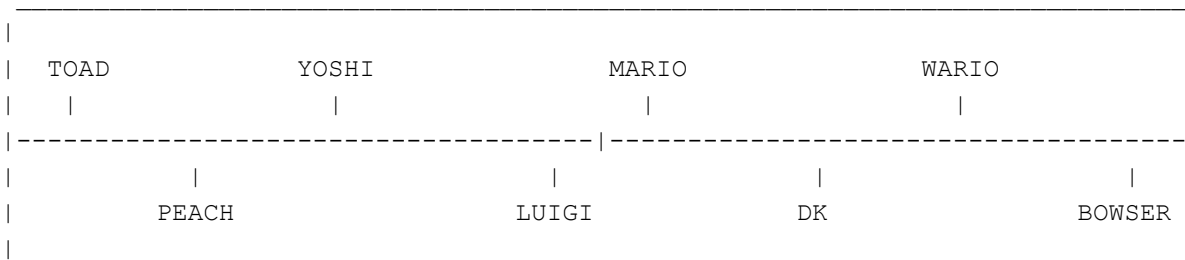
Top Speed

Good Bad



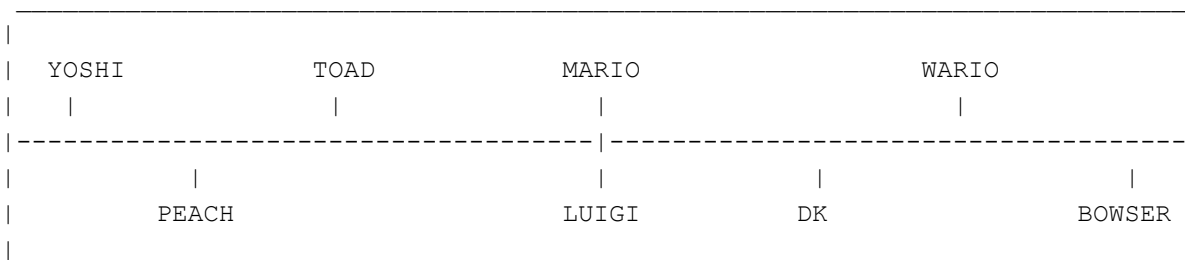
Handling

Good Bad



Dirt Performance

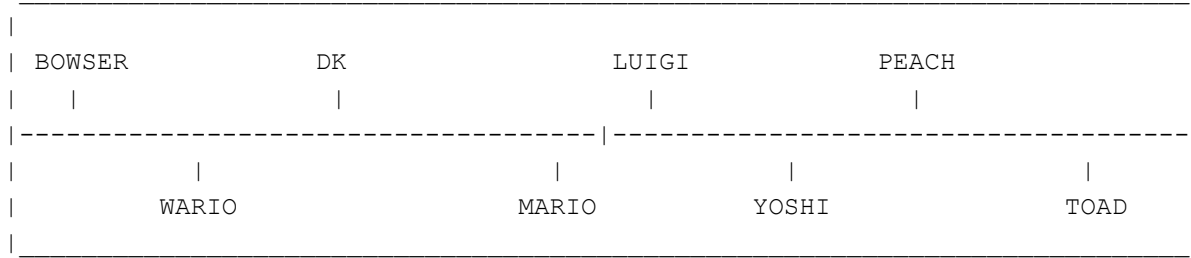
Good Bad



Power

Good

Bad



=====
a. Mario
=====

mksc_4001

Class: Middleweight
Speed (Acceleration): ***
Weight: ***
Instruction Booklet Comment: Perfectly Balanced!

Mario is the most balanced character in the game and is a good choice for beginners.

=====
b. Luigi
=====

mksc_4002

Class: Middleweight
Speed (Acceleration): ***
Weight: ***
Instruction Booklet Comment: Great Steering!

Luigi has better handling than his brother, but has a slightly lower top speed.

=====
c. Peach
=====

mksc_4003

Class: Lightweight
Speed (Acceleration): *****
Weight: *
Instruction Booklet Comment: Check out true lightweight racing!

Peach is the most balanced in terms lightweight statistics with good steering, acceleration and dirt-performance.

=====
e. Toad
=====

mksc_4004

Class: Lightweight
Speed (Acceleration): *****
Weight: *
Instruction Booklet Comment: No one has faster acceleration!

Toad has the fastest acceleration in the game. Like in Mario Kart 64, Toad also has the best steering in the game.

=====

f. Yoshi
=====

mksc_4005

Class: Lightweight
Speed (Acceleration): ****
Weight: **
Instruction Booklet Comment: Dirt is no obstacle!

Yoshi is the heaviest lightweight. If you think your kart is getting bumped too much with Peach or Toad, use Yoshi.

=====
g. DK
=====

mksc_4006

Class: Heavyweight
Speed (Acceleration): **
Weight: ****
Instruction Booklet Comment: Better steering than Wario!

Donkey Kong is the lightest and has the best steering of all the heavyweight characters.

=====
h. Wario
=====

mksc_4007

Class: Heavyweight
Speed (Acceleration): **
Weight: ****
Instruction Booklet Comment: True Heavyweight Power!

Wario has the second fastest top speed in the game. His handling and acceleration is a bit better than Bowser.

=====
i. Bowser
=====

mksc_4008

Class: Heavyweight
Speed (Acceleration): *
Weight: *****
Instruction Booklet Comment: There's nobody faster!

Bowser is the complete opposite of Toad. If you have mastered the power-turn, you can get really fast time trials with Bowser. Has the highest top speed in the game.

=====
5. Mushroom Cup
=====

mksc_5000

The four tracks in the Mushroom Cup are Peach Circuit, Shy Guy Beach, Riverside Park and Bowser Castle 1.

=====
a. Peach Circuit
=====

mksc_5001

This is the first level in the Mushroom Cup. It is designed to get you used

to basic turns. The lanes are wide and there are virtually no hazards. You should have any problems on this course. There are 45 possible coins to collect in this level.

Map

```

                *****
            *****
        ***** 1 *****
            *****      ***
                *M***      ***
            ****          ***  /\
        ??          ***  /||\
    *** Coins X10   ***  ||
        ***          ###  ||
        ***          ***  ||
        ***          ***
    *** Coins X5   ***
        ***          ***
            ***      *** Coins X5
            ***      ***
            ***      *M** 3          *****
        ***          *****M*****
    ***          *****
***          *****
***          *****
        ***          ***
        ***          *** Coins X5
        ***          ***
            ***          Coins X15      ***
        ***          *****?*****
        ***          *****M*****?*****
            ***          ***
            ***          ***
    2 *M*          ***
        **** *****
        *****
            *****
                Coins X5
    
```

Map Legend

= Finish Line ? = Item Block M = Mushroom Boost Spot

Strategy

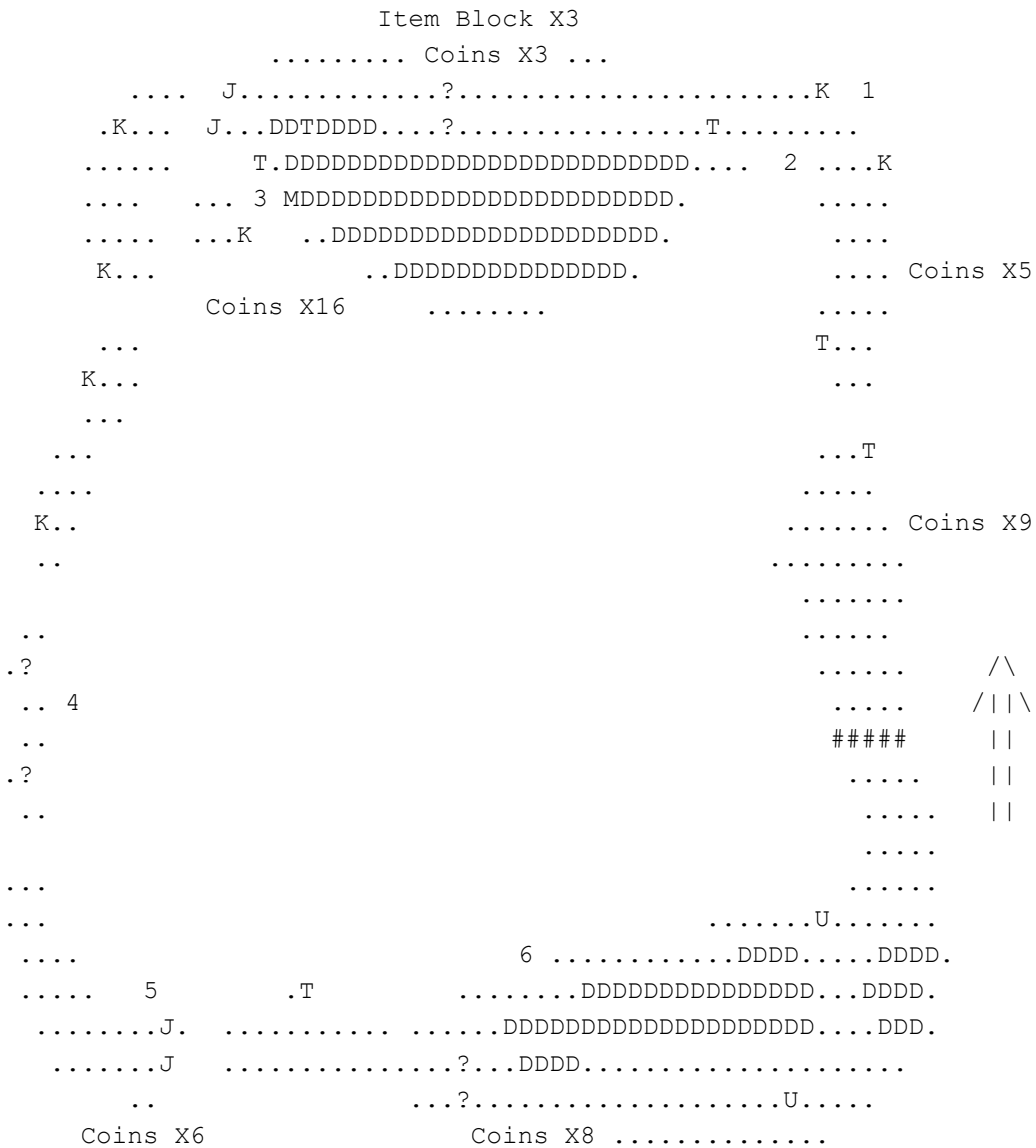
- 1) Power-slide through this 180° turn. If your power-slide is a good one you might get a little boost.
- 2) You can use a mushroom here and cut across the grass to get a tiny short cut.
- 3) This is the longest straightaway in the course. Using a Mushroom here is a good idea too.

=====

=====

There are many ways to gain on opponents in Shy Guy Beach. The best ways is to use a star and drive over the grass. Also, be wary of the crabs on the course. There are a total of 50 coins to collect in this level.

Map



Map Legend

- # = Finish Line ? = Item Block M = Mushroom Boost Spot D = Dirt
- T = Tree J = Jump Plate U = Umbrella K = Crab

Strategy

1) There are three different types of hazards that you should avoid on this course, trees, crabs and umbrellas. Hitting tress and umbrellas will cause your kart to bounce off the hazard and stop. Hitting a crab will cause you to spin out. Crabs are not stationary they walk on a fixed path, you should attempt to avoid them. It is possible to prevent a spin out by pressing B.

2) Take the narrow path on the left (driver's perspective); it will lead to a short cut.

3) Use a mushroom to boost across the small island. This shortcut will shave off about one second.

4) Along this path of tiny islands, the Shy Guy Pirate ship will shoot cannons at racers. Stay centered in the small islands and you shouldn't be hit.

5) The Shy Guy Pirate ship will shoot cannons here too. Stay to the right (driver's perspective) and you shouldn't be hit.

6) Take the narrow path on the left (driver's perspective) to shave off a little time.

=====
c. Riverside Park
=====

mksc_5003

Riverside Park is the most challenging course in the Mushroom Cup. I think it is out of place. After a few runs through this course you should get used to it. There are two shortcuts in this level. There are 50 coins that can be collected in this level.

Map

```
1  ***                               *****
   *****                           *****
***  ***  Coins X10                   ***  ***
***  ***                               ***  ZZZ
   ??*   ***                           ***  JJJ
   ***   ***                             ***  3
     ***   *****                       ***
       ***   ***** *                   ***
         ***   ***** *                   ***
           ***   Coins X8   2 *           **Z
            /\   ***                               *   ??? Coins X5
           /||\  ###   Coins X6 *****         ***
            ||   ***                               ***  ***   ***
            ||   ***   Coins X6 ***               ***  ****
            ||   ***                               *  *****
           ***   ***                               *   **** 4
           ***   ***   ***   * 5
           ***   ***   *
           ***   Coins X9   ***
           ***   ***
           ***   ***

6  ***                               ***
   *****                           *****   Coins X3
   *****                           *****
***  JJJ                               ***  *****
***  ZZZ 7                             ***  ***   Coins X3
***  *M*                               ***
*****                               ***
*****                               ***
                                   ***   ***
                                   ***   ***
                                   ***   ***
                                   ***   ???
                                   *****
                                   ***
```

Map Legend

= Finish Line ? = Item Block M = Mushroom Boost Spot Z = Zipper
J = Jump Plate

Strategy

- 1) Power-slide through this 180° turn. If your power-slide is a good one you might get a little boost.
- 2) You will see a small wooded platform that leads off the track. Boost off it with a mushroom and then jump with the R button. If you did it just right you will go over the wall and get a nice shortcut. This is an extremely difficult shortcut to get. Only the best Mario Kart players will be able to get this shortcut consistently.
- 3) Across the jump there is another zipper to the left (driver's perspective) hit it to get a little extra speed.
- 4) If you are not careful, the speed of the zipper may cause you to drive off course. Execute a power-slide just after you hit the zipper.
- 5) Here there is a little path of shallow water. Drive through it to get a shortcut.
- 6) Power-slide through the 360° turn.
- 7) Use your mushroom here. The combined speed of the mushroom and the zipper will send you flying in the air after you hit the jump plate.

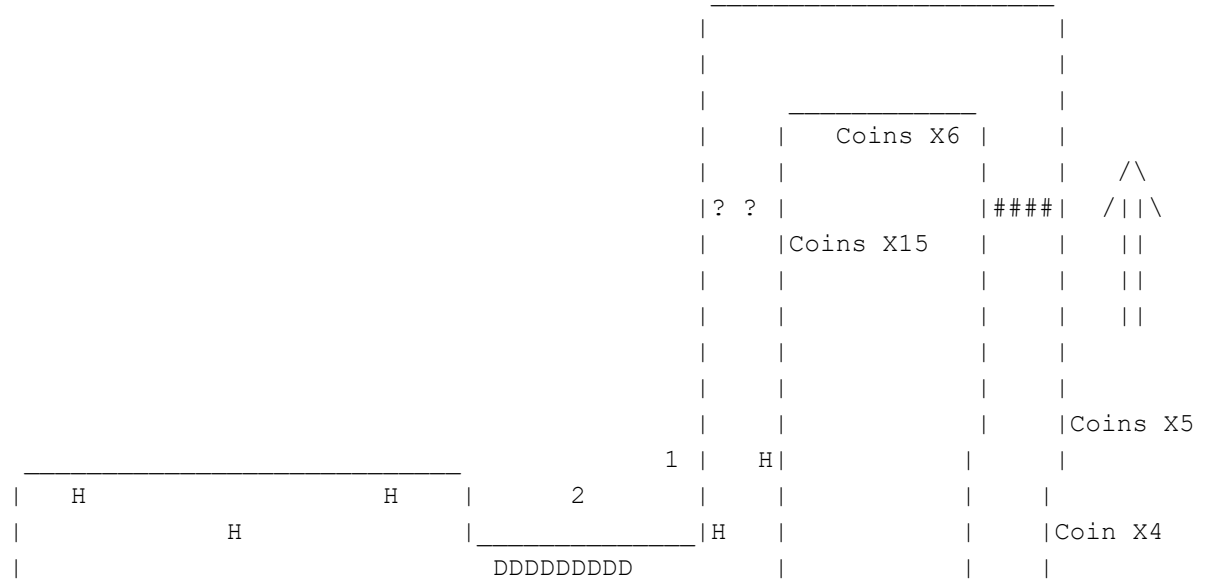
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d. Bowser Castle 1 mksc_5004

=====

Almost every cup in the game contains a Bowser Castle level. Bowser Castle 1 is not hard. It gets you used to obstacles such as Thwomps and Podoboos. There are a total of 50 coins to be collected in this level.

Map




```

| | Coins X8 | | | | | | | | | | |
| | | | | | | | |
| |Coins X8 | | | | |
| | 3 | | | | | 4 | M |
| | | | | | | | | | |
| | J| P| J| | J| | ? J| P| J| | DD DD DD |
| | J| | J|P| J| | ? J| | J| P| |

```

Coins X4

Map Legend

= Finish Line ? = Item Block M = Mushroom Boost Spot H = Thwomp
J = Jump Plate D = Dirt P = Podoboo

Strategy

- 1) Look out for the Thwomps. If they land on top of your kart, it will be squished and you will lose about 4 seconds of valuable race time. Avoid the Thwomps at all costs.
- 2) Bowser Castle races are generally fast-paced; you will lose positioning if you go over the dirt.
- 3) Be aware of the Podoboos, if they come in contact with your kart, you will spin out. If you press B after you've hit a Podoboo, you may prevent yourself from spinning out.
- 4) The best location to use a mushroom is during the homestretch.

=====
6. Flower Cup mksc_6000
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The four tracks in the Flower Cup are Mario Circuit, Boo Lake, Cheese Land and Bowser Castle 2.

=====
a. Mario Circuit mksc_6001
=====

This course is similar to peach circuit. However, the turns in this course are harder. There are no major shortcuts in this level. There is a total of 50 coins that can be collected in this level.

Map

```

1  oooo
   oooooooooo
ooo      oooo Coins X6
ooo      oooo
   oooo      oooo
     oMoo      oooo      oooooooooooooo
       oooo      o??o      oooooooooooooooooo
         oooo      oooo      oooo      oooo
Coins X5  oooo      oMoo  oooo      ooo
          oooo      ooooooo      ooo

```

```

          0000          Coins X9          000
          0000          000
            000 Coins X5          000
              000          000 /\
                000          000 /||\
                  000          ###  ||
                    000          0000  ||
                      2 0000          000 o  ||
                        0000?          000 Z
                          000          000 o Coins X8
                            000          000 o
                              000          000 o
                                0000          000 o
                                  o??o          000
                                    0000          000
                                      000          Coins X6 000
                                        000          000000 000
                                          0000 000000 000M 3 0000
                                            00000000 00000000
                                              000          0000
                                                Coins X6

```

Map Legend

= Finish Line ? = Item Block M = Mushroom Boost Spot Z = Zipper

Strategy

- 1) This large 180° turn is great for power sliding. A good power slide here should give you a boost every time.
- 2) On the left (driver's perspective) there is a question block. You should get it if you are trailing someone. You will slow down because the item block is above dirt. However, the item should make up for the slowdown.
- 3) This is the best place to use a mushroom. Boost here and cut across the grass then go on the small road with the zipper and coins.

=====

b. Boo Lake

mksc_6002

=====

This is the first ghost valley themed course in the game. While it is remotely challenging, once you master the two shortcuts, you should be able to rank high every time. There are 50 coins that can be collected in this level.

Map

```

|oooooooooZooZJ   oZooZoZooZJ   oZooooooooooooooooooooo|
|oooooooooZooZJ   oZooooZooZJ   oZooZooooooooooooooooooooo|
|ooooo           |oooo| |
|oooo           |oooo|
|ooo|           |oooo|
|ooo|           /oooo/
|ooo|           /ooo o

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|ooo|                                     |ooo| o 1
ooo                                       |oMo| o
ooo|                                     2 |ooo| o
ooo| /\                                 __|ooo|_o
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###  ||                               |oooJJJooo|
|ooo  ||                               |ooo  ooo|
|ooo  ||                               |ooo  ooo| Coins X10
ooo                                     |ooo  ooo|
ooo|                                  |ooooooooooooo|
ooo|                                  |ooooooooooooo|
ooo|                                  |ooo/____|ooo|
|ooo                                  |ooo|  |ooo\
|ooo                                  |ooooooooooooo\_ 3
oo      Coins X6 |oo|                \o??\_\
Joo|           |oo|                -\ooo\_
|ooo          |oo|                -\ooo\_
|oo  Coins X5 |oo|                -\ooo\_
ooJ           |oo|                -\ooo\_
ooo|          |oo|                -\oo
ooo|          |oo|                -\oo
ooo|          |ooo\                 |ooo\_
ooo          |ooo\                 -\ooo\_
|ooo        |ooo\                 -\ooo\_
|ooo  Coins X5 |ooo\                 -\ooo\_ Coins X14
ooo          |ooo\                 -\ooo\_
oo 4         |ooo|                 -\ooo\_
Joo          |ooo|                 -\ooo\_
|oMo|        |ooo|                 -\ooo\_
|ooo|        |ooo|                 -\ooo\
|ooo|        |ooo/                 -\oMoooooo|
|ooo\        |ooo|                 |ooooooooo|
\ooo\        ???                   |ooooooooo|
\ooo\        /ooo/
\ooo\_____ /ooo
\ooooooooooooooooooooo/
\ooooooooooooooooooooo/

```

Map Legend

= Finish Line ? = Item Block M = Mushroom Boost Spot Z = Zipper
J = Jump Plate

Strategy

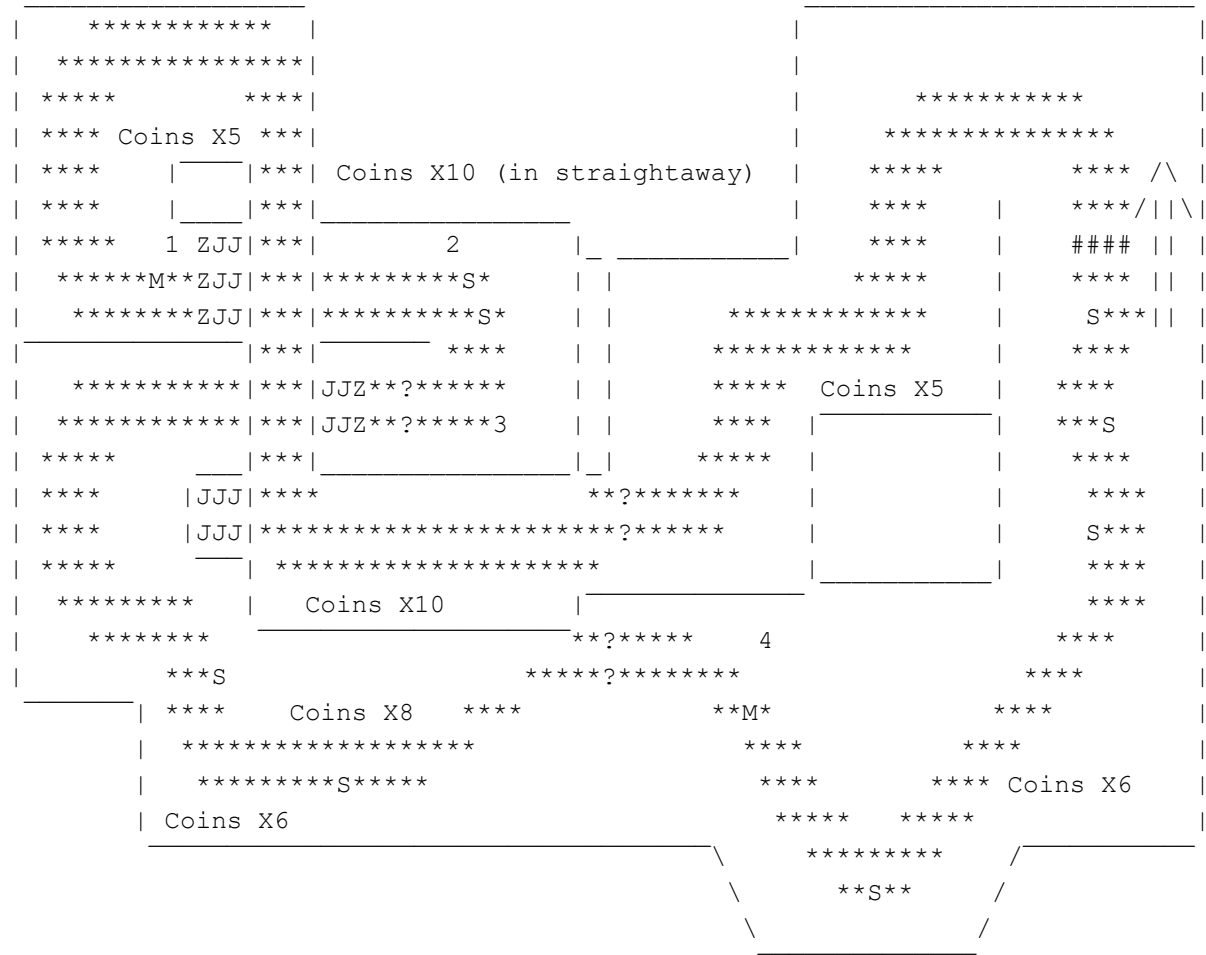
- 1) As the path goes right (driver's perspective) there is a little invisible bridge to the right (driver's perspective). It will probably take some time to master this shortcut.
- 2) If you have a mushroom boost before the path splits in two. You will bounce off the jump plate and get a nice shortcut.
- 3) Go left (driver's perspective) here to get a small shortcut.
- 4) The homestretch is pretty long on this course. Use a mushroom if you can. If you hit one of the jump plates as you boost, make sure you land in the centre of the course.

=====

=====

Cheese land is a neat course with a couple of nice shortcuts. Watch out for the Mousers, they will cause you to spin out. There are 50 coins that can be collected in this level.

Map



Map Legend

= Finish Line ? = Item Block M = Mushroom Boost Spot Z = Zipper
 J = Jump Plate S = Mouser

Strategy

- 1) This is the best (and most difficult to get) shortcut in the game. Angle your kart so that you are facing the right (driver's perspective) as you approach the big jump. Use a mushroom to hit the jump at a high speed. Once you hit the jump turn sharply right. It done correctly, you will bounce off a group of jump plates and get an awesome shortcut.

- 2) This is the first time you will encounter Mousers. They are pesky little things that will cause you to spin-out if you hit them. However, it is possible to prevent a spin-out. Press B just after you hit a mouser and you might recover.

- 3) If you don't have a mushroom you can get another shortcut here. As you go over the jump, turn left (driver's perspective) and bounce off the group of jump plates.

= Finish Line ? = Item Block M = Mushroom Boost Spot Z = Zipper
J = Jump Plate H = Thwomp

Strategy

- 1) There are many zips in this level; you should hit them to get a better time.
- 2) This zip is a little dangerous. If you hit it you may not make the turn smoothly. Also, if you do not hit the boost straight on you may boost yourself into the lava.
- 3) Keep to the right (driver's perspective). It is a little shorter and you can avoid red shells by going over the jump.
- 4) Once you enter this area, be careful. There are a lot of pits. If you have a mushroom you may boost through the centre of the area. If you don't have a mushroom, use one of the zips on the left or right (driver's perspective).

=====

7. Lightning Cup mksc_7000

=====

The four tracks in the Lightning Cup are Luigi Circuit, Sky Garden, Cheep-Cheep Island and Sunset Wilds.

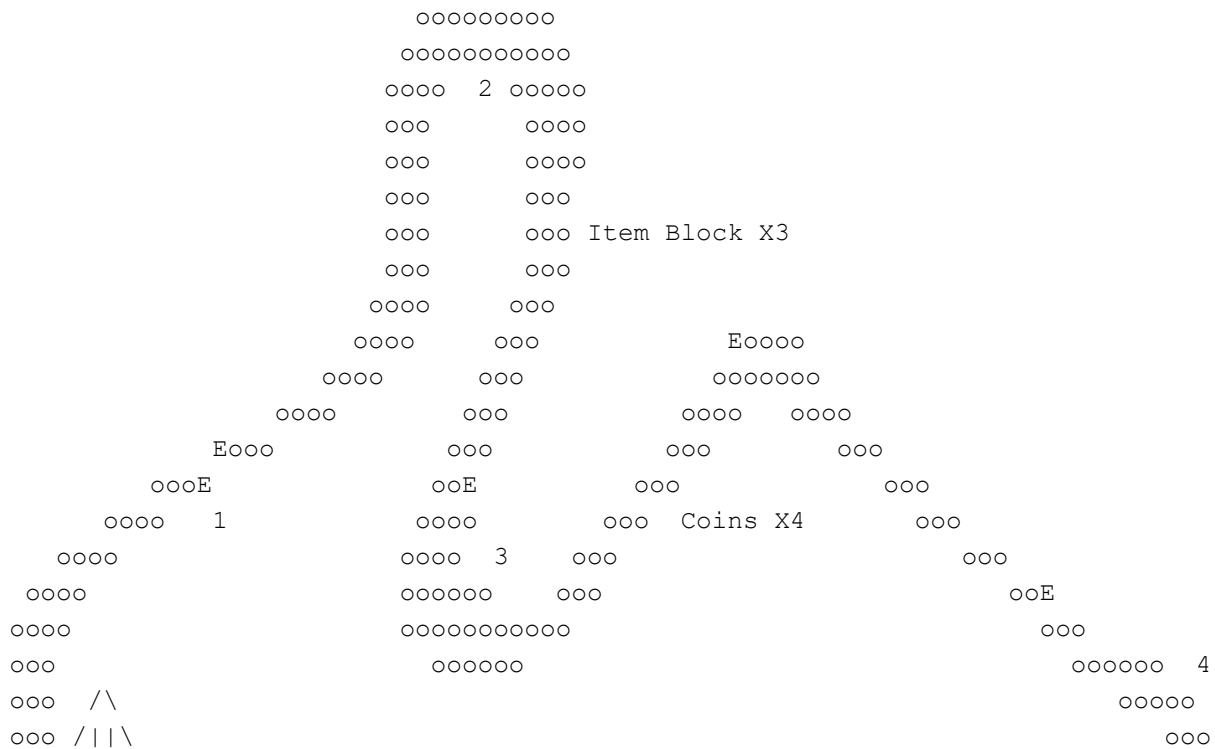
=====

a. Luigi Circuit mksc_7001

=====

Luigi Circuit has many turns where you can get boosts from power sliding. Watch out for the puddles all along the track, you'll slip if you hit them. There are 50 coins that can be collected in this level.

Map



```

###  ||                                                     000
000  ||                                                     0000
000  ||           ooEooo               Coins X9 00000000000000000000000000E
000             0000000000               0000000000000000000000000000
000             0000   0000               000 5
00E            0000   000                0000
000            0000   000                000
000            0000   00000 Item Block X3   000
000            0000   0000000000           000
000            000   Coins X5 00000           000
000            000 Coins X9               000   000 Coins X5
Eoo            000               000Eo           000 Item Block
000            000               00000           000 X1
Ooo            000               000           ooE
000            000               000Eo           000 6
000            000               Coins X6 00000           000
Eoo            000               000           0000
000            000               oMooE           0000
oMo            000               7 000000 00000
00000          00000               0000000000
   00000       00000               0000000
     000000000000  9
       000000
         Coins X7

```

Map Legend

= Finish Line ? = Item Block M = Mushroom Boost Spot E = Puddle

Strategy

1) Here will be your first encounter with puddles in the level. They are quite annoying however, easy to avoid. If you are going to hit a puddle, press R to jump over it. If you do hit a puddle you might be able to prevent yourself from spinning out by pressing the B button.

2) There are many good locations for getting micro-boosts via the power turn. This is the first one. To get a micro-boost you must have a good power-slide so you cannot drive into any dirt. The micro-boost occurs when power-slides are longer than usual (turning through 180° turn).

3) A good micro-boost location.

4) A good micro-boost location.

5) A good micro-boost location.

6) There is a solitary item block here. You should always try and get it. However, one should be careful because there is a puddle in close proximity to the item block. Also, the 180° turn ahead is a good micro-boost location.

7) This long and relatively straight path is great for boosting. When boosting one must be aware of the puddles.

8) A good micro-boost location.

9) The final 180° turn is a good micro-boost location. Also, the homestretch is a good location for using a mushroom.

Sky Garden is one of the coolest maps in the game. There are many good shortcuts if you look for them. There are 50 coins that can be collected in this level.

Map

```

*****      ***      1
*****      ***      J*****?*****
****          ****      J*****?*****
***              ***      *****?*****
***              ***      ****          ****
***              ***      ***          ***
***              ***** J*****      ***
***              ***** J*****      /\   ###
***                                     /||\  ***
***                                     ||   ***
***                                     ||   ***
***                                     ||   ***
***                                     ***
***                                     ***
****                                     ***
****                                     Coins X8 ***
*****                                     ***
***** Coins X6                          *****      **
*****                          *****      J**
JJJ ****                          Coins *****      ***
  2 *****                          X12 ***      ***      ***
    JJJ***                          ***      ***      ***
      ?***                          ***      ****      ***
*****                          ****      **** 3      ***
*****                          ***      ***      ***
*** Coins X8                          ***      ***      ***      Coins X8 ***
xxx                                  ***      ***      *****      ***
xxx                                  *****      xxx      *****      ****
xxx                                  *****      xxx      ****      *****
xxx      @   ***                          ???   **      *****
***                                  xxx      ***
***                                  ***      ***
****      ***                          *****
*****                          *****
***** Coins X8

```

Map Legend

= Finish Line ? = Item Block J = Jump Plate

Strategy

- 1) If you use a mushroom before you go over this jump plate you can hop the gap for a nice shortcut.
- 2) There are three different possible shortcuts here. The first one is not a

very good shortcut. Simply hit the jump plate near the question block. You'll get the item and a little shortcut. Second, if your character is invincible, you can drive over the jump plate that is next to the jump plate that has a question mark block over it. The extra speed of invincibility will allow you to make the jump. The final shortcut is the most difficult to pull off. Use a mushroom to hit the jump plate on the right (drivers perspective) you will be able to reach the road that is located across the bridge. To eliminate confusion, the point on the map that you should be able to reach is listed as point "@."

3) Yes, another shortcut awaits. This time, hop on the small cloud island and then hop to the road again. This is a good shortcut that is easy to pull-off. There is however, a downside. If you take this shortcut you will miss the item blocks that are on the bridge.

=====
 c. Cheep-Cheep Island mksc_7003
 =====

Cheep-Cheep Island is definitely an interesting track. There are plenty of shortcuts. One should watch out for the crabs. Also, one should be careful when driving over bridges; one might fall into the water. There are 50 coins that can be collected in this level.

Map

```

                                Coins X4
                                .....K.....
1  .....GGG.....xxx?xxxx...GGGG.....xxxxxx|   .GG.
    .....GGGGGGG.....xxx?xxxx...K.....xxxxxx   .GGGGG..
    .....GGGGGGGGGGGGG.....          Coins X4 xxxxxxxx....GG..
    .....GG-----|-----|G.....          |xxxxxxxxx.....
....K..GGGGGGGG|GGGGGGGGGGGG-----|          GGGG.....GG.
....GGGGGGG|GGGGGGGGGGGGGGGGGG..|          GGG.....GG.
...GGG...GGGGGG|GGGGGGGGGGGGGGG...|          GG...GGG.
...GGGG.ZZ..GGGG|GGGGGGGGGGGGGGG....|          GG...GG.
...GGGG...GGG|GGGGGGGGGGGGGGG....|          Coins  G...G.
...GG...GG|GGGGGGGGGGGGG...|          X8    xxx
    .....G|GGGGGGGGG..          xxx
Coins .....G|GGGGGG..          xxx
X5 .....GGG|GG.          .....
    .....GGG|.          .....
    .....GGG|.          .....
    ...K...GG|.          /\          .....
    .....GG.          /||\         GG.....
    .....GG....GG.          ||  ||  GG....
    .....GGG.ZZ.G. Coins X4          ||  ||  GGG...
    .....GGG....G.          ||  ||  GGG...
    .....GG.....          .....          ||  GGG###
    .???..GG....          .....          ||  GGG.....
    ....GG.....          .....          ||  GGG.....
    ....GG.....          .....          ||  GGG.....
    ..... Coins X5          .....GGGGGGGGGGGGGGG..... ||  GGG...
    .....          xxx.GG.          .GG.xxx ZZ ||  GGG...
    .....          xxx          xxx xx ||  GG....
    .....          xxx          xxx JJ ||  GG....
    .....          xxx          xxx  ||  GGG...
xxx          ..K... Coins X4          xxxxxxxx|----- GG.... 3
xxx          G.....          xxx|xxx|   GG....
|xxx|        G.....          x?x x?x   GG...

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```

.....G                .GG.....      |xxx xxx|      .....
.G....GG Coins X10    .GGG.....GG.    xxx xxx      .....
.GG....GG.            GGG.....GG.     |xxx|xxx      .....
.GG....GG.            .GG.....GG.     |xxxxxxx     ....
.GG....GG.    ____ .GG.....GG.....GG.    xxx Coins....
.GG.....xxxxx.....GGGG.    |xxx|  X6  xxx
.GG.....xxxxx.....GG.J    xxx      xxx
.GGGG.....  ____  ...GGGGGGGG..J    xxx  __  xxx|
..GGGGGG..                2          xZx  xZx  xxxxxxxxxxxxxx|
                               xxxxxxxxxxxxxx
                               _____

```

Map Legend

= Finish Line ? = Item Block J = Jump Plate Z = Zipper
G = Grass K = Crab

Strategy

- 1) After this turn there the path splits in two. One path contains zippers and the other path contains coins. Most of the time you should take the path with the zippers. Take the path with the coins only when you have none left.
- 2) There is a very nice shortcut here. Use a mushroom to get an awesome jump off of the jump plate land on one of the two small wooden platforms that are located in the water. Hop off of the platform you landed on to reach the wooden bridge.
- 3) The homestretch is a good place to use a mushroom because there are no crabs to slow you down.

=====
d. Sunset Wilds
=====

mksc_7004

Sunset Wilds is a challenging course with no shortcuts. It is also quite slippery. There are 50 coins that can be collected in this level.

Map

```

*****Z*****Z*****
*****Z*****Z*****
****          2          ****          *****
***          ****          ****          ****
***          ****          ***          ***
***          ****  1          ***          ***
***          *??*          ***          ***
****          Coins X10 ****          ***          ***
***Z          ****          ***          ***
Z***          ****          ***          ***
3 ****          ****          ****          /\  ***
****          *****          /||\ ###
**Z*          *****          ||  ***
****          ****          ||  ***
*****?*****
*****?*****
****          ***
****          ***

```

```

          ****                                ***
        *****                                ***
      Coins X5 *****                      ***** Coins***
          *****                            ***** X10 ***
Coins X5*****                            *??* **** ***
          *****                            ***   ***   ***
          *****                            ***   ***   ***
          *****                            ***   ***   ***
        *****                            Coins X10 **** ***
        *****                            ***** **** ***
*****                                  *****          Coins*** ***
****  Coins X5                               ****            x5 *** ***
***                                           ****                                         M*
****                                           ****                                         5 ***
*****4*****T*                               ****          ?***
*****Z*T*****Z**T*****                      ****    ****
      *Z**T*Z*****Z***T*Z**T*****              *****
          *****                                *****
                                           *****

```

Map Legend

= Finish Line ? = Item Block V = Teepee Z = Zipper
M = Mushroom Boost Spot

Strategy

- 1) The mud here will slow you down a bit. Hopping over this mug will help.
- 2) The are bumps that will cause your cart to jump over the zippers. To hit a zipper jump over the bump that precedes it.
- 3) You can hit two zippers here if you time it right.
- 4) You want to hit all six zippers here. Watch out for the Teepees, there are Shy Guys inside. If you hit a teepee, a Shy Guy will jump your cart slowing you down in the process.
- 5) There is an item block in the dirt to the left (driver's perspective). If you are desperate, get this item. Also, this is a good mushroom boost location.

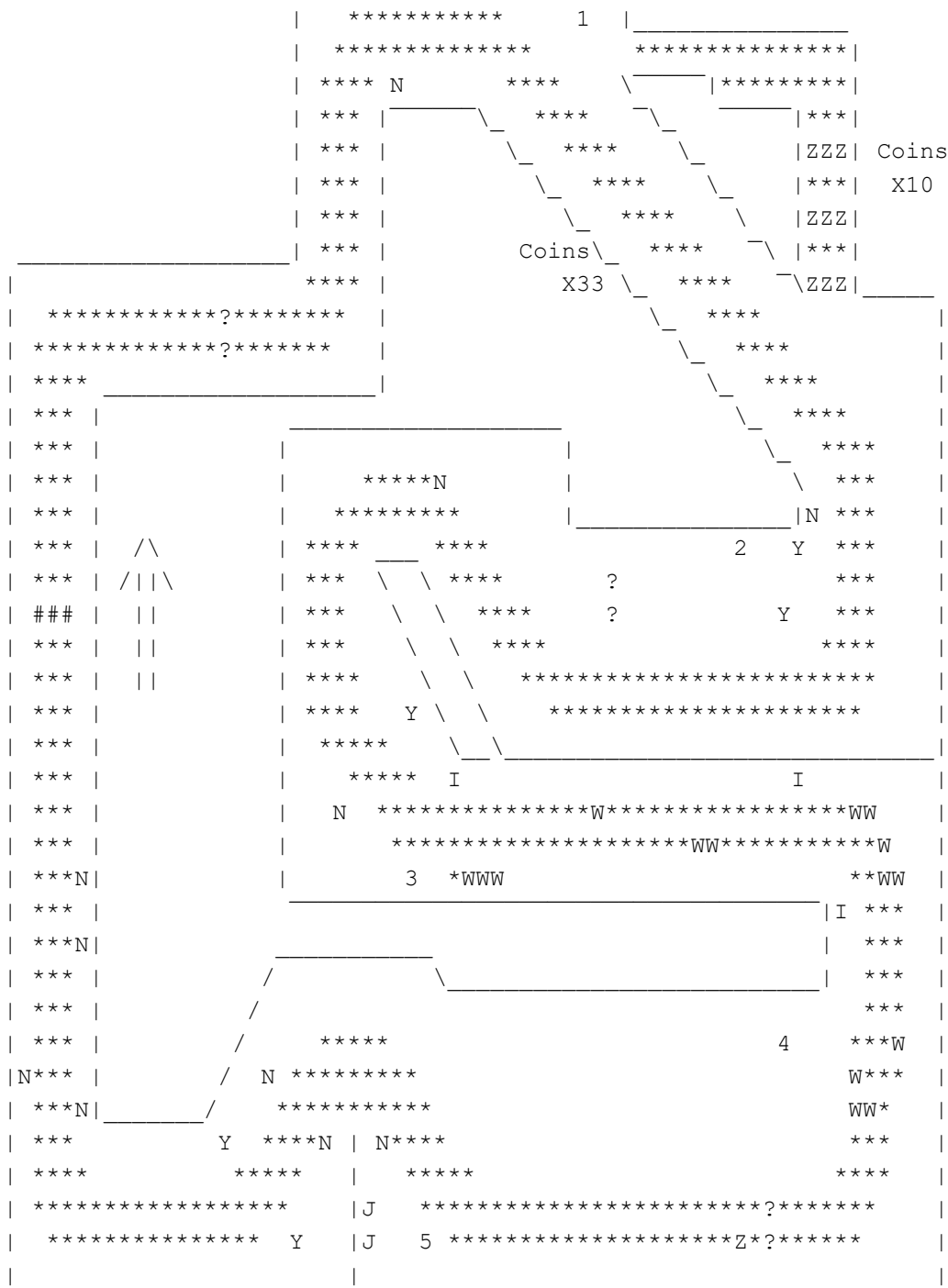
=====
8. Star Cup mksc_8000
=====

The four tracks in the Lightning Cup are Snow Land, Ribbon Road, Yoshi Desert and Bowser Castle 3.

=====
a. Snow Land mksc_8001
=====

Snow Land is an icy course with many hazards. Watch out for the snowmen and the penguins. There are 50 coins that can be collected in this level.

Map



Map Legend

- # = Finish Line ? = Item Block V = Teepee Z = Zipper
- J = Jump Plate N = Snowman Y = Icy Patch I = Penguin
- W = Deep Water

Strategy

- 1) Here you can take two paths. The path to the left (driver's perspective) contains zippers but is not faster. You'll want to take each path to make sure you get all the coins. Taking the left path might be helpful on the first lap to try and get ahead of the pack of CPUs.

- 2) You can drive between the icy patches for a small shortcut. You will also get an item on this shortcut.

- 3) This straightaway contains a lot of obstacles. One should especially watch out for the deep water.

4) After the 180° turn, turn sharply right (driver's perspective) and you will find a path. It is a little shorter than the regular path but you will miss an item.

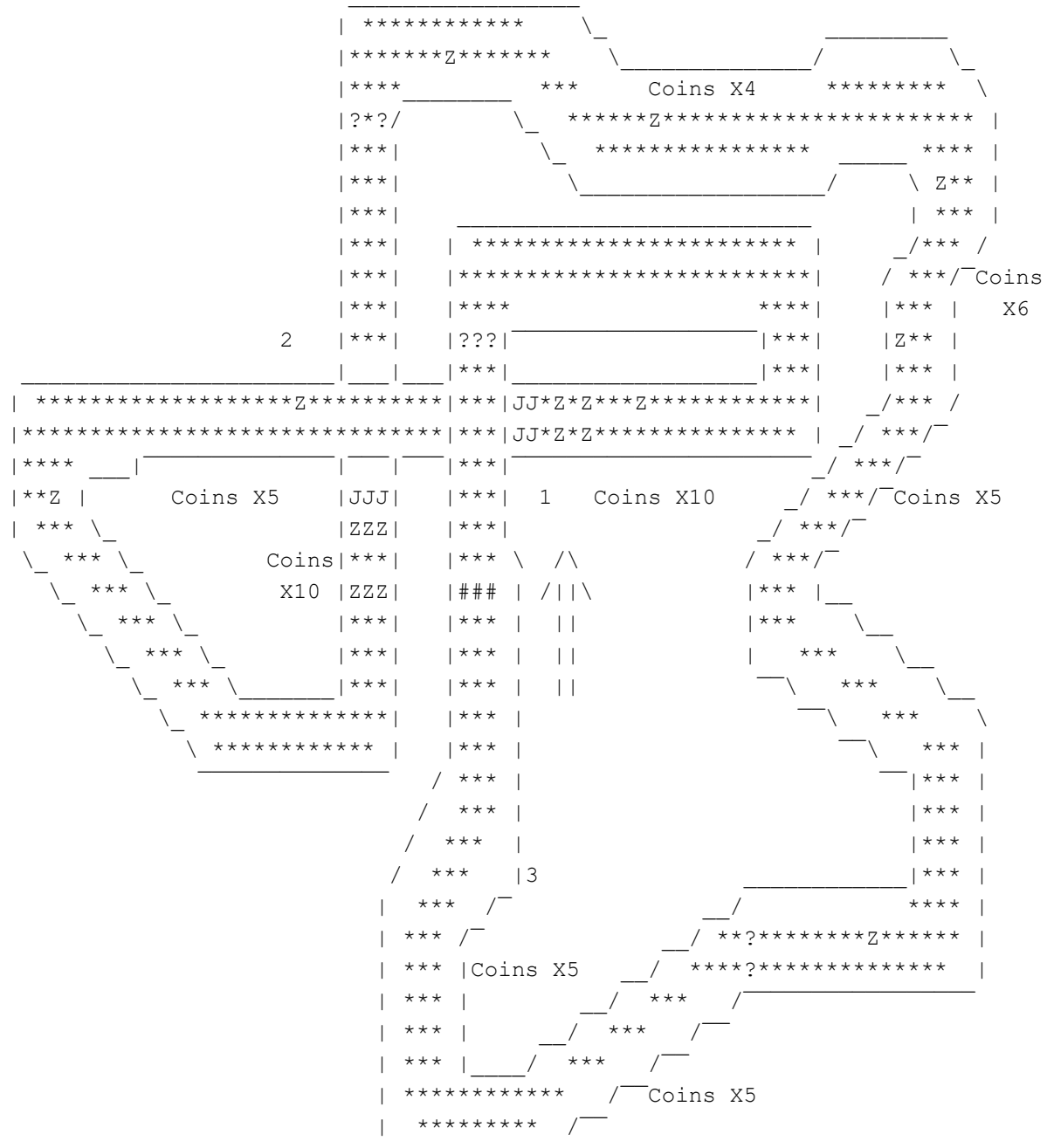
5) While using a mushroom, you can hit the jump plate and get over the wall for a small shortcut.

=====
b. Ribbon Road
=====

mksc_8002

Ribbon Road is one of the best courses in the game. There are tons of zippers and one massive shortcut. There are 50 coins that can be collected in this level.

Map



Map Legend

= Finish Line ? = Item Block J = Jump Plate Z = Zipper

Strategy

1) Here is the massive shortcut. Hit the first zipper and then hit the row of zippers. Once you hit the jump plate turn right (driver's perspective) and you will land on the path that is past the second jump. You must hit both the solitary zipper and the row of zippers to get enough speed to make the jump.

2) Just a reminder to hit every single zipper on the course.

3) You may elect to use a mushroom on the homestretch because there are no zippers here.

=====
c. Yoshi Desert
=====

mksc_8003

Yoshi Desert is a challenging course that contains a lot of 180° turns. There is also a nice shortcut in this level. There are 50 coins that can be collected in this level.

Map

```

          *****
          *****
          ***** Coins *****
        R***      X8   ***
          *****R   ***   *Z*   ***
          *****   ***   ***   ***
          ***       ***   ???   ***
          ***       ***   ***   ***
R*Z*      WWWWWW   ***   ***   ***
 *ZZ      WWWWWW   ****  ****  ***
 ****     WWWWWW   *****  ***
****CoinsWWW   *****  ***
 ****X16WWW   1         ***
****     WWWWWW   ***
 *** 2 WWW   ***
 ***     WWWWWW   ***  /\
 ***     WWWWWW   ***  ### /|\
 ****          Coins X5 *****  ***  ||
 *****          R *****  ***  ||
 *****          ?***** R *****  ***  ||
          ***?***          ***  ***
          3 ***          ***
          *** R ***          ***
          *****          ***
          *****          ***
          ****          ***
          ****          ***
          ****          ***  Coins X4
          ****          ***
          ***          ***** Coin Coin ***** 5
          ***          *??* ***** X1 X1 *****
          *** Coins X5          *** 4 ***R ***J WWW *****
          ***          **** WWWWWW WWWWWW ***
          ***          *** WWWWWW WWWWWW ***
          ***          *** WWWWWW WWWWWW *****
          ***          **** WWWWWW WWWWWW *****

```

**** *****

Coins X6

**** WWWWWWWWWWWWW ****

Coins X4

Map Legend

= Finish Line ? = Item Block J = Jump Plate Z = Zipper
R = Piranha Plant W = Deep Water

Strategy

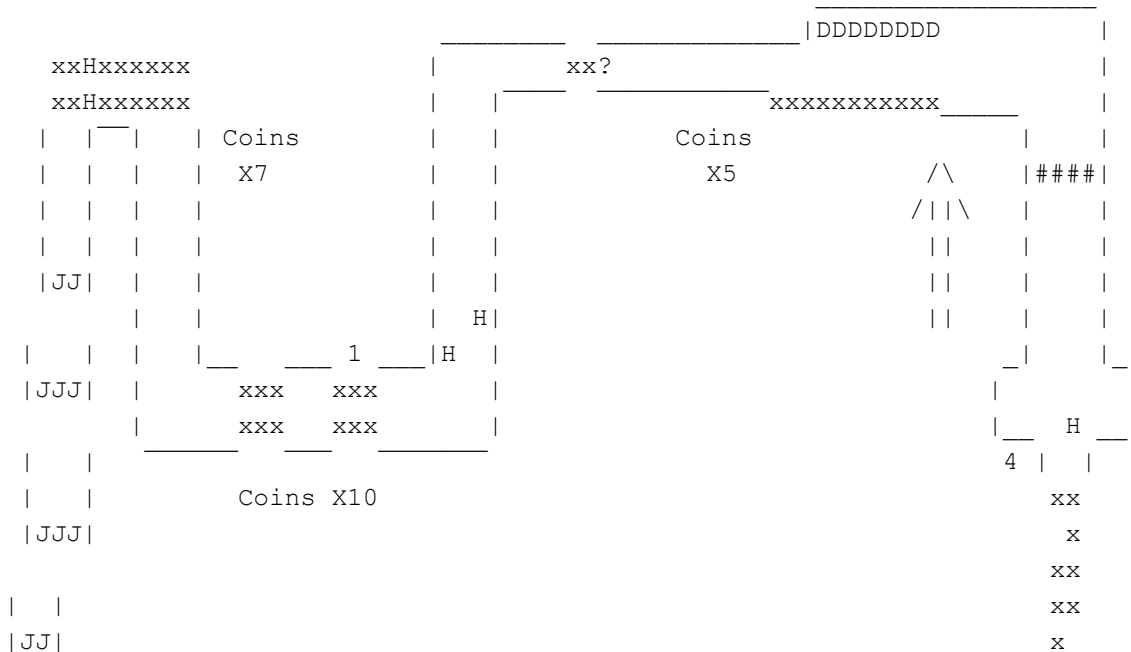
- 1) This course contains a number of 180° turns. You should attempt to power-slide though each one.
2) There are a lot of coins here. If you are attempting to get a high ranking, you must pick up these coins. It is possible to collect all 16 coins in 3 laps.
3) Watch out for the two piranha plants on this 180° hairpin turn. If you are not careful, there is a good chance that you will get eaten up.
4) Take this hairpin sharply; once you come out of the turn you will be facing the lake. To the left (driver's perspective), behind the piranha plant there is a jump plate. Hit it at the right angle to jump across the river for a nice shortcut. This shortcut will save you a lot of time.
5) The homestretch is one of the only good boosting locations in this course.

=====
d. Bowser Castle 3
=====

mksc_8004

This course is a challenging one. There are many Thwomps and many places to fall. Furthermore, this track is very narrow and can get really jammed in some areas. There are 50 coins that can be collected in this level.

Map




```

| oooo/          \ooo| X10
|oooo/          |ooo|
|ooo/           |ooo|_____
|ooo|           |ooooooooo  WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW
|ooo|           | ooooooooo  WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW
|???)          \___ ooo  WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW
|ooo|           /___ ooo 1 WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW
|ooo|           ___ | oooooo  WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW
/\ |ooo|       W|WWW|___|ooooo  WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW
/||\|###|     WW|WWW|W  ooo  WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW
|| |ooo|     WWW|WWW|W  ooo  WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW
|| |ooo|     WWWW|WWW|W  ooo  WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW
|| |ooo|     WWWWW|WWW|W  ooo___WWWWWWW  oooooooooo | WW |
|ooo|     WWWWW|WWW|W  oooo  WWWW  oooooooooooooo | W |
|ooo|     WWWWW|WWW|W  oooooxxxxxooooooooooooo  /|oooo|___|
|ooo|     WWWWW|WWW|WWW  oooooxxx?xxooooooooo  / |ooooooooo |
|ooo|     WWWWW|WWW|WW 2 WWWWWWWWWWWWWWWWW 3 WWWWWWW  / | oooooooooo|
|ooo  WWWWW|WWW|WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW  | ___| ooo|
___|ooo  WWWW|WWW|WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW  | ___| ooo|
WWWWWWW  ooo  WWW|WWW|WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW  | ooC
WWWWWWWWW  ooo  WWW|WWW|WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW  ooo 4
WWWWWWWWW  ooo  W|WWW|WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW  Coo
WWWWWWWWWWW  ooo  |WWW|WWWWWWWWW Coins X5 WWWWWWWWWWWWWWWWW  ooC  Coins X7
WWWWWWWWWWW  ___  oooJ|WWW|___  oooooooooooooooooooooooooooooCoo
WWWWWWWWWWW  |  oooJ|WWWWWWW|ooooooooooooooooooooooooooooooooo
WWWWWWWWWWW  |  oooJ|JJJWWW|ooo  _____|
WWWWWWW Coins|  ooZJ|_____|ooo|J  JJJJJJJJJJJJJJJJJJJ 5 |
WWWWWWWWW X8 |6  oooJ| ooooo|ooo|JZZoooooooooZooooooooooooo |
_____ | ooooJ|ooooo|ooo|JZZooooooooooooooooooooooooooooo |
| ooooooooooooooooooooooJ|ooo  ___|ooo|| _____  ooo| | |
|ooooooooooooooooooooo  |ooo|  |ooo||Coins  oooooooooooooooooo|
|ooo  _____|ooo|  |ooo|| X5  oooooooooooooooooooooo |
|ooo|_____|ooo|  |ooo||  ooo  |
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| oooooooooo?ooooooooooooo |  | ooooooo  /

```

Map Legend

= Finish Line ? = Item Block J = Jump Plate D = Dirt
C = Falling Rocks W = Deep Water Z = Zipper

Strategy

- 1) If you boost to the left (driver's perspective) you will go over the water and get a little shortcut.
- 2) Here you might be able to boost straight across the water. You will need to be moving at an incredibly high speed. This shortcut is easier to attain if you are using one of the heavy weights.
- 3) Yes there is another boosting shortcut here. This one is easier to attain than the one in strategy tip number 2. With the assistance of a mushroom, you should be able to boost across to the area where the falling rocks are located. If possible, this shortcut should be done each lap in the time trials.
- 4) Watch out for falling rocks from the volcano in this stretch. They fall on the sides of the tracks.

5) This is where you can attain a nice shortcut. As you come out of the 180° hairpin, keep to the right (driver's perspective) and hit the zipper that is located before the jump. When you hit the jump, you'll go higher and farther than usual. Use the extra distance and jump right (driver's perspective) and bounce off the jump plates that are located to the right (driver's perspective) of the barrier. This is a huge shortcut.

6) You should always attempt to hit this zipper.

=====
 b. Broken Pier
 =====

mksc_9002

Broken Pier is another very challenging course with tons of sharp turns. It also contains many partially invisible bridges. This course has plenty of shortcuts if you are willing to look for them. There are 50 coins that can be collected in this level.

Map

```

              1
    _____
    /ooooooooooooooooooooooooooooooooo
    /ooooooooooooo  B  /ooooooooooooBo
    /ooooooooooooooooooooooooooooooooo|
    /ooo_____oooooooooooooooooJ  ooooo|
    /ooo      _____|ooooooooo|
    |ooo|      |ooooooooo|  |ooooo|
    |??|      |ooooooooo|  |Joooo| Coins X11
    |ooo|      |ooooooooo|  |oooo/
    /ooo/      |ooooooooo|  |oooo/
    /ooo      |ooooooooo|  |ooJ/
    /ooo      |ooooooooo|  |oo
    /ooo      |ooooooooo|  |ooo|
    /ooo      |ooooooooo|  |ooo|
    /ooo      \oooo
    /ooo      \ooo
    /ooo      \ooo
    |ooo|      \ooo_____
    |ooo| / \      \ooooo
    |ooo| /||\      _____\oooo
    |###| ||      \oooo
    |ooo| ||      |ooo
    |ooo| ||      /ooooo Joo?ooooooooo\  |???o|
    |ooo|      |ooooooooo ?ooooooooo\  Coins|ooooo
    |ooo|      |oooo_____x  Boooo\  X8 |JJoooo___
    |ooo|      |ooo      xB  xxx      JJooooo\
    |ooo|      |ooo      5 x  xxx      2  oooooo\
    \oooo      |ooooooooo  x  xxx      oooooo\
    |oooo      oooooo  |ooo oooo|      xooooo|
    \oooo Coins|ooooo  |ooooooooo|      3 x ooooo|
    |oooo      X5  |Joo  |ooooooooo  oooo  x  oooo|
    |oooBo|      oo  |oooo  ZZZZ  x  xxxx
    \oooo|      |Zoo|  |ooo|  oooo  x  xxxx
    Coins |ooo|  |oo  |ooo|  JJJJB  x  xxxx
    X8 |ooo|  |ooB|  |ooo|      x  xxxx
    |oo  Coins|ooo|  |ooo| Coins  _x_ xxxx
    |ooo|  X8 |ooo|  |ooZ| X5      |ooooooooo|
    |oooo      |ooJ|  |oo  |ooooooooo|
    oooo  6 |oo  |ooJ| Coins  Joooooo|
  
```

```

oooo__oooo| |Zoo| X5 _____Joooooo
oooooooooooo oo| |oooooooooooooooooooooooooooo
oooooooooooo |Jooxxxxxxoooooooooooooooooooooooooooo
ooo B |oooooooooooooooooooooooooooo
|ooB| 4 |JooJJ_____
|ooo| oo|
|ooo| Jooo|
|ooo| Jooo|
|ooooo__ooooo|
|ooooooooooooo|
Boooooooooo
_____

```

Map Legend

= Finish Line ? = Item Block J = Jump Plate D = Dirt
 B = Boo Z = Zipper

Strategy

1) This bridge here is partially invisible, it is not a major shortcut but taking it will make the next turn a little easier for you. Overall, I would recommend that you avoid taking this bridge. Also, here you will encounter the first Boo on this course. If a Boo catches you, you'll slow down and lose coins.

2) Here you can take one of three shortcuts. None of these shortcuts are extremely easy. I'll list them in increasing difficulty:

Shortcut #1 - Use a mushroom and hit the jump plate located to the left (driver's perspective). When you hit the jumper, veer left (driver's perspective) and land on the partially invisible bridge. If you have a lot of speed as you use your mushroom, you might even jump over the partially invisible bridge.

Shortcut #2 - Use a mushroom and hit the jump plate located on the right (driver's perspective). When you hit the jumper, veer right (driver's perspective) and land on the little island. Once on the island you will hit a zipper and then another jump plate. You will then make it across the gap for a nice shortcut. When using a mushroom for this shortcut, you must use it when you are close to the first jump plate. If you are too far from the jump plate, you'll boost over the island.

Shortcut #3 - This is the big one. First you must perform a right power-slide into the jump plate located on the right (driver's perspective). Once your kart has turned right be 90°, boost into the previously specified jump plate. You'll hop into the area where strategy tip #5 is located. This shortcut is one of the most difficult ones to attain in the game.

3) The bridge here is partially invisible, you should use it if you don't have a mushroom that can be used to get one if the previous three shortcuts.

4) You guessed it, another partially invisible bridge. You should always attempt to use this bridge. When exiting, power-slide into the zipper that is near by.

5) Here the path splits into two bridges, one is smaller then the other. You should take the smaller bridge; it will save you some time.

1) There are several dirt patches in this course. Avoid them; they'll reduce your speed.

2) There are several lava patches in this straight away. You will be able to avoid them by driving down the centre of the straightaway. If you have enough speed, you can hop over the lava patches. If you must hop over a lava patches you should watch out for Podoboos that jump out of the lava.

3) There is a good chance that you'll boost into the wall when you hit this zipper. To avoid this problem, power-slide around the square barrier that is located behind the zipper.

4) You will not need to power-slide around this square barrier to get a good boost here. Simply power-slide into the zipper and you will be fine.

5) You should hit the zippers here. You will go faster and you can get an item. After you hit the zippers let go of the gas so that you can easily navigate out of the narrow straightaway.

6) There the path splits and you can take to paths across islands. Take the right one (driver's perspective) it is shorter.

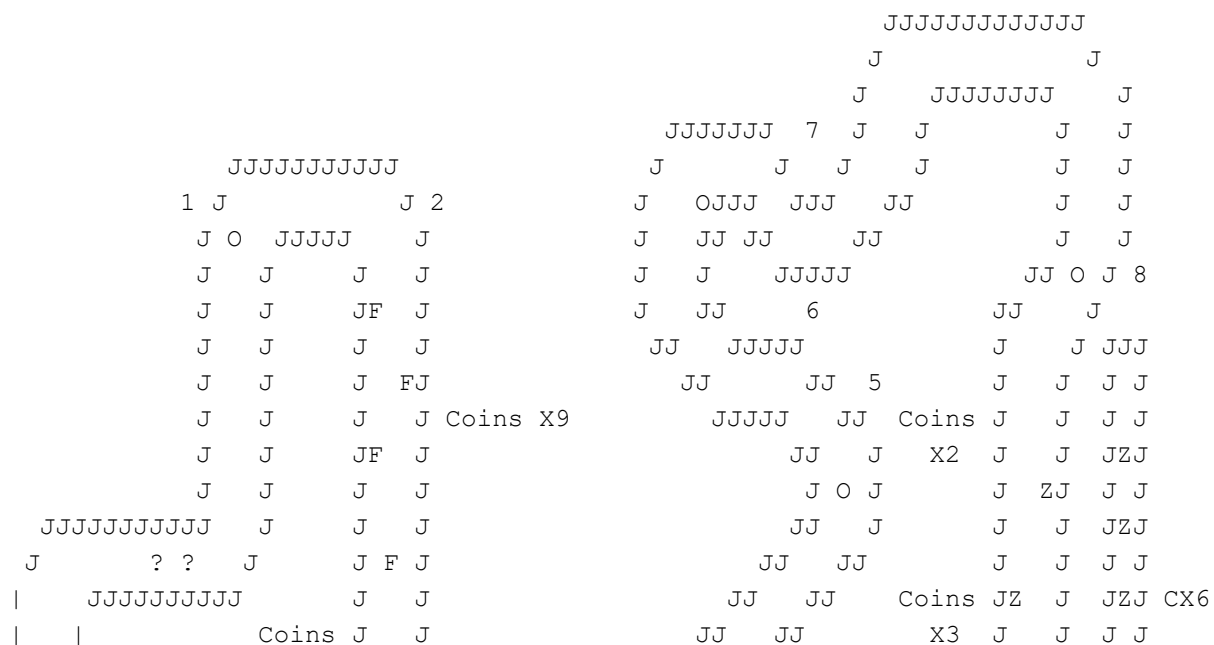
7) Watch out for the Mechakoopas here. If you hit them you'll spinout. It is possible to avoid spinning out by breaking just after you hit a Mechakoopa.

8) The homestretch is the only real straight area in the level without any obstacles. Use a mushroom here if you have one.

=====
d. Rainbow Road mksc_9004
=====

The new Rainbow Road is perhaps the coolest course in the game. In instead of having no walls, the track is surrounded by jump plates. There are tons of shortcuts in this level. There are 50 coins that can be collected in this level.

Map



Map Legend

= Finish Line ? = Item Block

Strategy

1) After this turn you could go across the dirt to get an item. If you go on the dirt at regular speed you won't make any substantial gains on the competition. If you have a mushroom or a star, by all means cut across the dirt path your speed will not be affected when you use one of these items.

=====
b. Donut Plains 1
=====

mksc_10002

Donut Plains 1 is a simple course with no real hazards. It also contains a small shortcut. There are 50 coins that can be collected in this level.

Map



Map Legend

= Finish Line ? = Item Block

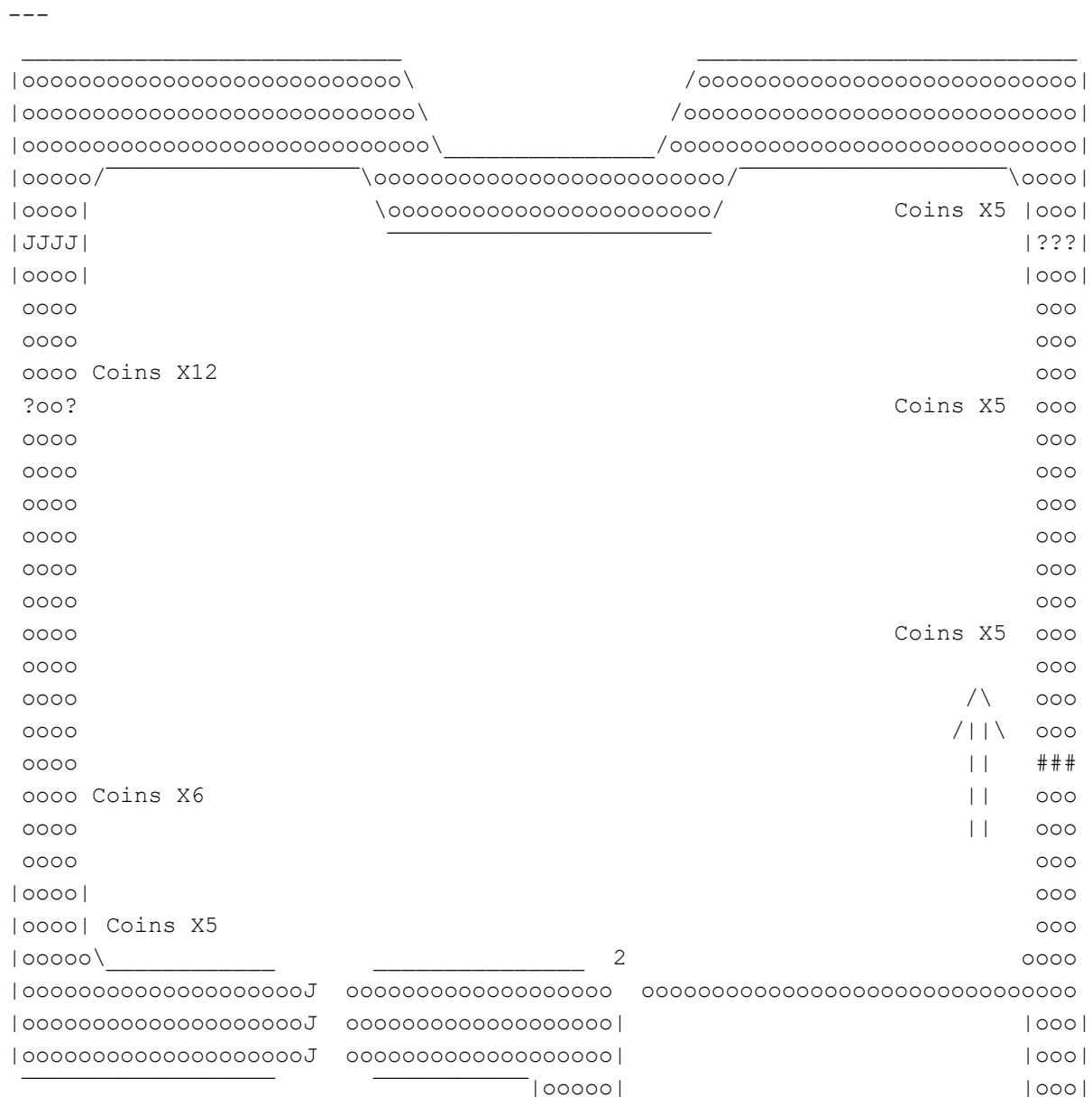
Strategy

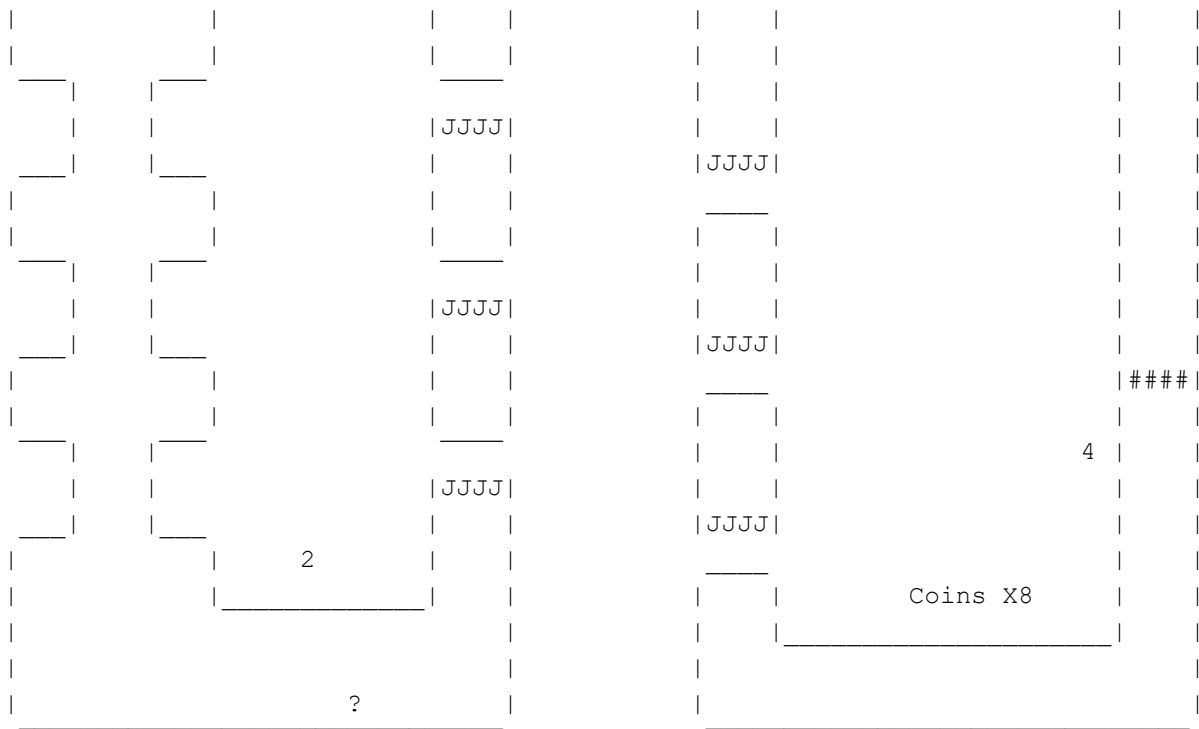
-
- 1) If you have a mushroom, use it here and go between the break in the wall to get a nice shortcut.
 - 2) Perform a nice power-slide here to get a mini-boost.
 - 3) To the right (driver's perspective) is a solitary item block. You should attempt to collect it on each lap.
 - 4) Perform a nice power-slide here to get a mini-boost.

=====
c. Ghost Valley 1 mksc_10003
=====

This is the Ghost Valley course in the extra tracks. Just like Mario Circuit 1 and Donut Plains 1, this course is very simple in nature. There are 50 coins that can be collected in this level.

Map





Coins X8

Map Legend

= Finish Line ? = Item Block J = Jump Plate

Strategy

- 1) This straightaway is a good place to use a mushroom if you have one.
- 2) You can attain a mini-boost by power-sliding through this 180° hairpin. One should make a wide turn to acquire the item which is located to the far right (driver's perspective).
- 3) This hairpin is a good place to get a power-slide mini-boost.
- 4) This straightaway is a good place to use a mushroom if you have one.

=====
 11. Extra Flower Cup mksc_11000
 =====

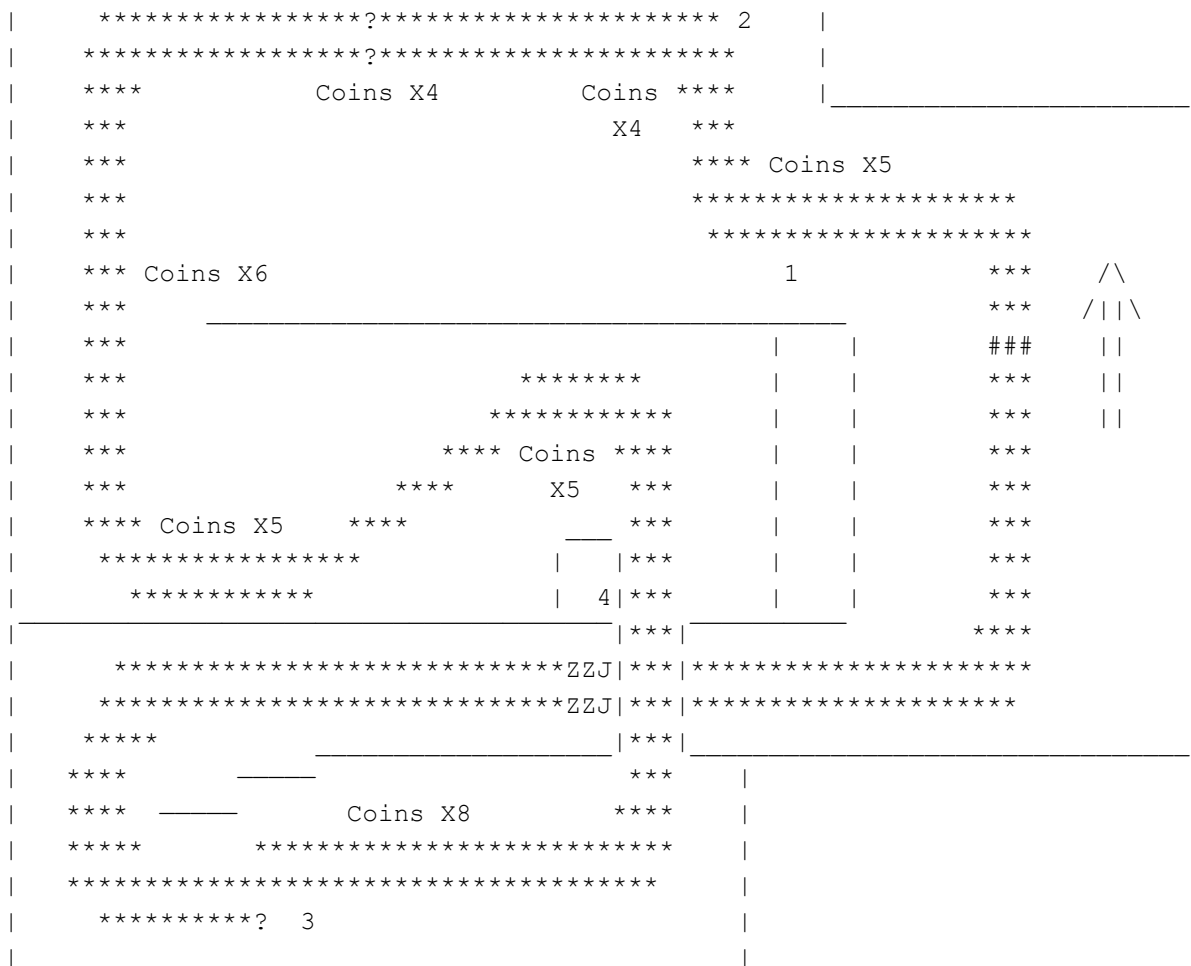
The four tracks in the extra mushroom cup are Mario Circuit 1, Donut Plains 1, Ghost Valley 1 and Bowser Castle 1.

=====
 a. Mario Circuit 2 mksc_11001
 =====

Mario Circuit 2 is much more challenging than Mario Circuit 1. This track contains a nice shortcut. There are 50 coins that can be collected in this level.

Map





Map Legend

= Finish Line ? = Item Block J = Jump Plate Z = Zipper

Strategy

- 1) If you have a mushroom or a star you can cut across the dirt path. If you perform this shortcut, you will miss the item.
- 2) This straightaway contains the majority of the coins in this level.
- 3) There is a solitary item to the left (driver's perspective). You should pick it up on every lap.
- 4) There is an opportunity here for an excellent shortcut. You must have a mushroom to perform this shortcut. As you approach the zippers and jump plates, use a boost. Once you are in the air, turn left (driver's perspective) you will land close to the finish line.

=====
b. Choco Island 1
=====

mksc_11002

Choco Island 1 does not contain any challenging turns but there are tons of speed bumps everywhere. There are 50 coins that can be collected in this level.

Map

```

                Coins      oooooooooo
                X8  oooooooooooooo?ooooo
                oooooooooooooooooooooo?oooooooo
                ooooooooooooo      oooooooooo
                oooo  oooo      oooooooooo
                oooo  Coins X4      oooooo
                oooo      oooooo
                oooo      oooooo
                oooo  Coins X10
                ooo      oooooo
                ooo      oooo
                oooo      oooo
                ooooo      oooo
                ooooo      oooo
                oooo      oooo  /\
0000 Coins X8      ooo  /||\
ooo      ###  ||
ooo      ooo  ||
ooo      ooo  ||
ooo      ooo
ooo      ooo
ooo      ooo
ooo      ooo
ooo      1 ooooooo?oooooo 2      ooo
0000      Coins oooooDDDDDDDooooo      oooo
ooo      X5 oooo      oooo Coins X10      oooo
ooo      oooooooooooooooooo Coins X5      ooooooDDDDDDDoooooo
ooo      oooooooooooooo      oooooooooooooooooo

```

Map Legend

= Finish Line ? = Item Block D = Mud

Strategy

- 1) A row of coins will guide you around the mud puddles.
- 2) If you have a mushroom or a star, you can cut across the dirt to get closer to the finish line. At strategy point #2 turn left (driver's perspective).

=====
c. Ghost Valley 2
=====

mksc_11003

Ghost Valley 2 is one of the few tracks were you can pick up three items per lap. One should watch out for the broken corners located in some areas, they will case you to fall. There are a total of 50 coins that can be collected in this level.

Map

```

                _____
|ooooooooooooo?ooooooooooooo|
|ooooooooooooo?ooooooooooooo|
|ooo/-----\ooo|
|ooo|           Coins X5|ooo|
                _____
|ooooooooooooooooo|
|ooo?ooooo?ooo|
|ooooooooooooooooo|

```



```

****          ***          ***          /\          ***
*****        ***          ***          /||\         ***
****          ***          ***          ||          ###
*****        ***          ***          ||          ***
*****        ***          ***          ||          ***
***** 1      ***          ***          ***          ***
*****        ***          ***          ***          ***
*****        ***          ?** Coins ***          ***
*****        ***          X6      ***          ***
*****        ***          ***          ***          *** 4
*****        ***          ***          ***          ****
*****        ***          ***          ***          ****
*****        ****          ***          3          ****
***** Coins X6 ****          ****          ****
*****          ****          ****          ****
*****          ****          ****          ****

```

Map Legend

= Finish Line ? = Item Block

Strategy

- 1) There are 180° turns here. You should hop and drift between them.
- 2) You should get a mini-boost here from a power-slide.
- 3) You should get a mini-boost here from a power-slide.
- 4) The homestretch is a good place to use a mushroom.

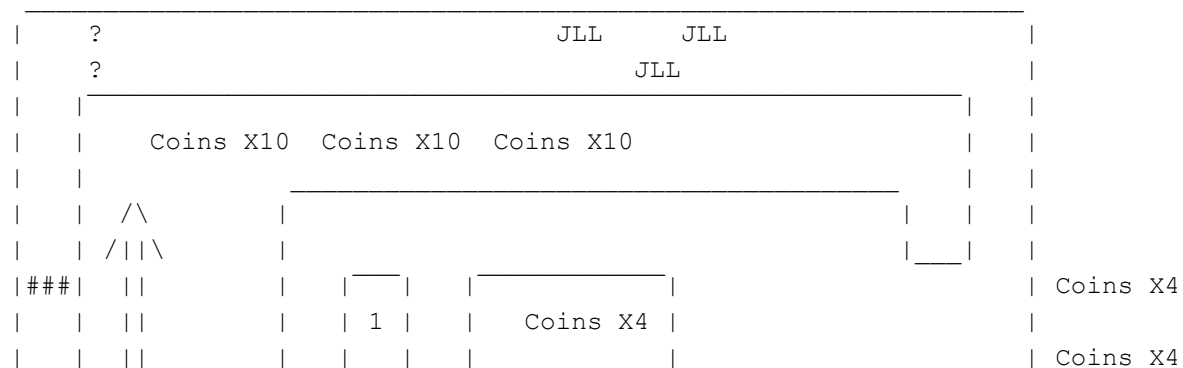
=====
12. Extra Lightning Cup mksc_12000
=====

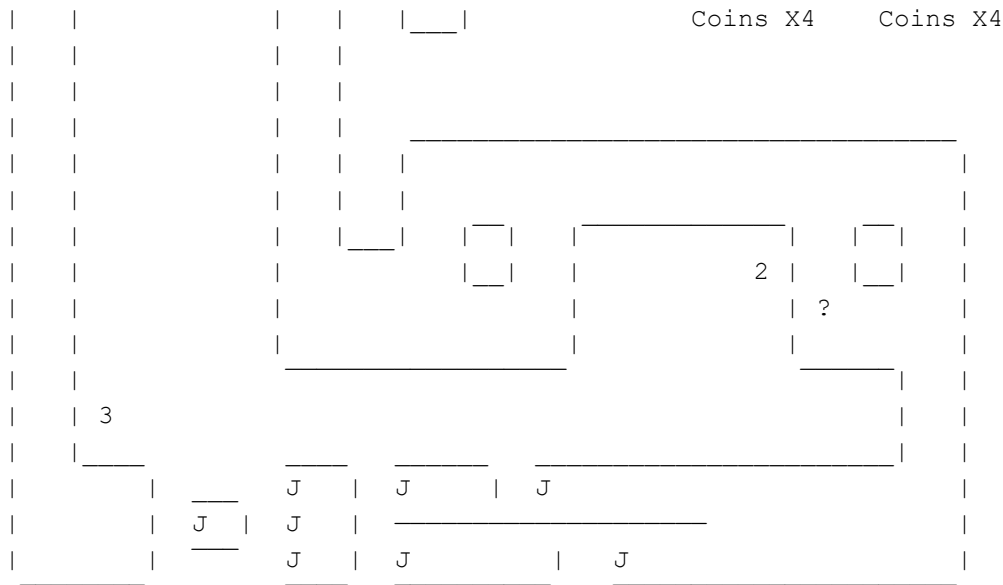
The four courses in the Extra Lightning Cup are Bowser Castle 2, Mario Circuit 3, Koopa Beach 1 and Choco Island 2.

=====
a. Bowser Castle 2 mksc_12001
=====

Bowser Castle 2 is a very challenging course. There are lots of lava pits and many difficult turns.

Map





Map Legend

= Finish Line ? = Item Block J = Jump Plate L = Lava

Strategy

1) Don't turn right (driver's perspective) into this alcove it is a dead end.

2) You may want to turn right (driver's perspective) here to get the only item block in the backstretch of the course. You will have to perform some excellent power-turns to do this without losing speed.

=====

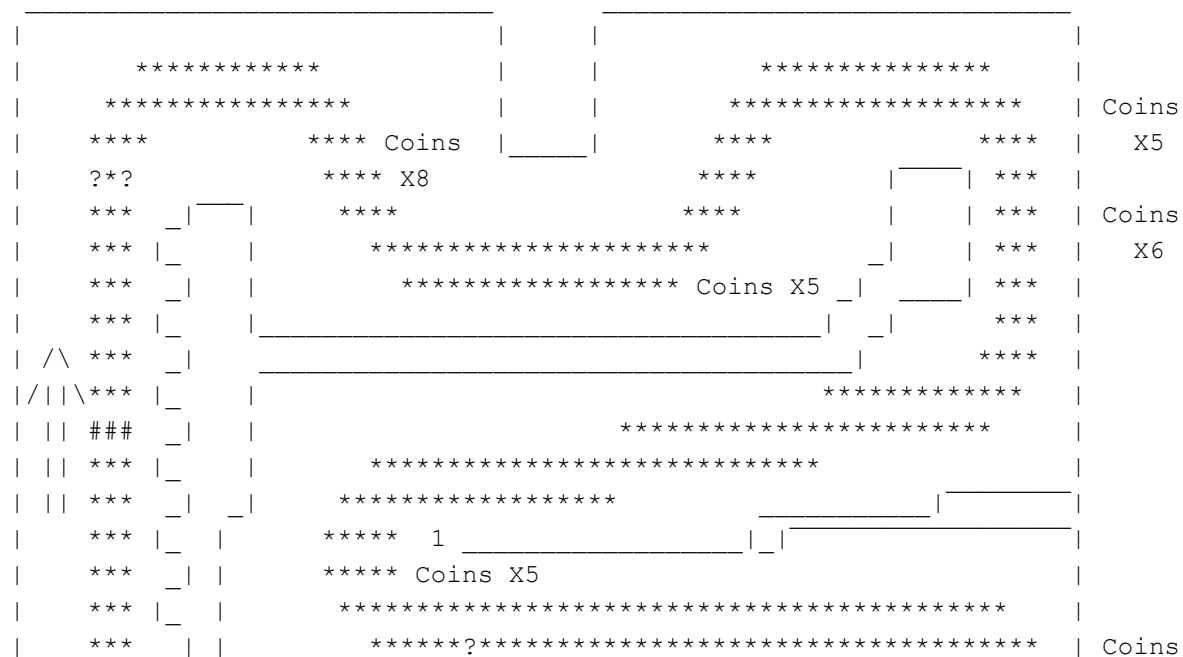
b. Mario Circuit 3

=====

mksc_12002

Mario Circuit 3 contains some very sharp turns and zigzags. There is a total of 50 coins that can be collected in this level.

Map




```

|          oooooooooo  Coins X6          oooooooooooooooooooooo          |
|          oooooo          |
|          |
|_____

```

Map Legend

= Finish Line ? = Item Block D = Mud

Strategy

1) You can cut across the gap by going through this break in the wall. Use a mushroom or a star. If you got a boost from the starting line, you may be able to get the shortcut as well.

2) Using a mushroom boost through the mud is a good idea.

```

=====
13.  Extra Star Cup          mksc_13000
=====

```

The four tracks in the Extra Star Cup are Vanilla Lake 1, Bowser Castle 3, Mario Circuit 4 and Donut Plains 3. There are a total of 50 coins that can be collected in this level.

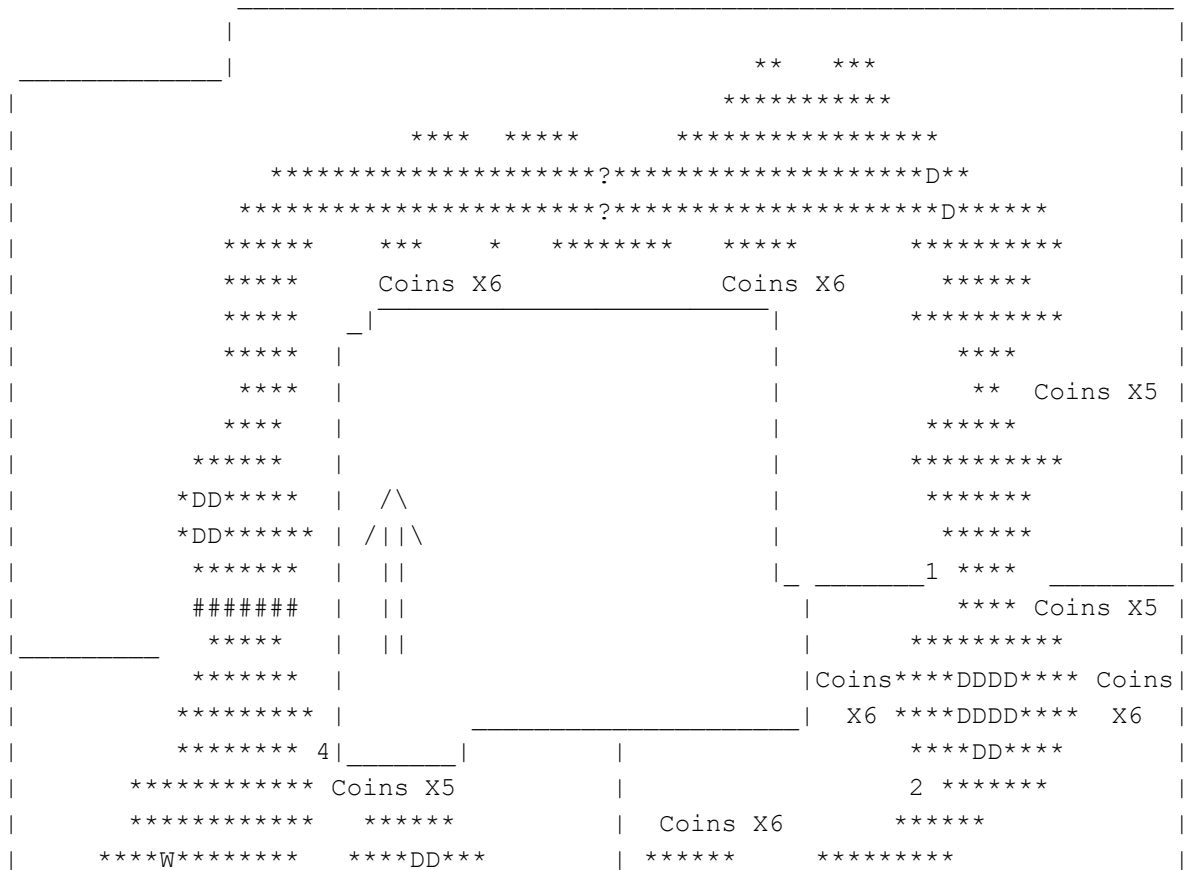
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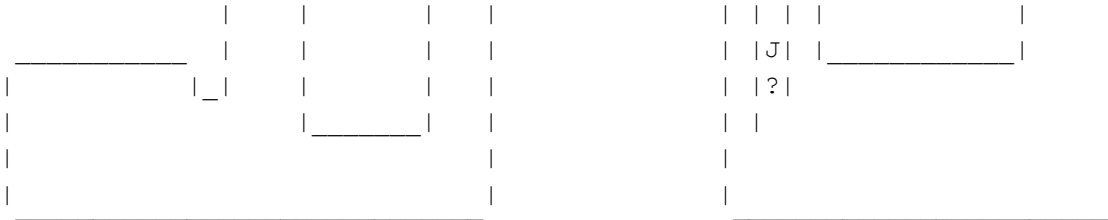
=====
a.  Vanilla Lake 1          mksc_13001
=====

```

Vanilla Lake 1 is a very challenging course. The ice will cause your kart to slip.

Map





Map Legend

= Finish Line ? = Item Block J = Jump Plate

Strategy

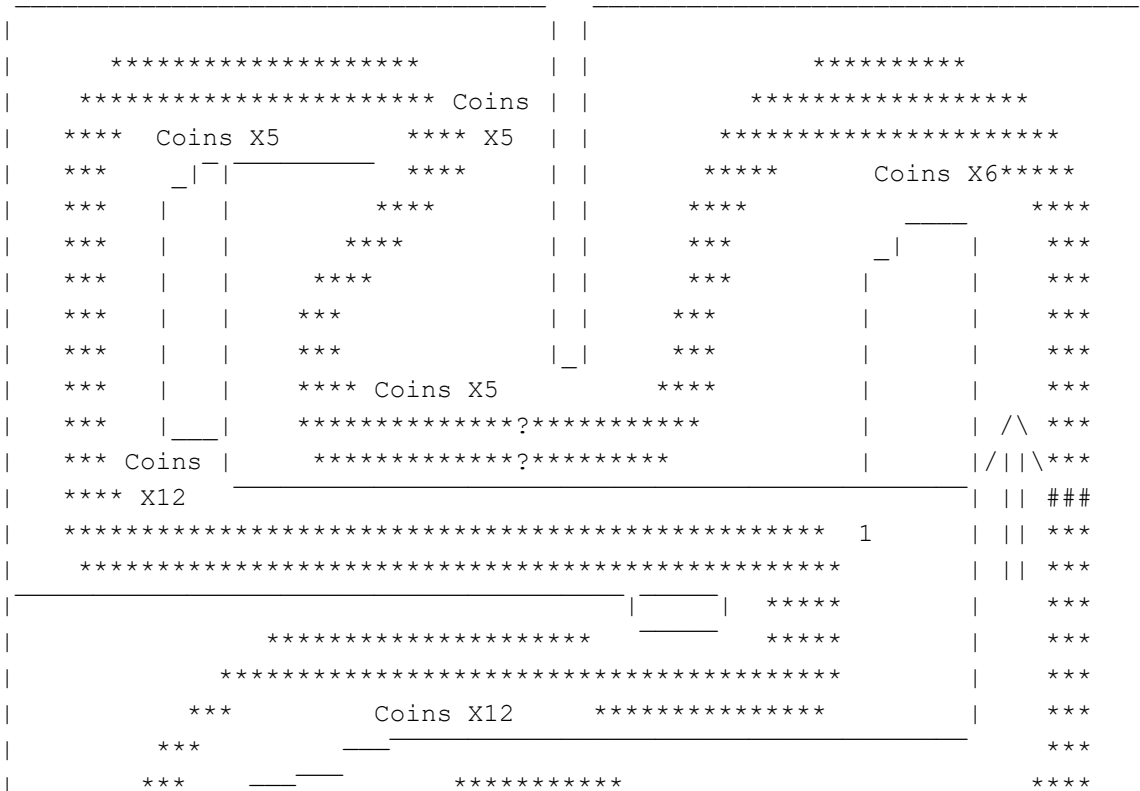
- 1) This area of the course has a lot of coins. If you are going for a good ranking in Grand Prix mode make sure to pick up these coins.
- 2) Take the left path (driver's perspective) to get an item.
- 3) Here take the right path to get another item.
- 4) When coming out of this 180° turn, the path splits into three. Take the middle path to acquire an item.
- 5) This is a good place to use mushroom boost.

=====
 c. Mario Circuit 4
 =====

mksc_13003

Mario Circuit 4 is a course with a lot of tight turns and a little shortcut. A total of 50 coins can be collected in this level.

Map




```

|          oooooooooo   |          | |
|          oooooooCoins|X8          |
|_____|_____|_____|

```

Map Legend

= Finish Line ? = Item W = Deep Water J = Jump Plate

Strategy

- 1) There is a break in the wooden bridge. Stay to the left (driver's perspective) so that you don't fall in the water.
- 2) This is one of the biggest shortcuts in the game. As you approach the jump plate use a mushroom. You use the mushroom when your kart is on the wooden bridge. As you hit the jump plate turn slightly to the left (driver's perspective). You should land just before the finish line. This shortcut will cut your lap time in half.
- 3) As you enter the zigzag, hug the corners of the hairpin turns. You will gain a significant amount on your competitors

=====
14. Extra Special Cup mksc_14000
=====

The four courses in the Extra Special Cup are Koopa Beach 2, Ghost Valley 3, Vanilla Lake 2 and Rainbow Road.

=====
a. Koopa Beach 2 mksc_14001
=====

Koopa Beach 2 has an unorthodox design. There are a total of 50 coins that can be collected in this level.

Map

```

                Coins X8          Coins          Coins
                .....          ..... X5      .... X5
Coins X5 .....?.....
                .....?.....
Coins.....GGGGGGGGGGGGGGGGGG.....
X5 .....|_____|GG.....  /\
        .....|_____  |G.....  /|\
Coins  ....|_____  |G#####  ||
X5      .....  WWWWWW  ....|  |G.....  ||
                WWWWWW  ...|  |GG.....  ||
1  WWWW  WW  WWW  ...|  |GG.....
WWWWW  WW  WWW  ...|  |GG.....
WWWW      WWW  .....|  |GG.....
  WW      WWW  .....|  |GGG.....G.....
                WWW  WWW  ....|  |GGG.....GG.....
...  WWWWWW  .....|  |GGG.....GG.....
..?.  WWW  .....|  |GGG.....GGG....
WW  ..      WW  .....G|  |GG.....GGG....
WW      WW  .....G|  |GGGG.....GGGG.....
WW  WW      WW  .....G|  |_____  |GG.....

```

```

WWWW  WW          .....GG|                               |GG.....
WWW    .....  ...GGG|                               |GG.....
W      .....GG_|_____ |GG.....
      .....G_/GGGGGGGGGGGGGG...GGGGGGG.....
WWW    .....G_/GGGGGGGGGGGGG.....GG.....
WWW    .....G_/GGGGGGGGGGGGG..... 3
      .....G_/GGGGGGGGGGGGG.....
      .....GG/GGGGGGGGGGGGG.....          Coins X6
      .....GGGGGGGGGGGG.....
      .....          Coins X6
      .....
      .. 2 ..... Coins X5

```

Map Legend

= Finish Line ? = Item W = Deep Water G = Grass

Strategy

1) The backstretch of this course has shallow water with scattered patches of deep water. Your kart will sink in the deep water. On the right (driver's perspective) of the backstretch is a solitary island that contains an item block. The left side (driver's perspective) is a little shorter but does not contain an item. More often than not, you will want to get the item. If you find yourself about to fall in deep water, you should attempt to hop over the pit.

2) This is a good location to use a mushroom boost.

3) Yet another good location to use a mushroom.

=====

b. Ghost Valley 3

mksc_14002

=====

Ghost Valley 3 is a difficult course with a lot of tricky turns and pits. A total of 50 coins can be collected in this level.

Map

```

          1
|oooooooooooooooooooooooooooo?ooJoooooooooooo  ooooooooooooooooooooo|
|oooooooooooooooooooooooooooo?ooJoooooooooooo  ooooooooooooooooooooo|
|oooooooooooo  ooooooooooo?oooooooooooooooooooooooooooooooooooooooooooo|
|oooooooooooo  oooooooooooooooooooooooooooooooooooooooooooooooooooooo|
ooo|_____|_____ |oooo|
ooo  /\          ooo  ___|oooo|
|###| /||\          ooooooooooooo|
ooo  ||          ooooooooooooo|
ooo  ||          ooooooooooooo|
ooo  ||          ooooooo  _____
ooo      Coins      Coins X5          ooooooo
ooo      X5|oooooooooooooooooooooooooooooooooooo
ooo      |oooooooooooooooooooooooooooooooooooo
ooo      |oooooo/_____|
ooo      |ooooo|
ooo      Coins|ooooo|Coins X5
ooo      X5|ooooo\___|

```



```

***                ****
***                ****
***                ****
***                ****
***                ****
***                ****
***                ****
***                ****
***                ****
***                ****
###                *****
***                *****
***                ***** Coins X3      Coins X3
***                ***** 2
***                *****
***                *****
***                *****   Coins X6      Coins X6      3
***                *****
***                *****
***                *****
***                *****
*** 5                *****
****                *****?***** 4      ****
*****                *****
*****   Coins X8   *****
*****
*****

```

Map Legend

= Finish Line ? = Item

Strategy

- 1) One should power-slide into this turn.
- 2) It is possible to power-slide through this entire 180° turn and come out with a mini-boost.
- 3) This turn is much tighter than the others. While it is possible to successfully pull off a power-slide, it is very difficult.
- 4) Here the path splits into two. The right side (driver's perspective) contains an item block while the left side (driver's perspective) contains eight coins. The turn into the homestretch is easier to make if the left side is taken. More often than not, you will want to take the right path.
- 5) The homestretch is the only place where it makes sense to use a mushroom.

=====
15. Battle Mode
=====

mksc_15000

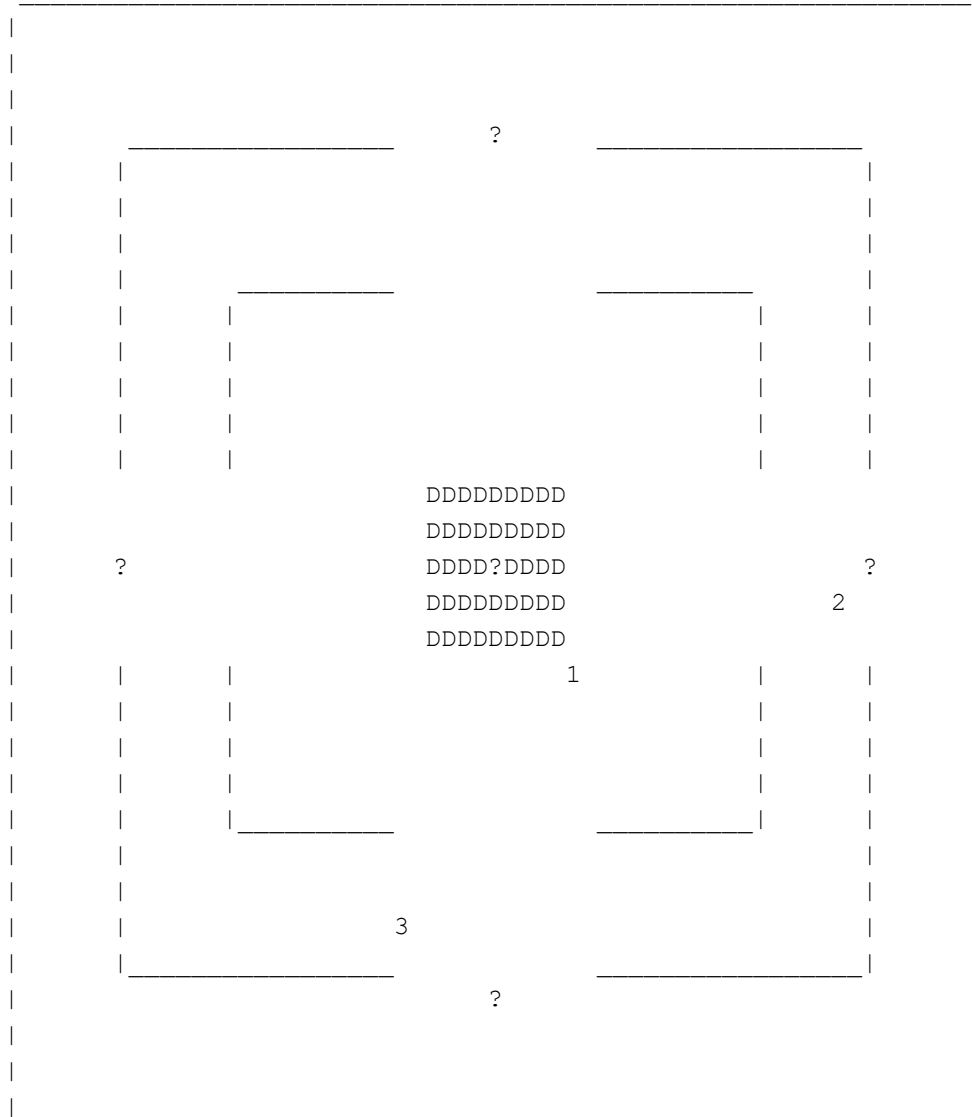
The four battle mode courses are not racetracks; they are tailored for battle mode. They do not contain a finish line, they do not have coins and there are several item blocks. The courses have creative names, Battle Course 1, Battle Course 2, Battle Course 3 and Battle Course 4.

=====
a. Battle Course 1
=====

mksc_15001

Battle Course 1 is the simplest of all the battle courses. Its design is based in the different "raceway" courses.

Map



Map Legend

? = Item D = Dirt

Strategy

- 1) The centre of the course contains an item block. Make sure to get a good boost off of the starting line to get the item before anyone else does.
- 2) The best location to place bananas is in close proximity to item blocks. There, opponents are more likely to hit them.
- 3) The best strategy to avoid red shells is to keep an item on your tail. The second best strategy is to turn sharply near walls. There is a remote chance the a red shell will hit the wall instead of your character.

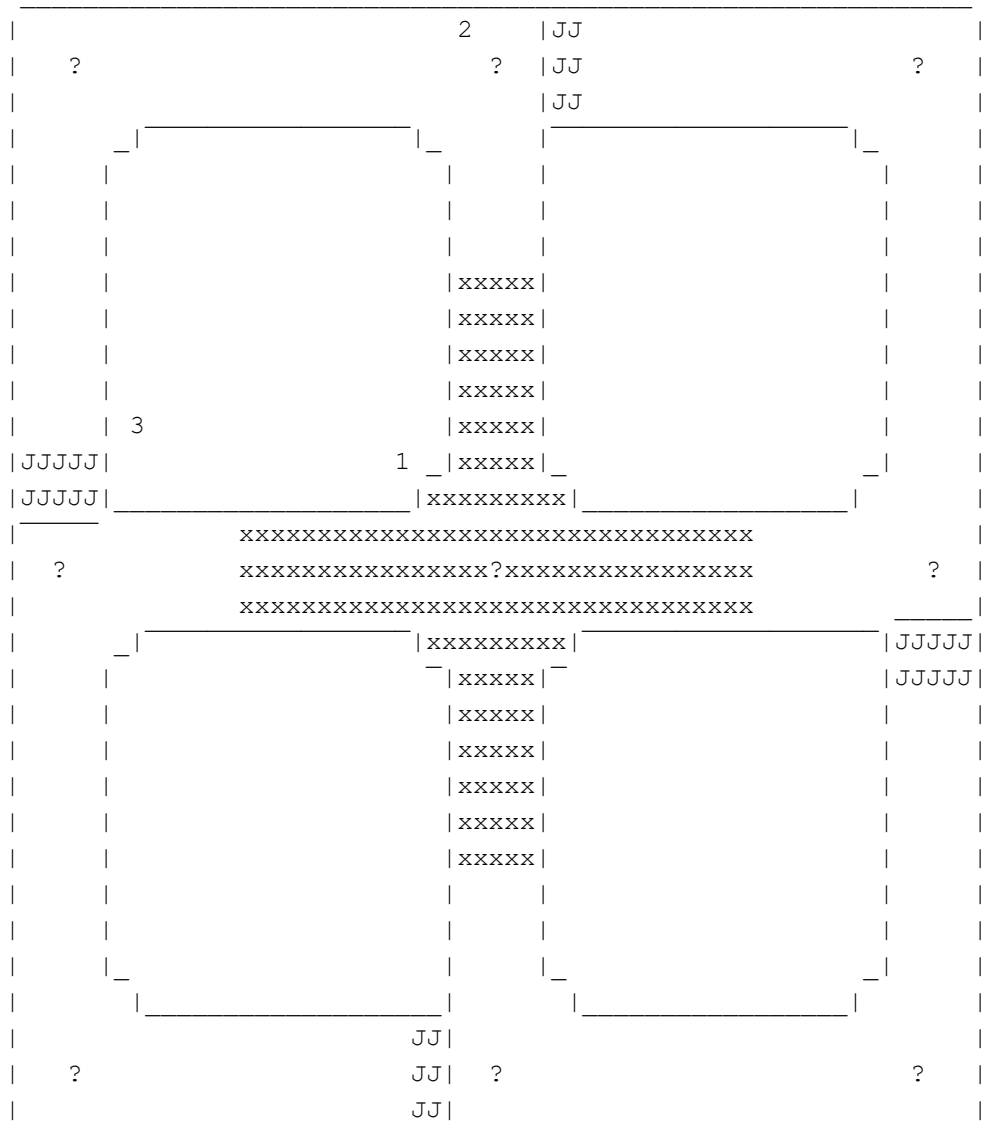
=====
b. Battle Course 2

mksc_15002

=====

Battle Course 2 contains a lot of interesting elements such as jump plates and a metal grating floor. This battle course is based on "Bowser Castle" courses.

Map



Map Legend

? = Item J = Jump Plate

Strategy

- 1) The grated middle of this battle course provides excellent camouflage for bananas and red shell traps.
- 2) One of the best locations to place bananas is in close proximity to item blocks. There, opponents are more likely to hit them.
- 3) Driving over the jump plates and going over the walls is the best way to avoid red shell attacks in this level. One must be careful not to jump off the course into the lava pits. If you fall in the lava pits, you will lose a balloon

=====

the water camp around the shoreline with a red shell and wait for Lakitu to fish him/her out.

=====
16. Super Circuit Shortcut Guide
=====

mksc_16000

=====
a. Peach Circuit
=====

mksc_16001

```

                *****
            *****
        *****      ****
    *****          ***
  *M***              ***
    ****              ***  /\
    ?*?              ***  /||\
    *** Coins X10    ***  ||
    ***              ***  ||
    ***              ***  ||
    ***              ***
*** Coins X5        ***
***                ***
    ***            *** Coins X5
    *** Coins X5    ***
    ***            ***
    ***            *M**          *****
    ***            *****M*****
    ***            *****
***                ****
***                ***
***                ***
    ***            *** Coins X5
    ***                ***
    ***                Coins X15    ***
    ***            *****?*****
    ***            *****M*****?*****
    ***                ***
    ***                ***
1 *M@      @**
  ***@@@@*
  *****
  *****
    Coins X5

```

Map Legend

= Finish Line ? = Item Block M = Mushroom Boost Spot
@ = Shortcut Path

Strategy

1) You can use a mushroom here and cut across the grass to get a tiny short cut.

=====

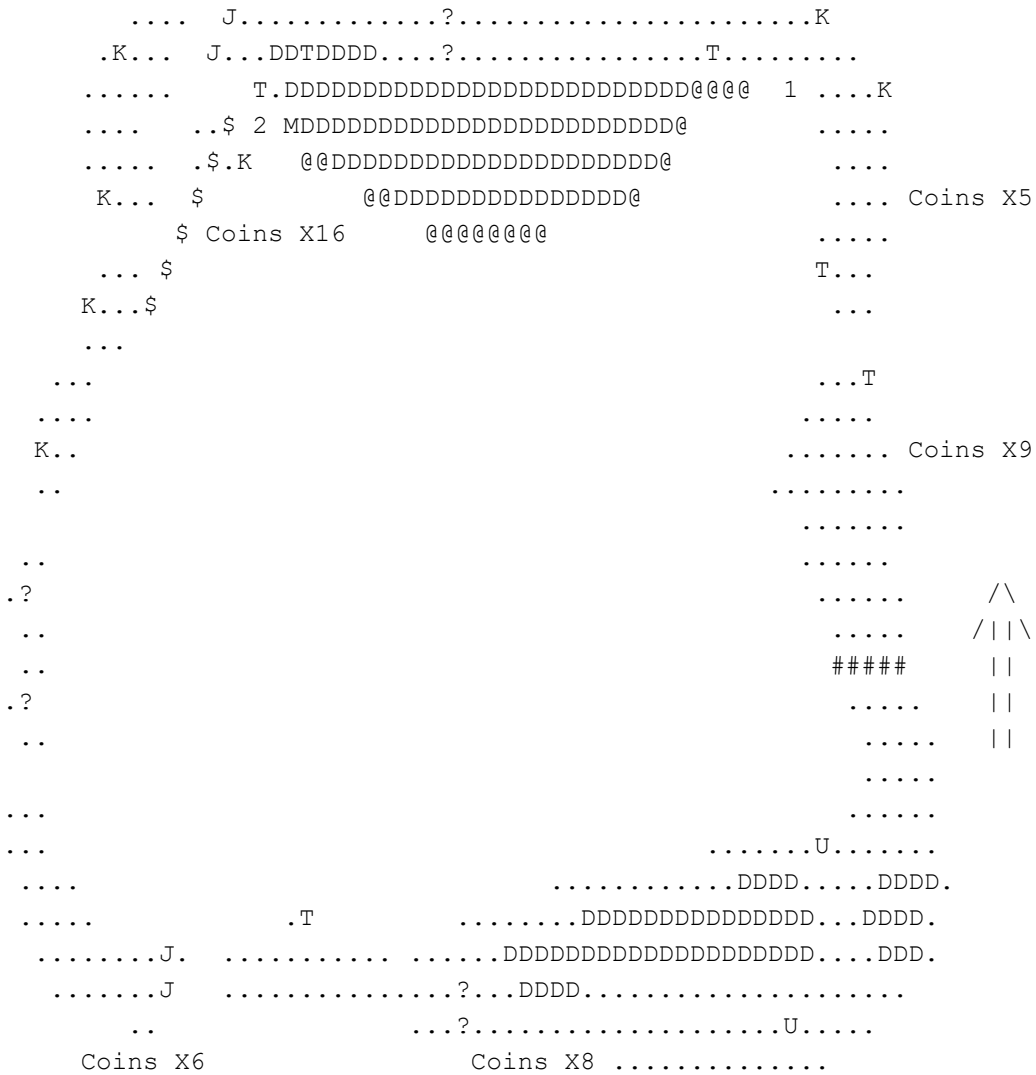
b. Shy Guy Beach

mksc_16002

=====

Item Block X3

..... Coins X3 ...



Map Legend

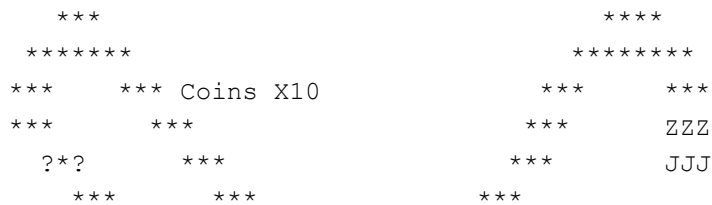
- # = Finish Line ? = Item Block M = Mushroom Boost Spot D = Dirt
- T = Tree J = Jump Plate U = Umbrella K = Crab
- @ = Shortcut Path \$ = Shortcut Path

Strategy

- 1) Take the narrow path on the left (driver's perspective); it will lead to a short cut.
- 2) Use a mushroom to boost across the small island. This shortcut will shave off about one second.

=====
c. Riverside Park
=====

mksc_16003



```

***      ****      ***
***      ***** @      ***
***      ***** @@      ***
***      Coins X8      1@@      **Z
/\      ***      @      ??? Coins X5
/||\    ###      Coins X6 *****      ***
||      ***      ***      ***      ***
||      ***      Coins X6 ***      ***      ***
||      ***      ***      $      *****
***      ***      $      ****
***      ***      $ 2
***      ***      $
***      Coins X9      ***
***      ***
***      ***
***      ***
*****      ***      Coins X3
*****      *****
***      JJJ      ***      *****
***      ZZZ      ***      *** Coins X3
***      *M*      ***      ***
*****      ***      ***
*****      ***      ***
***      ***
***      ***
***      ***
***      ???
*****
***

```

Map Legend

= Finish Line ? = Item Block M = Mushroom Boost Spot Z = Zipper
J = Jump Plate @ = Shortcut Path \$ = Shortcut Path

Strategy

1) You will see a small wooded platform that leads off the track. Boost off it with a mushroom and then jump with the R button. If you did it just right you will go over the wall and get a nice shortcut. This is an extremely difficult shortcut to get. Only the best Mario Kart players will be able to get this shortcut consistently.

2) Here there is a little path of shallow water. Drive through it to get a shortcut.

=====
d. Mario Circuit
=====

mksc_16004

```

oooo
ooooooooo
ooo      oooo Coins X6
ooo      oooo
oooo     oooo
    oMoo      oooo      ooooooooooooo
      oooo      o??o      ooooooooooooooooo
        oooo      oooo      oooo      oooo
Coins X5  oooo      oMoo  oooo      ooo

```

```

          0000          0000000          000
            0000          Coins X9          000
              0000
                000 Coins X5          000
                  000
                    000
                      000
                        000
                          000
                            0000
                              0000?
                                000
                                  000
                                    000
                                      0000
                                        000 @
                                          000 Z
                                            000 @ Coins X8
                                              000 @
                                                000 @
                                                  000 @
                                                    00@
                                                      @00
                                                        @ 000
                                                          000
                                                            000000
                                                              0000000
                                                                000M 1@ 0000
                                                                  00000000
                                                                    00000000
                                                                      000
                                                                          0000
                                                                              Coins X6

```

Map Legend

= Finish Line ? = Item Block M = Mushroom Boost Spot Z = Zipper
 @ = Shortcut Path

Strategy

1) This is the best place to use a mushroom. Boost here and cut across the grass then go on the small road with the zipper and coins.

=====

e. Boo Lake

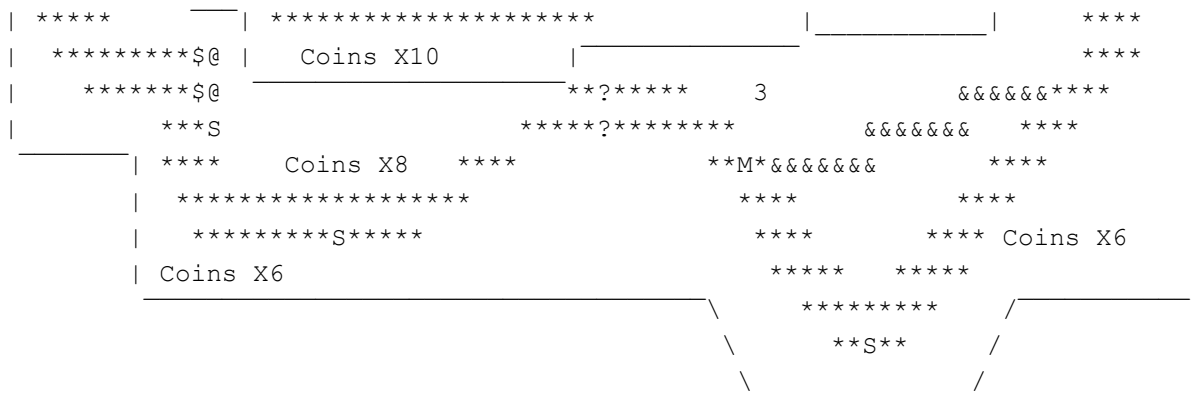
mksc_16005

=====

```

|oooooooooZooZJ      |oZooZoZooZJ      |oZooooooooooooooooooooo| | |
|oooooooooZooZJ      |oZooooZooZJ      |oZooZoooooooooooooooooo|
|ooooo_____        |_____           |_____|oooo|
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###   ||          |                |                |oooJJJooo|
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|ooo  ||          |                |                |ooo $ ooo| Coins X10
ooo                 |ooooooooooooo|          |ooo $ ooo|
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|ooo                |ooo&&&&&&&&&ooo\_ 3          |???|
oo                 Coins X6 |oo|   \o??\_          \ooo\

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Map Legend

- # = Finish Line ? = Item Block M = Mushroom Boost Spot Z = Zipper
- J = Jump Plate S = Mouser @ = Shortcut Path \$ = Shortcut Path
- & = Shortcut Path

Strategy

- 1) This is one of the best shortcuts in the game. Angle your kart so that you are facing the right (driver's perspective) as you approach the big jump. Use a mushroom to hit the jump at a high speed. Once you hit the jump turn sharply right. It done correctly, you will bounce off a group of jump plates and get an awesome shortcut.
- 2) If you don't have a mushroom you can get another shortcut here. As you go over the jump, turn left (driver's perspective) and bounce off the group of jump plates.
- 3) Use a mushroom here to cut across the dirt and get a shortcut.

=====
g. Sky Garden
=====

mksc_16007



```

$ & ?*** *** ***** ***
*****&***** *** ****!3 ***
*****&***** *** *** ! ***
*** Coins X8& *** *** *!* Coins X8 ***
xxx & *** *** ***!* ***
xxx & ***** xxx ****! ****
xxx & ***** xxx **** ! *****
xxx + *** ??? * *****
*** *** xxx ***
*** *** *** ***
**** *** *****
***** *****
***** Coins X8

```

Map Legend

= Finish Line ? = Item Block J = Jump Plate @ = Shortcut Path
 \$ = Shortcut Path & = Shortcut Path ! = Shortcut Path

Strategy

1) If you use a mushroom before you go over this jump plate you can hop the gap for a nice shortcut.

2) There are three different possible shortcuts here. The first one is not a very good shortcut. Simply hit the jump plate near the question block. You'll get the item and a little shortcut. Second, if your character is invincible, you can drive over the jump plate that is next to the jump plate that has a question mark block over it. The extra speed of invincibility will allow you to make the jump. The final shortcut is the most difficult to pull off. Use a mushroom to hit the jump plate on the right (drivers perspective) you will be able to reach the road that is located across the bridge. To eliminate confusion, the point on the map that you should be able to reach is listed as point "+."

3) Yes, another shortcut awaits. This time, hop on the small cloud island and then hop to the road again. This is a good shortcut that is easy to pull-off. There is however, a downside. If you take this shortcut you will miss the item blocks that are on the bridge.

=====

h. Cheep-Cheep Island

mksc_16008

=====

```

..... Coins X4
.....K.....
.....GGG.....xxx?xxxx...GGGG...xxxxxx| .GG.
.....GGGGGG.....xxx?xxxx...K.....xxxxxx .GGGGG..
.....GGGGGGGGGGGG..... Coins X4 xxxxxxxx...GG..
.....GG| |G..... |xxxxxxxxx.....
....K..GGGGGGGG|GGGGGGGGGGGG| GGGG.....GG.
.....GGGGGG|GGGGGGGGGGGGGGGGGG..| GGG.....GG.
...GGG...GGGGGG|GGGGGGGGGGGGGGGG...| GG...GGG.
...GGGG.ZZ..GGGG|GGGGGGGGGGGGGGGG...| GG...GG.
....GGGG...GGG|GGGGGGGGGGGGGGGG... | Coins G...G.
....GG...GG|GGGGGGGGGGGGGG... | X8 xxx
.....G|GGGGGGGGG.. xxx

```

```

Coins .....G|GGGGGG..                               xxx
X5 .....GGG|GG.                                     .....
.....GGG|.                                           .....
.....GGG|.                                           .....
...K...GG|.                                           /\ .....
.....GG.                                             /|\ GG.....
.....GG...GG.                                         ||  || GG....
.....GGG.ZZ.G. Coins X4                               ||  || GGG...
.....GGG...G.                                         ||  || GGG...
.....GG.....                                         ||  GGG###
.???.GG.....                                         || GGG.....
....GG.....                                         || GGG.....
....GG.....                                         || GGG.....
..... Coins X5                                         .....GGGGGGGGGGGGGG..... || GGG...
.....                                         xxx.GG. .GG.xxx ZZ || GGG...
.....                                         xxx          xxx xx || GG....
.....                                         xxx          xxx JJ || GG....
.....                                         xxx          xxx   || GGG...
xxx                                     ..K... Coins X4 xxxxxxxx| GG....
xxx                                     G.....     xxx|xxx| GG....
|xxx|                                  G.....     x?x x?x GG...
.....G                                  .GG.....     |xxx xxx| .....
.G...GG Coins X10                      .GGG.....GG.     xxx xxx .....
.GG...GG.                              GGG.....GG.     |xxx|xxx .....
.GG...GG.                              .GG.....GG.     |xxxxxxx ....
.GG...GG.  ____.....GG.....GG.         xxx Coins....
.GG.....xxxxx.....GGGG.                |xxx| X6 xxx
.GG.....xxxxx.....GG.J                  xxx      xxx
.GGGG.....  _____ ..GGGGGGGG@@J@@@@@@@  xxx  ___ xxx|
..GGGGGG..                               1          @@@@@@@@Z@@@@@Z@  xxxxxxxxxxxxxxxx|
                                                    @@@xxxxxxxxxxxxxx

```

Map Legend

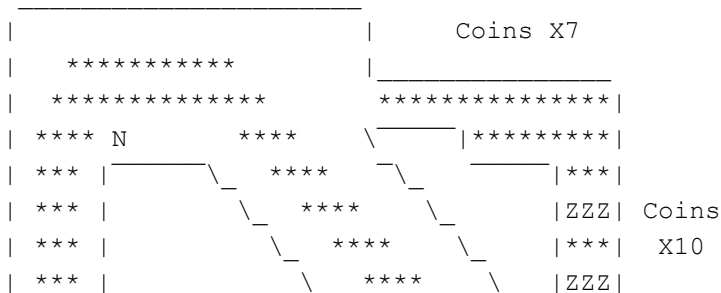
= Finish Line ? = Item Block J = Jump Plate Z = Zipper
G = Grass K = Crab @ = Shortcut Path

Strategy

1) There is a very nice shortcut here. Use a mushroom to get an awesome jump off of the jump plate land on one of the two small wooden platforms that are located in the water. Hop off of the platform you landed on to reach the wooden bridge.

=====
i. Snow Land
=====

mksc_16009



```

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| **** | X33 \ **** \ ZZZ |
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| *****?***** |
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| *** | | **** Y \ \ *****
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| *** | | ***** I I
| *** | | N *****W*****WW
| *** | | *****WW*****W
| ***N | | *WWW | **WW
| *** | | | I ***
| ***N | | | ***
| *** | | / \ | $$$***
| *** | | / | 3 $$$ ***
| *** | | / ***** $$$$$$$$$$$$$$$$$$$$ ***W
|N*** | | / N *****$$$$$$$$$ W***
| ***N | | / ***** WW*
| *** | Y *****N | N*****
| **** | ***** | *****
| *****&&&&J&&&&&&&*****?*****
| ***** Y | J 3 *****Z*?*****

```

Map Legend

- # = Finish Line ? = Item Block V = Teepee Z = Zipper
- J = Jump Plate N = Snowman Y = Icy Patch I = Penguin
- W = Deep Water @ = Shortcut Path \$ = Shortcut Path & = Shortcut Path

Strategy

- 1) You can drive between the icy patches for a small shortcut. You will also get an item on this shortcut.
- 2) After the 180° turn, turn sharply right (driver's perspective) and you will find a path. It is a little shorter then the regular path but you will miss an item.
- 3) While using a mushroom, you can hit the jump plate and get over the wall for a small shortcut.

=====
j. Ribbon Road
=====

mksc_16010

```

| ***** |
| *****Z***** |
| **** | **** | Coins X4 | ***** |

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|?*/ / *****Z***** /
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|***| / Z** /
|***| / *** /
|*@*| ***** /
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|***|@| ***** / *** / Coins
|***| @|??| ***** /
|***| @@@| ***** /
| *****Z*****| ***|JJ@Z@Z@@Z*****| /
| *****| ***|JJ*Z*Z*****| /
|****| ***** /
|**Z| Coins X5 |JJJ| |***| 1 Coins X10 / *** / Coins X5
| *** \ | ZZZ| |***| /
\ *** \ Coins|***| |***| \ / \ /
\ *** \ X10 |ZZZ| |###| /||\ |***|
\ *** \ |***| |***| | | |***|
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\ *** \ *****| |***| |***|
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| *** |Coins X5 /
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| ***** / Coins X5
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```

Map Legend

= Finish Line ? = Item Block J = Jump Plate Z = Zipper
@ = Shortcut Path

Strategy

1) Here is the massive shortcut. Hit the first zipper and then hit the row of zippers. Once you hit the jump plate turn right (driver's perspective) and you will land on the path that is past the second jump. You must hit both the solitary zipper and the row of zippers to get enough speed to make the jump.

=====
k. Yoshi Desert
=====

mksc_16011

```

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*****
***** Coins ****
R*** X8 ***
*****R *** *Z* ***
***** ***
*** *** ?*? ***
*** *** ***

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|ooo|          ___ | oooooo @WWWWWWWWWWWWWWWWWWWWWWWWWWWWWW
/\ |ooo|      W|WWW|___|oooooo WW@@WWWWWWWWWWWWWWWWWWWWWWWW
/|\ |###|    WW|WWW|W  ooo WWWWWWW@@WWWWWWWWWWWWWWWWWWWWWW
|| |ooo|    WWW|WWW|W  ooo WWWWWWWWW@@WWWWWWWWWWWWWWWWWWWW
|| |ooo|    WWW|WWW|W  ooo WWWWWWWWW@@WWWWWWWWWW Coins X5 WW
|| |ooo|    WWW|WWW|W  ooo___ WWWWWWW @ @ oooooooo | WW |
|ooo|    WWW|WWW|W  oooo  WWWWW @ @ ooooooo | W |
|ooo|    WWW|WWW|W  ooooooxxxxxooooooooooooo /|ooo|___|
|ooo|    WWW|WWW|WWW  oooooxxx?xxoooooo / |ooooooo |
|ooo|    WWW|WWW|WW  2$WWWWWWWWWWWWWWWW 3 &WWWWWW / | oooooooo|
|ooo|    WWW|WWW|WWW$WWWWWWWWWWWWWWWWWW&WWWWWW | ___| ooo|
___|ooo|    WWW|WWW|WWW$WWWWWWWWWWWWWWWWWW&WWWWWW | ___| ooo|
WWWWWW  ooo  WWW|WWW|WWW$WWWWWWWWWWWWWWWWWW&WWWWWWWW | ooc
WWWWWWWW  ooo  WWW|WWW|WWW$WWWWWWWWWWWWWWWWWW&WWWWWWWWWW  ooo
WWWWWWWWWW  ooo  W|WWW|WWW$WWWWWWWWWWWWWWWWWW&WWWWWWWWWW  Coo
WWWWWWWWWW  oo! |WWW|WWW$WW Coins X5 WWWWW&WWWWWWWW  ooc  Coins X7
WWWWWWWWWW  ___ oo!J|WWW|___ oooooooooooooooooooooooooooooCoo
WWWWWWWWWW  |  oooJ|!!WWW|ooooooooooooooooooooooooooooooooo
WWWWWWWWWW  |  oooJ|JJJ!!!|ooo _____|
WWWWWW Coins|  oozJ|_____|!!!|J  JJJJJJJJJJJJJJJJJ 4 |
WWWWWWWW X8 |  oooJ| ooooo|ooo|JZZ!!!!!!!Zooooooooooooo |
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| ooooooooooooooooooooooJ|ooo ___|ooo|_____ ooo| | | |
|ooooooooooooooooooooo |ooo| |ooo||Coins oooooooooooooooooo|
|ooo _____|ooo| |ooo|| X5 oooooooooooooooooooooo |
|ooo|_____|ooo| |ooo|| ooo |
|oooooooooooo?ooooooooooooo| |oooooooooooo /___
| ooooooooooooo?ooooooooooooo | | ooooooo /

```

Map Legend

- # = Finish Line ? = Item Block J = Jump Plate D = Dirt
- C = Falling Rocks W = Deep Water Z = Zipper @ = Shortcut Path
- \$ = Shortcut Path & = Shortcut Path ! = Shortcut Path

Strategy

- 1) If you boost to the left (driver's perspective) you will go over the water and get a little shortcut.

- 2) Here you might be able to boost straight across the water. You will need to be moving at an incredibly high speed. This shortcut is easier to attain if you are using one of the heavy weights.

- 3) Yes there is another boosting shortcut here. This one is easier to attain than the one in strategy tip number 2. With the assistance of a mushroom, you should be able to boost across to the area where the falling rocks are located. If possible, this shortcut should be done each lap in the time trials.

- 4) This is where you can attain a nice shortcut. As you come out of the 180° hairpin, keep to the right (driver's perspective) and hit the zipper that is located before the jump. When you hit the jump, you'll go higher and farther than usual. Use the extra distance and jump right (driver's perspective) and bounce off the jump plates that are located to the right (driver's perspective) of the barrier. This is a huge shortcut.

```

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|oooo X5 |Joo |ooooo ooo$ $& 3oooo|
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\oooo| |Zoo| |ooo| ooo$ & xxxx
Coins |ooo| |oo |ooo| JJJJB & xxxx
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```

Map Legend

- # = Finish Line ? = Item Block J = Jump Plate D = Dirt
- B = Boo Z = Zipper @ = Shortcut Path \$ = Shortcut Path
- & = Shortcut Path ! = Shortcut Path

Strategy

1) This bridge here is partially invisible, it is not a major shortcut but taking it will make the next turn a little easier for you. Overall, I would recommend that you avoid taking this bridge. Also, here you will encounter the first Boo on this course. If a Boo catches you, you'll slow down and lose coins.

2) Here you can take one of three shortcuts. None of these shortcuts are extremely easy. I'll list them in increasing difficulty:

Shortcut #1 - Use a mushroom and hit the jump plate located to the left (driver's perspective). When you hit the jumper, veer left (driver's perspective) and land on the partially invisible bridge. If you have a lot of speed as you use your mushroom, you might even jump over the partially invisible bridge.

Shortcut #2 - Use a mushroom and hit the jump plate located on the right (driver's perspective). When you hit the jumper, veer right (driver's perspective) and land on the little island. Once on the island you will hit a zipper and then another jump plate. You will then make it across the gap for a nice shortcut. When using a mushroom for this shortcut, you must use it when you are close to the first jump plate. If you are too far from the jump plate, you'll boost over the island.

Shortcut #3 - This is the big one. First you must perform a right power-slide into the jump plate located on the right (driver's perspective). Once your kart has turned right be 90°, boost into the previously specified jump plate. You'll hop into the area where a "+" is located. This shortcut is one of the most difficult ones to attain in the game.

3) The bridge here is partially invisible, you should use it if you don't have a mushroom that can be used to get one if the previous three shortcuts.

4) You guessed it, another partially invisible bridge. You should always attempt to use this bridge. When exiting, power-slide into the zipper that is near by.

=====
n. Rainbow Road
=====

mksc_16014

```

                                     JJJJJJJJJJJJJJ
                                     J                J
                                     5 J      JJJJJJJJ   J
                                     JJJJJJJJ [[[J  J     J  J
          JJJJJJJJJJJJ      @@@@@J      J  J  J      J  J
    J          J 1  @@@@@  J  OJJJ  JJJ  JJ          J  J
  J O  JJJJJJ  J@@@@  J  JJ  JJ      JJ          J  J
  J  J      J  J          J  J      JJJJJ          JJ O J
  J  J      JF J          J  JJ      !4          JJ  J
  J  J      J  J          JJ  JJJJJ          J  J  JJJ
  J  J      J FJ          JJ      JJ 3          J  J  J J
  J  J      J  J Coins X9      JJJJJ  JJ Coins J  J  J J
  J  J      JF J          JJ  J  X2  J  J  JZJ
  J  J      J  J          J O J&&      J  ZJ  J  J
  JJJJJJJJJJJJ  J  J  J          JJ  J  &&&  J  J  JZJ
  J      ? ?  J  J F J          JJ  JJ      &&J  J  J  J
|  JJJJJJJJJJJ      J  J          JJ  JJ$$$ Coins JZ  J  JZJ CX6
|  |          Coins J  J          JJ  JJ$$  $$$X3  J  J  J  J

```



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oooo                                /\   ooo
oooo                                /||\  ooo
oooo                                ||   ###
oooo Coins X6                       ||   ooo
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|ooooo\_____ 2_____                oooo
|oooooooooooo@ooooooooooooJooooooooooooooooooooo$$$$@oooooooooooooooooooo
|ooooooooooooooooooooooooooooJ  oooooooooooooooooooooo|                |ooo| |
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|_____ 1_____  |ooooo|                |ooo|
1                                |ooooo|                |ooo|
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                                |oooooooooooooooooooooooooooooooooooooooooooo|

```

Map Legend

= Finish Line ? = Item Block J = Jump Plate @ = Shortcut Path
 \$ = Shortcut Path

Strategy

1) After you make this turn, use a mushroom and hit the jump plate. After you hit the jump plate turn to the left side (driver's perspective) and you will fly over the gap and land on the platform near strategy tip #2. This is an excellent shortcut. You must boost near the location of strategy tip #1. If your kart is too close to the jump plate you will not attain enough speed from the mushroom to make it over the gap.

2) It is possible to make this shortcut without a mushroom. However, it is very difficult. If you have a star, drive towards the gap and hop with R to make it over. The extra speed of the star should give you enough velocity jump over the gap if you time it right. It is also possible to jump this gap without and items at all. Use Bowser, Wario or Donkey Kong. Those characters can attain speeds that allow you to make the gap.

=====
 d. Mario Circuit 2
 =====

mksc_17004

```

|_____
|          Coins X4          Coins X4          Coins X5 |
|  *****?*****
|  *****?*****
|  ****          Coins X4          Coins ****
|  ***          X4          ***
|  ***          **** Coins X5
|  *** Coins X6          *****
|  ***          @ooooooooooooooooooooo*****
|  ***  @oooooooooooooooooooo          1          ***  /\
|  ***  @@          ****          ***  /||\
|  ***@          |          |          ###  ||
|  ***          *****          |          |          $***  ||
|  ***          *****          |          |          $$ ***  ||

```


oooo X5 oooo oooo Coins X10 oooo
oooooooooooooooooooo Coins X5 oooooDDDDDDoooooooo
oooooooooooooooooooo ooooooooooooooooooooo

Map Legend

= Finish Line ? = Item Block D = Mud @ = Shortcut Path

Strategy

1) If you have a mushroom or a star, you can cut across the dirt to get closer to the finish line. At shortcut point #1 turn left (driver's perspective).

=====
f. Ghost Valley 2
=====

mksc_17006

```
|oooooooooooo?oooooooooooo|
|oooooooooooo?oooooooooooo|
|ooo/-----\ooo|
|ooo| Coins X5|ooo| | |
|ooo| |ooo| Coins X5 |oooooooooooooooo|
|ooo| |ooo|\_____ |oooooooooooooooo|
### /\ oooooooooooooooooooooooooo|___|oooo|
ooo /||\ oooooooooooooooooooooo oooooo|
ooo || _____ 1 oooooo Coins X6
ooo || oooo
ooo || oooo Coins X6
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oo? _____/ooooo
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|ooo| |ooo| Coins X6
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|ooo\_____ |ooo|
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|ooooooooooooo\__ /ooo| Coins X5
_____ \ooo o o ooooooooooooo
\ooooooooooooooooooooo
```

Map Legend

= Finish Line ? = Item Block @ = Shortcut Path

Strategy

1) You can hop this gap if you have a mushroom. Boost into the gap and hop with R just before the gap.

=====
g. Mario Circuit 3
=====

mksc_17007

```

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| *****
| *****
| ****      **** Coins |_____|      ****      ****
| ?*?      **** X8      ****      |_____| ***
| ***      |_____|      ****      ****      |_____| ***
| ***      |_____|      *****
| ***      |_____|      ***** Coins X5 |_____| ***
| ***      |_____|      *****
| /\      |_____|      *****
|/||\      |_____|      *****
| || ###      |_____|      *****
| || ***      |_____|      *****
| || ***      |_____|      *****
| ***      |_____|      ***** 1 |_____|
| ***      |_____|      ***** Coins X5
| ***      |_____|      *****
| ***      |_____|      *****?*****
| ***      |_____|      *****
| ***      |_____|      *****
| ***      |_____|      *****
| ***      |_____|      *****
| ***      |_____|      *****
| ***      |_____|      *****
| ***      |_____|      *****
| ***      |_____|      *****
| *****@
| *****
|

```

Coins X5
Coins X6
Coins X5
Coins X5
Coins X5
Coins X6

Map Legend

= Finish Line ? = Item Block @ = Shortcut Path

Strategy

1) If you have a mushroom or a star you should take the shortcut through a break in the wall. You must be careful because the break in the wall is very narrow.

=====
h. Koopa Beach 1 mksc_17008
=====

```

Coins X8      Coins X5
.....      ..... Coins X5
.....
.....@.....
.....@.....
#### WWW@1      WWW
...@... WW@
...@.. @@
...@@@
..... WWW
..... WWW
..... WWW
..... WWW

```

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..... WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW ..
..... WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW ..
.... WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW ..
...$ WWWWWWWWWWWWW WWWWWWWWWWWWW ..
.... $WWWWWWWWWWWW ..... Coins X5WWWW .. Coins X6
..... WW$Coins X10..... WWWWWWW ..
.... 2 .....GGGGGGGGGG.....
... .....GGGGGGGGGG...
. ....GGGGGGGGGGGGGGGGGG.....
.....?..... Coins X6
.....?.....

```

Map Legend

= Finish Line ? = Item Block G = Grass W = Deep Water
@ = Shortcut Path \$ = Shortcut Path

Strategy

1) Here you can get a shortcut that will quickly send you to the next lap. You must have a mushroom to do this shortcut. Angle your kart towards the bottom left corner on the level (map perspective) and boost towards strategy point #1. Once you approach the water, hop with R to get over the water. If you did the secret right, you should advance to the next lap once you pass the finish line.

2) If you have a mushroom or a star, you can hop this patch of deep water. Approach the water and use your item. You can get a bigger shortcut with a mushroom. If you do this shortcut, you will be unable to acquire a second item.

=====
i. Choco Island 2
=====

mksc_17009

```

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|  ooooo   |   oooooo   |   oooooo   | |
|   oooooo Coins |   Coins   oooooo   _____|
|   @ oooooo X8 |   X8   oooooDDo   |
|   @   oooooo |   oDDDDooDoo   |
|   @   oooooo |   ooDDDDDDooooo   |
|  ___ @___ ooooo |Coins X5 |   ooDDDDDDDDDDDDoo   |
|   @   oooo |   ooDDDDDDDDDDDDDDoo   |
|   @   oooooo |   ooDDDDDDDDDDDDDDoo   |
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Map Legend

= Finish Line ? = Item W = Deep Water D = Snow
@ = Shortcut Path

Strategy

1) There are a lot of small islands in this area. It is possible to hop from island to island cutting across a large part of the lake for a nice shortcut. If you do not hop from island to island, you will be taking a longer and much slower lap. It should be noted that the two most northern islands (map perspective) are not practical for the island-hopping shortcut.

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18. Codes/Secrets mksc_18000
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Unlock Extra Cups

There are 20 extra courses that can be unlocked in Mario Kart: Super Circuit. These extra courses are actually the 20 courses in the SNES original, Super Mario Kart. There are 5 extra cups that correspond to the 5 cups in the game (Mushroom, Flower, Lightning, Star and Special). To unlock these cups, one must first complete the cup once while earning a gold medal. Secondly you must re-enter the same cup and complete it with having collected 100 coins. Doing this will unlock the extra cup (Mushroom, Flower, Lightning, Star and Special) in whatever difficulty you were playing in (50cc, 100cc and 150cc).

Unlock Extra Cups in Time Trial Mode

To have access to the extra cups in time trial mode they must be unlocked in the 150cc difficulty level.

Unlock the Special Cup

To unlock the special cup you must first receive a gold medal in each of the preceding cups (Mushroom, Flower, Lightning and Star). The special cup must be unlocked in each difficulty level (50cc, 100cc and 150cc).

Unlock the Special Cup in Time Trial Mode

To have access to the special cup in time trial mode it must be unlocked in the 150cc difficulty level.

Title Screen Change

The colour of the sky in the title screen will change from blue to red once you get a gold medal on every cup on every difficulty level (50cc, 100cc and 150cc).

Another Title Screen Change

If you earn a triple star rating on every cup in all three difficulty levels (50cc, 100cc and 150cc), the sky in the title screen will change once again to a nighttime setting. Good Luck!

Boost of the Start

Every Mario Kart game has the hidden option to boost from the starting line. Mario Kart: Super Circuit is no exception. To get a boost from the starting line, hit the gas just before Lakitu's final light is illuminated.

Boost After a Disaster

Messing up so that Lakitu has to pick you up is not something to be proud of. To make it up for your self, hit the gas just before Lakitu places you on the ground. You will get a nice boost if timed right. This takes a while to master.

Perfecting your Power-Slide

The power-slide is important. Just like Mario Kart 64, you can get a tiny boost after a power-slide. To get a micro-boost you must have a good power-slide so you cannot drive into any dirt. The micro-boost occurs when power-slides are longer than usual (turning through 180° turn). I am not completely sure how you get the micro-boost, but I have gotten it. If anyone knows how to get the micro-boost on every turn email me at ndex@gamersuplink.com.

The trick to power-sliding on non U-turns is to start on the inside of the

curve, turn to the outside of the curve, skid around the outside & back towards the inside, then steer back into line. Here is an ASCII map:

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      /  
     /***  
    /*  *****  
   /  ** /-----  
  |   *|  
  |   *|  
  |   *|  
  |   *|
```

Thanks to Martin Foster for the tip.

Preventing Spinouts

As you probably know, hitting a banana will cause your kart slip for a few seconds and then spin out. During the short period of slippage before you spin out, press B. If done correctly a music note will appear above your racer's head and you will recover. This technique works on other hazards such as the crabs in Shy Guy Beach and the Podoboos and Mechakoopas in Bowser Castle levels.

Player Select Fun

One the player selection screen, pressing are will make the spinning character jump. Pressing L will make the spinning player shoot a green shell.

Erase Saved Data

Holding L + R + B + START as you turn the power on will erase saved game data.

=====
19. Acknowledgements mksc_19000
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People that have contributed to this FAQ will be listed here.

Mario Kart: Super Circuit instruction manual - for the instruction booklet comments in the characters section.

GameFAQs - for the Codes/Secrets section.
Their Mario Kart: Super Circuit code/secrets page is located here:
<http://www.gamefaqs.com/portable/gbadvance/code/31655.html>

IGN Codes - for the Codes/Secrets section.
Their Mario Kart: Super Circuit code/secrets page is located here:
<http://codes.ign.com/codes/53/15249.html>

Martin Foster - assistance on the "Perfecting your Power-Slide" tip.

Xander - for the title ASCII art.

Also, I would like to thank Intelligent Systems for developing this game and Nintendo for publishing this game.

20. Legal Information

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The guide is copyright © 2001 Player Guy Forever.

This guide has been submitted to GameFAQs (www.gamefaqs.com) and Neoseeker (www.neoseeker.com)

This guide will also be available on my own site:

(<http://ndex.gamersuplink.com>)

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21. Closing

mksc_21000

Well this is the end of this FAQ. I hope you enjoyed it.

mksc_end