

Super Mario Kart FAQ/Walkthrough

by Astro Blade

Updated to v1.0 on Jul 16, 2005

Super Mario Kart
An FAQ
Written by Astro Blade
Version 1.0

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[I.] Introduction
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| [a.] Introduction |
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Super Mario Kart was the first Mario Kart game ever released. It was released for the Super Nintendo. Many gamers today have heard of Mario Kart 64, and Mario Kart: Double Dash!! for the Nintendo 64 and Nintendo Gamecube, each belonging to its respective console. There was also a Mario Kart Gameboy Advance game (of which I have never played) entitled "Super Mario Kart: Super Circuit, released two years prior to the GCN title. I played the original and personally find it better than the others. While the others could do more graphically, it also changed the gameplay, basing it more on image rather than on skill/gameplay. This is coming from a Super Nintendo fanboy, so excuse the bias.

Hope this helps!

- Astro Blade

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| [b.] Dedication |
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This guide is dedicated to Quan Jin. We were writing for the same game at the same time and didn't realize it until later on. His guide for this game is so amazingly awesome, I didn't want to finish my own. Check out his work:

<http://www.gamefaqs.com/features/recognition/33535.html>

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[II.] Basics
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| [c.] General Overview |
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Super Mario Kart isn't like other Mario games. It's a racing game. Many gamers know Mario from titles like "Super Mario Bros. 3" and "Super Mario World". Those being platform games, this racing game plays differently. You select a character and race against CPUs, which are Computer players, or friends. Many recognizable Mario characters are in this game, including Peach, Yoshi, and Bowser. In addition to simply racing against opponents, Nintendo gives us the chance to use items. Not just simple power-ups, but items that can be used as weapons. There are items such as Koopa Shells, perfect for knocking that bastard friend out of the way. A truly reputable game, Mario Kart is one of the few racing related games I play.

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| [d.] Controls |
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- Start - Pauses the game.
- Select - Switches to and from the rear view. (1P Mode only)
- A Button - Uses item.
- B Button - Accelerate.
- X Button - (Same functions as the "Select" button)
- Y Button - Break.
- R Button - Hop/power slide.
- L Button - Hop/power slide.

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| [e.] Characters |
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Mario

The super plumber from countless games enters the racing scene, as the star of the game. Mario is an all-around average driver.

Luigi

Mario's taller brother enters the racing scene as well. Like his brother, Luigi is an all-around average driver.

Peach

You have Mario and Luigi, so where's the damsel in distress? Why, Peach is right here, ready to race. She's the only girl in the game, also. >_>

Bowser

The big bad Bowser follows Mario and company along, preparing to beat Mario in races this time.

Koopa

One of Mario's most common enemies, the Koopa shows up to race along side Bowser and all his other friends and enemies.

Yoshi

Mario's favorite green dinosaur makes his way to a racing kart.

Donkey Kong

The big ape shows up too. Although a little big for a racing kart, that doesn't mean he can't be good at it. Since he's big, he goes slower.

Toad

The smaller fellow, Toad shows up not to tell you the princess is in another Castle, but to race. As a small character, Toad can go fast!

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| [f.] Items |
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Banana

The Banana serves a very cliched purpose, in that you throw it, and when an enemy bumps into it, they spin out of control. They "slip" on it, actually. It's more of a banana peel.

Coins

Every once in a while, you'll get a bunch of coins as an item. They just add to your coin count. They do not effect anything else.

Feather

This thing is insane. You use it, and you'll go spinning into the air, serving as a jump. What's more, this weapon is simply cool.

Ghost

The Ghost can steal an item if your nearby opponent has one, or it can make you invisible.

Green Shell

A green Koopa shell that can knock an opponent spinning off in any direction. It's one of the more common items.

Lightning

Lightning has been in all Mario Kart games, because of it's superb performance. When you use Lightning, every other player becomes small. They go slower as a result, and can be run over if they get too close to the user.

Mushroom

By using a Mushroom, you will have a quick boost of speed. Go for getting ahead of opponents.

Red Shell

A remarkable item that is like the Green Shell, only zeros in on its target, making it next to impossible to avoid. It targets the closest player.

Star

The Star makes you temporarily invincible. This mean other others items don't affect your driving and whatnot. A great item to obtain when in first or any place. When a a player uses a Star, they can also bump into other users to send them flying.

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                    [III.] Walkthrough
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*The "@"s on the map represent the actual track
*I don't give different strategies for 50cc, 100cc, etc. because it doesn't change the stage; opponents just become tougher to beat
*Each round is 5 laps long

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| [g.] Mushroom Cup |
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Mario Circuit 1

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The first course of the game and the easiest. The race begins on the right-hand side. The course runs steady with a few curves. One of two parts of the level that isn't straight forward and can be tough is by the indicated section on the map above. If you do not slow down when making the turn, your kart will be thrustted onto the sand, slowing that kart's speed down greatly. As for the rest of the level, stick to the inside and use as many items as you can. Items can be found on the opposite side of the finish line. The one other part of the level that can bring any trouble are the pipes. Right before the items, there are some pipes sticking on in the middle of the track, a few on the sides. Try and through them and avoid hitting them at all costs. Regardless of the difficulty setting (50cc, 100cc, etc) this level should still be easy.

Donut Plains 1

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The second level of the Mushroom Cup. It's not that it's a hard level, it just has some tricky moments much like the first. There are some things I'd

like to point out. Firstly, there's no way to fall off the bridge. Secondly, some parts of the track have tough turns, it's all in the mind, they just look tricky. Lastly, the turn in the middle. You don't really have to bother slowing down, it's a pretty easy turn despite the way it appears to be. All in all, another easy course, much like the first one. If you find yourself on the grass from not managing your turns, slow down.

Ghost Valley 1

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Ghost Valley is tougher than the previous two levels by a long shot. It's a tad wider, in terms of the actual track, but there are very few areas you can't fall off of. There are also jumps. You'll hit a mini-ramp and hop of a gap in the track. As scary as the level may seem, you can win by staying far ahead of your opponents in the middle of the track. Get a strong lead from the start. I've managed to figure out if you fall off, two other racers will pass you and one other racer will be able to catch up to you. Don't fall!

Bowser Castle 1

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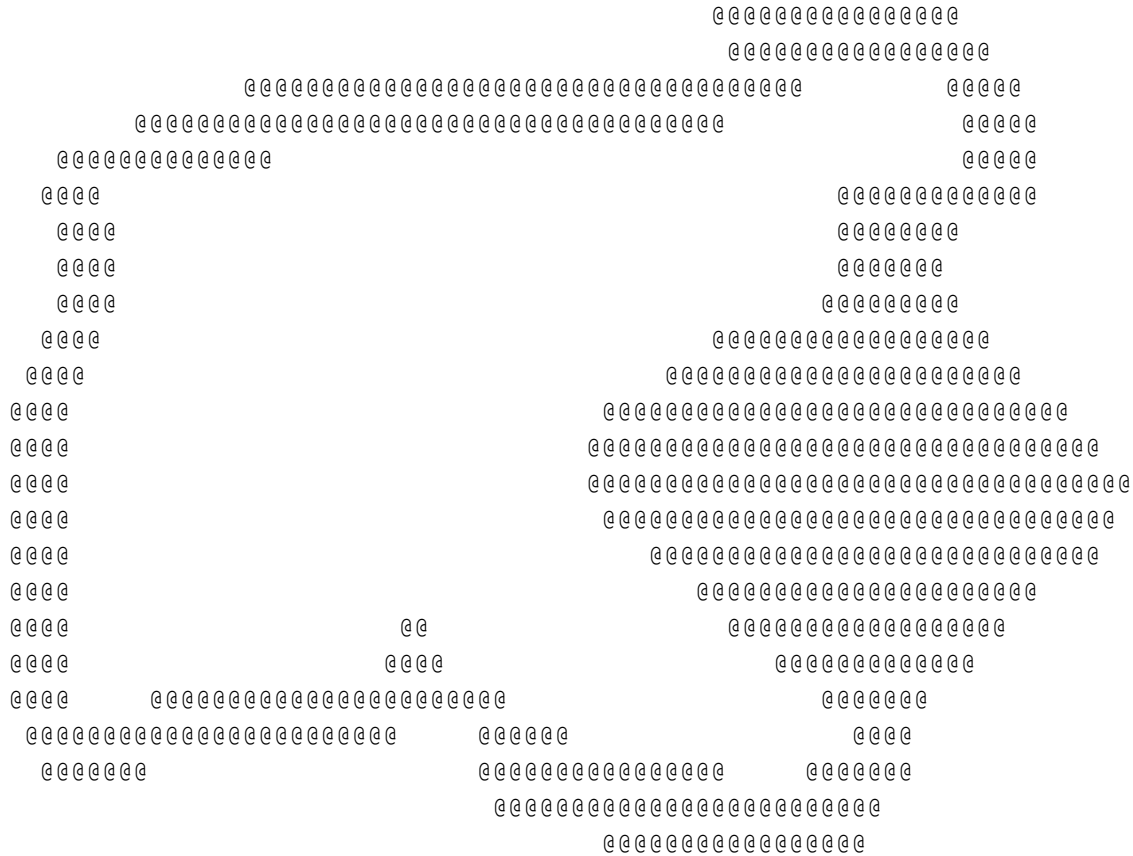
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The "L"s represent lava. There are mini-ramps in front of each area of lava you have to use to jump over it. Falling in result in having to be pulled out

There's no real track, so I just drew out the islands.

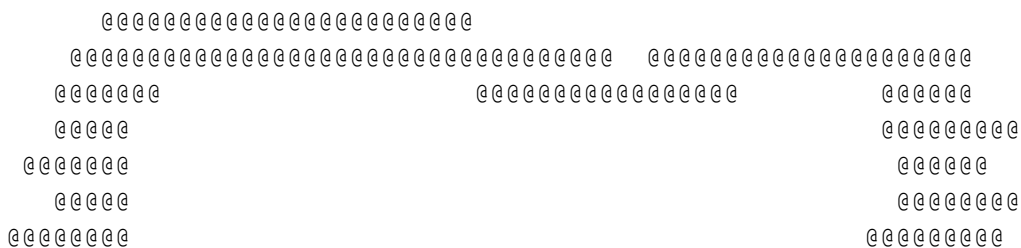
A cool level. The track doesn't really exist; you simply race around a bunch of islands. There are a couple of things to note: You go slower on the water than you do on the sand. There are Rip Van Fish in the water. Rip Van Fish are simply fish. Don't let them get in your way. Lastly, the seaweed right before the island with the Start/Finish line will slow you down, so travel along side that island as opposed to right on it.

Choco Island 2



Like Choco Island 1, Choco Island 2 is the same thing but with more of a challenge. The track itself is much narrower at certain parts. There are more Piranha Plants scattered about. There are several speed bumps set around the level, too. I haven't mentioned these before but they make your kart bounce up into the air for a moment and you pick up speed. I bring them up now because you go much faster. There are so many that you'll be going through most of the level at top speed. My suggestion is to only get them when you need to. One of the other things I'd like to mention that is also helpful is the big puddle of mud on the right side of the course. It can help you slow down, so don't be afraid of driving straight through it if you're going so fast you barely have control (of your kart).

Vanilla Lake 1



This level is complex. There's a very nifty shortcut by one of the walls.
I'll make an ASCII Art map of this place when I don't feel as lazy.

Ghost Valley 3

THE HOLES. There are a bunch of holes on various parts of the track. Also,
you can fall off pretty much the whole thing. Stay in the center and avoid
the holes!

Vanilla Lake 2

Icy level of doom. The water is pretty much the main thing that makes it so
hard. Stay close to the water, but do not go in!

Rainbow Road

The hardest level in the game. If you had trouble with the Ghost Valley
levels, you'll have trouble with this. This is because you can fall off any
part of the level. If you had trouble with the Bowser Castle levels, you'll
have trouble with this. Why? Thwomps. They return. I suggest driving in the
middle of the course and when Thwomps get in your way, take a risk and shift
to the right or left. PROTIP: Win.

After that, you can safely say you've beaten Super Mario Kart, the greatest
racing game!

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[IV.] Appendix

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| [k.] FAQ |
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Q. What's the hardest course?

A. Rainbow Road is considered the toughest
course in the game by many.

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Q. How do I unlock the Special Cup?

A. Complete all 3 cups (Mushroom, Flower,
Star) on 100cc.

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Q. How do I unlock 150cc?

A. Complete the Mushroom, Flower, Star, and

Special Cups.

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Q. I can't beat _____!

A. Check the guide!

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| [l.] Course Listing |

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Mario Circuit 1.....	Mushroom Cup
Donut Plains 1.....	Mushroom Cup
Ghost Valley 1.....	Mushroom Cup
Bowser Castle 1.....	Mushroom Cup
Mario Circuit 2.....	Mushroom Cup
Choco Island 1.....	Flower Cup
Ghost Valley 2.....	Flower Cup
Donut Plains 2.....	Flower Cup
Bowser Castle 2.....	Flower Cup
Mario Circuit 3.....	Flower Cup
Koopa Beach 1.....	Star Cup
Choco Island 2.....	Star Cup
Vanilla Lake 1.....	Star Cup
Bowser Castle 3.....	Star Cup
Mario Circuit 4.....	Star Cup
Donut Plains 3.....	Special Cup
Koopa Beach 2.....	Special Cup
Ghost Valley 3.....	Special Cup
Vanilla Lake 2.....	Special Cup
Rainbow Road.....	Special Cup

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[V.] Closing

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| [m.] Legal Information |

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| [n.] Contact Information |
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If you have a question, contribution, or would like to say "Thanks!", send me an e-mail at: astroblade@gmail.com

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| [o.] Credits/Farewell |
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|---------------|---|--------------------------------|
| Quan Jin | - | Cool guy, gave me feedback. |
| Richard Beast | - | Feedback on my ASCII Art maps. |
| Meowthnum1 | - | Helped me develop this format. |

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