

# Super Mario Kart FAQ/Walkthrough

by Irving

Updated to v1.0 on Jul 13, 2006

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=====
                          Super Mario Kart
                          General FAQ
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                          Version 1.1
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```
[http://www.gamefaqs.com]-----[GameFAQs]
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```
=====
                          1. Introduction                               [1000]
=====
```

Super Mario Kart has always been one of my favorite games for the SNES. Recently, we can see a lot of Mario Kart spin-offs on the N64, GBA, etc. I decided to sit back down with my dusty SNES, and try it out again. Nostalgia?

Hell yeah.

This guide is designed to help a player make his way through the game, and race in everything that Super Mario Kart has to offer. Hopefully, you find it useful.

2. FAQ

[2000]

[Q] How do I unlock the Special Cup?

[A] You have to complete the three default cups on 100cc.

[Q] I completed all three cups and got the trophy for each. How come I can't play Special Cup?

[A] Make sure that you completed them on 100cc. Beating everything on 50cc doesn't make a difference.

[Q] What does 50cc, 100cc, and (unlockable) 150cc mean?

[A] Those are racing classes. At 50cc, enemy karts go very slowly. At higher classes, enemy karts will go faster. Imagine it as a difficulty meter. 50cc is easy; 100cc is intermediate; and 150cc is expert.

[Q] How do I unlock the 150cc?

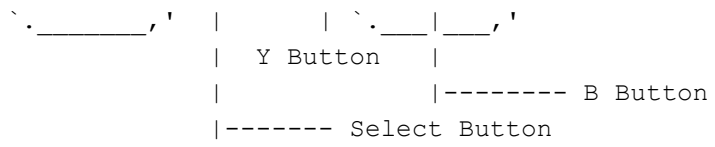
[A] Beat all FOUR cups on 100cc.

3. Controls

[3000]

For those that got the game without the manual, the controls are below. I assume you know what a SNES controller looks like.





Control Pad ~  
-----

- ~ Move your character while driving.
- ~ Up and down buttons can be used to toss banana peels forward or shells backwards, etc.
- ~ Move menu cursor.

Select Button ~  
-----

- ~ Initiates the behind view.

Start Button ~  
-----

- ~ Pause the game.

L Button ~  
-----

- ~ Have your character "hop".

R Button ~  
-----

- ~ Have your character "hop".

A Button ~  
-----

- ~ Uses Item that you have picked up.

B Button ~  
-----

- ~ Accelerate.
- ~ Select menu items.

X Button ~  
-----

- ~ Initiates the behind view.

Y Button ~  
-----

- ~ Brake.

=====  
 4. Characters [4000]  
 =====

For Super Mario Kart, you have the choice of eight different characters. Each of them drives differently depending on their style. See which one is best for you.

[-----]

Mario ~  
=====

It wouldn't make sense if the great Mario weren't in this game. After all, it is Super Mario Kart! Mario may be fat, but he's pretty speedy. Mario can also hold his own against many of the thinner

players, but he's crushed by Bowser or Donkey Kong Jr. Even so, he has mediocre speed and good handling.

Luigi ~

=====

Luigi is Mario's younger brother who always seems to get the lesser fame. Unsurprisingly, Luigi and Mario have practically the same stats. Luigi has good speed and is easy to control. Overall, the green plumber is not bad. However, there are better characters (in my opinion).

Peach ~

=====

Princess Peach has great speed, but her handling suffers because of it. You'll find that taking turns at high speeds will cause you to drift; thus reducing speed. If you are using her, make sure that you brake before entering sharp turns. In conclusion, Peach can do well on straightaway tracks, but with a lot of turns, she loses it.

Yoshi ~

=====

Being Mario's lizard companion; Yoshi is the little green dinosaur that everyone loves. This little critter absolutely blows everyone away with his incredible acceleration, but he can't turn for crap. If you enter a turn with too much speed, Yoshi will skid out of control. The solution to this? Brake as much as possible. If that's too much work for you, pick something else.

Bowser ~

=====

Because he's big and bulky, Bowser really sucks with acceleration. His handling also suffers because of his enormous girth. However, he does have one strength. Bowser won't be pushed around by any other character (apart from Donkey Kong Jr.). I don't see how that's TOO effective in races, but oh well.

Donkey Kong Jr. ~

=====

Donkey Kong Jr. is virtually the same thing as Bowser. He's big and can push others out of his way. Sure he can knock the coins out of others, but he can't accelerate, and handling is only sub-par. Donkey Kong Jr. is quite a difficult character to use. That's probably why he's so unpopular.

Koopa ~

=====

The Koopa rocks the track with great acceleration and handling. Although a lightweight, the Koopa can avoid his bigger foes by simply speeding away. Take advantage of his amazing handling. I barely brake because of it.

Toad ~

=====

Being tiny, Toad can zoom past other cars easily. His handling is amazing as well. In races though, you'll have to be careful of practically everyone. Just by bumping into you, the bigger foes can steal your coins pretty quickly.

=====











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@@@@@      @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@  @@@@@
=====      @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
@@@@@      @@@@@  @@@@@  @@@@@@@@@@@@@@@@@@
@@@@@      @@@@@  @@@@@
@@@@@      T @@@@@  +          Thwomps
@@@@@      h @@@@@  |          |
@@@@@      w @@@@@  @>@@@@@@@@@@@@@@@@@@@@@#@@@
@@@@@      o-##### @@@@@@@@@@@@@@@@@@[]@@#@@@
@@@@@      m @@@@@@@@@@@@@@@@@@[]@@@  @@@[]@@@
@@@@@      p @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@  @@@@@@@@@
@@@@@      s          @@@@@@
@@@@@          @@@@@@
@@@@@@@@@@@@ [_____]#@@@@ [@@@@@] [@@@@@@@@@@@@
@@@@@@@@@@@@ [_____]#@@@@ [@@@@@] [@@@@@@@@

```

the end where the last jump is, they can easily crush you. Just watch out ahead of you. Turn away from a falling Thwomp. The turbo pad can be a bit hard to reach. If you can't get to it, don't go out of your way. Just keep going. For the alternative route, you'll need a feather. It's a pretty big jump.

|  
Thwomps

```

=====
M A R I O   C I R C U I T   T H R E E
=====

```

```

          @@@@@@@@@@          @@@@@@@@@@
    @@@@@@@@@@@@@@@@@@          @@@@@@@@@@@@@
  @@@@@@          @@@@@@          @@@@@@          @@@@@@
  @@@@@@          @@@@@@@@@@@@@@@@@@          @@@@@@
  @@@@@@          @@@@@@@@@@@@@          @@@@@@
  @[] []          @@@@@@          required. There are turns
  [] []@          @@@@@@          everywhere. The biggest one is
  @[] []          @@@@@@          the sharp hairpin turn in the middle.
  @@@@@@          @@@@@@          Keep an eye on your position, and make
  =====          @@@@@@          sure that your speed is right for the turn.
  @@@@@@          @@@@@@          Unlike some other maps, if you come off the
  @@@@@@          @@@@@@          road, you have some room to
  @@@@@@          @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@          recover. For the alternative
  @@@@@@          @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@          route, you'll have to use a
  @@@@^          @@@@@@          mushroom to boost through
  @@@@@@          @@@@@@          the gap in the fence. That's
  @@@@@@          @@@@@@          all there is to it.
  @@@@@@          @@@@@@          @@@@@@
  @@@@@@          @@@@@@@@@@@@@@@@@@          @@@@@@
  @@@@@@          @@@@@@          @@@@@@          @@@@@@
  @@@@@@          @@@@@@          @@@@@@          @@@@@@
  @@@@@@+--+--+--+--+--+--+--+@@@@@@@@@@@@

```

Well, I'll be honest. This track is pretty hard. Unless you chose Toad or Koopa, a lot of braking will be required. There are turns everywhere. The biggest one is the sharp hairpin turn in the middle. Keep an eye on your position, and make sure that your speed is right for the turn. Unlike some other maps, if you come off the road, you have some room to recover. For the alternative route, you'll have to use a mushroom to boost through the gap in the fence. That's all there is to it.

Yay! You have beaten the Flower Cup. Don't you feel special now? No. Okay, whatever.

```

-----
                          5.3. Star Cup                          [5300]
-----

```

The Star Cup is getting closer to the harder side of Super Mario Kart. Assuming you passed the last two cups with ease, this one might make you sweat a bit.

```

=====
K O O P A   B E A C H
=====

```

```

      @@@@@@@@@@@@@@@@@@]   @@@
    @@@@@@@@@@@@@@@@@@]   @@@@@@ Here's a "different" track. Each of
    @@@@@@@@@@           +   @@@@ the islands that you see are
    @@@@@@           @@@   @@@@@@ loosely connected. You'll have to
    @@@@@@           @[]   @@@@@@@ drive through some water to get
    =====           +   @@ through. Also, note the
    @@@@@@           \   locations of some of the ramps.
    @@@@@@@@@@           +--+@@@@@ Obviously, driving through water
    @@@@@@@@@@           @@@@ slows you down. By jumping off
    @@@@@@           @@@@ of these ramps, you cut down
    @@@@@@           @@@@@@@ on the time it takes to get
    @           @@@@ through the water. For the
    @@[           @@@@@@ alternative route, just drive
    @@@@           @@@@@@ toward the mini-island. The island
    @@@   @@@[]@@@   @@@@@@@@@@ has an item box on it. Beware of
    @   @   @@@[]@[]@@@@@@@@@   @@@@@@@ those jumping Piranhas too.
    @@@@@@@@@@@@@@@@@@@@@@@@@@ @   @@@@@@@@@@@
    @@@@@@@@@@@@@@@@@@@@@@@@@@   @@@@@@@@@@@@@@@
    @@@@@@@@@[]@[]@[]@   @@@@@@@@@@@@@@@
    @@@@@@@@@[]@[]@   @@@   @@
    @@@

```

```

=====
C H O C O   I S L A N D   T W O
=====

```

```

    @@@@@           @@@@@@@@@@@@
    @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
    @@[]@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
    @[]@[]           @@@@@@@
    @[]@[]@         @@@@@@@@@@
    @@@@@@           ,-----@#####@#@
    @@@@@@           |   @#####@@@@
    @@@@@@           |   @#####@#####@
    @@@@@@ Big-ass  ___| @#####@#####@
    @@@@@@ Mudpile  | @#####@#####@
    @@@@@@           | @#####@#####@
    @@@@@@           | @#####@#####@
    @@@@@@           `-----@#####@
    =====           @@@@@@@@@@@@
    @@@@@           @@@@@           @@@@@
    @@@@@           @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
    @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
    @@@@@@@@@@           @@@@@@@@@@

```

This track's biggest physical feature is the gigantic mud-pile at the east side. Mud slows you down, but it's still fun to ride. The key thing to remember here is stay on the track. The dirt surrounding the track is very difficult to move in. Also, slow down a bit on this dirt track. It's easier to spin out of control here than almost anywhere else.

```

=====
V A N I L L A   L A K E   O N E
=====

```

```

      @@@@
      @@@[]@[]@[]@@@@@@@@@@@@@@@@@@@@@@@@
      @@@@@@@@@@@@@@@@@[]@[]@@@@@@@@@@@@@@@@@@@@@@@@
      @@@@@@@@@@@@@@@@@@           @@@@@@@@
      @@@@@@           @@@
      @@@@@@           @@@@@@@
      @@@@@@           @@@@@@@
      @@@@@@           @@@@@@@
      @@@@@@           @@@@@@@
      @@@@@@           @@@@@@@
      @@@@@@           @@@@@@@
      @@@@@@           @@@@@@@

```

This icy track can be hard to traverse. Why? Because it's kind of hard to drive well on ice. Make sure that brake before heading into the sharper turns. This track has ice blocks everywhere. Because of the background, it's hard to



```

      @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
                                     @@@@@@ @@@@@@ pipes will get in the
      @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
                                     @@@@@@ @@@@@@ way. Luckily, they're
      @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
                                     @@@@@@ @@@@@@ easy enough to bypass
      @@@@@@ @@@@@@ @@@@@@ @@@@@@ without too much trouble.
      @@@@@@ @@@@@@ @@@@@@ @@@@@@ At the alternative route,
      @@@@@@ @@@@@@ @@@@@@ @@@@@@ you'll need a mushroom
      @@@@@@ @@@@@@ @@@@@@ @@@@@@ to blow through the
      @@@@@@ @@@@@@ @@@@@@ @@@@@@ opening in the fence.
      @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
      @@@@@@@@@@@@@@@@@@ @@@@@@@@@@@@@@
  
```

Congratulations! You've completed the Star Cup challenge. Assuming that you completed all three cups up to this point in 100cc, you have unlocked the Special Cup!!

-----  
 5.4. Special Cup [5400]  
 -----

If you got this far, then you must be pretty hardcore. Okay, it's not THAT hard to unlock this Special Cup, but the races kind of are. Play at your own risk.

```

=====
D O N U T   P L A I N S   T H R E E
=====
  
```

```

      Bridge
      |_____|_____
      |_____|_____
@@@@@@@@@@@@@@@@@@@@#####@@@@@@@@@[]@[]@@
@@@@@@@@@@@@@@@@@@@@#####@@@@@@@@@[]@[]@[]@@@@
@@@ @@@@@@ @@@@@@ @@@@@@ @@@@@@ is very easy to do here.
@@ @@@@@@ @@@@@@ @@@@@@ @@@@@@ Make sure that you
@ @@@@@@ @@@@@@ @@@@@@ @@@@@@ don't. Some of the
@ @@@@@@ @@@@@@ @@@@@@ @@@@@@ AI drivers are a bit
@@@@@ @@@@@@#####] [#####@@@@@@@@@ crazy, so watch out when
@@@@@ @@@@@@#####] [#####@@@@@@@@@ you try to knock them off
===== @@@@@@ course. At the second
@@@@@ @@@@@@ bridge, you'll have to hop (L&R Button) to
@@@@@ @@@@@@ get over to gap. There's no ramp to assist
@@@@@ @@@@@@ you in getting over the gap. There are
@@@@@ @@@@@@ quite a few sharp turns. Be
@@@@@ @@@@@@ @@@@@@ @@@@@@ careful with your speed
@@@@@ @@@@@@ @@@@@@ @@@@@@ when entering some of the
@@@@@ @@@@@@ @@@@@@ @@@@@@ turns. The Monty Moles
@@@@@ @@@@@@ @@@@@@ @@@@@@ hanging around might
@@#@@ @@@@@@ @@@@@@######@@@@@@@@ cause some problems. If
@@#@@##### @@@@@@######@@@@ one gets you, hop a few
| @@@@@@ | times to get it off.
| Monty Moles
Monty Moles
  
```

```

=====
K O O P A   B E A C H   T W O
=====
  
```

```

@@@@@@@@@@@@[]@[]@[]@@@@@@@@@@@@@@@@
@@@@@@@@@@@@[]@[]@[]@@@@@@@@@@@@@@@@ This is a weird track, so I'll explain
@@@@@ @@@@@@ @@@@@@ a bit. The idea is to race along the
  
```

```

##### wall thingy in this pattern. Seeing as
##### the fastest way around the circuit is
    ##### by driving nearest the wall, you'll
    ##### want to take that route. Also, you can
#####-+-+-+-+##### jump over the wall by using a feather.
    ##### By hitting the other
    ##### wall on the other
    ##### side, you can take a
    ##### major shortcut. The
    ##### darker water signals
    ##### the deep parts of the
    ##### water. Don't go riding
    ##### into those.
#####
#####

```

```

=====
G H O S T   V A L L E Y   T H R E E
=====

```

```

##### []@[]##### This track is annoying
##### []@[]##### because of all the
##### @##### holes in the path. Keep
===== @##### an eye out for those.
##### @##### Likewise, a large
##### @##### portion of the track is missing
##### @##### walls. Therefore, try to at least
##### @##### stay on the track. This is a hard
##### @##### course for those reasons. You will see one
##### @##### turbo pad toward the south end of the
##### @##### track. Use it, but
##### @##### don't fall off at the
##### @##### end. The darker wood is
##### @##### easier to slide on.
##### @##### Take those turns with
##### @##### caution.
##### @#####
##### @#####
##### @#####
##### @#####<#####

```

```

=====
V A N I L L A   L A K E   T W O
=====

```

```

      @@           @@@
##### @[]@[]##### This track is a water
##### @[]@[]##### hazard all-around.
##### @##### Stay by the water's
##### @##### edge when racing,
##### @##### but do not fall in.
##### @##### For me, that was
##### @##### incredibly tough.
##### @##### The icy track adds
##### [ L A K E ] @##### insult to injury.
##### @##### Don't slide off
##### @##### of the course, or
##### @##### you might land in the
##### @ @@@ @##### water. Ugh. You'll love
##### @ @ @ @#####

```

@@@@@@ @ @ @ @@@@@@@@@ @@@@@ @@@@ the ice blocks too.  
@@@@@@@@@@@@@@@@@@@@@@@@ @@@@ @@@@ @@@@@@@@@ @@@@ Avoid them at all costs.  
@@@@@@@@@@@@@@@@@@@@@@@@ @@@@@@@@@@@@@@@@@

=====  
R A I N B O W R O A D  
=====

Ultra Thwomps

|  
@@@@@@@@[]@[]@[]@@@@@@@@@#@@@@@@@  
@@@@@@@@@@@@@@@@[]@[]@@@@@@@@@@@@#@@@@@@@@@ Rainbow Road: hard track? Yes.  
@@@@@@@@ @@@@@@ Impossible track? Nope. You'll  
@@@@@@@@ @@@@@@ notice that there are  
@@@@@@@@ @@@@@@ absolutely no walls on this  
===== @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@ course. That means if you  
U @@@@@ T @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@ accidentally ride into the edge,  
l @@@@@ h @@@@@@ Ultra Thwomps ----. you fall off. Apart from that, it's  
t @@@@@ w @@@@@ \_| all just picking up speed on the  
r ##### o @@@@@@ | | straightaways. The Thwomps here  
a @@@@@ m @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@#@#@@@ will make you spin out of  
@@@@@ p @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@#@#@@@@@ control if you hit them  
@@@@@ s @@@@@@@@ when they're down. If they  
@@@@@ @@@@@@ smush you, the same thing  
@@@@@ @@@@@@ happens as always. I call  
@@@@@@@@ @#@[]@[]@@@ @@@@@@@@ these Ultra Thwomps because  
@@@@@@@@@@@@@# @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@ I suck at making up cool  
@@@@@@@@@@@@@# @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@ names.  
@#@@@@@@@@@@@@

|  
Ultra Thwomps

Excellent driving! You are now a Super Mario Kart expert! Enjoy your well-deserved credits. Now you can master each track with the BEST POSSIBLE TIMES EVER IN THE TIME TRIALS!!! \*ahem\* Excuse me.

=====  
6. Items [6000]  
=====

During each race, you have the option of riding over boxes or items. Yeah yeah, it's all unrealistic stuff, but these items can really make your life easier.

[-----]

Green Shell ~  
=====

This is the basic projectile weapon. When you pick one up, you can shoot it at an opponent in front of you or in back of you. Since it doesn't home in on an enemy, you'll have to aim it. If you miss, the shell will bounce off the wall (if applicable) and has a chance of hitting other drivers as well as you! If you hit someone, they will spin out of control.

Red Shell ~  
=====

The Red Shell is basically the same thing as the Green Shell with

one difference; it can actually follow an opponent. Even though you still have to point your car in the general direction of another driver. It just makes the task much easier. If a shell hits another driver, he or she will spin out of control.

Banana Peel ~

=====

This item can be very useful if you know how to use it. Although AI drivers usually avoid them with ease, if you place a Banana Peel just before a jump or something like that, you can have someone slip on it easily. Once a driver slips, he or she spins out of control.

Mushroom ~

=====

The Mushroom gives your character a steroid boost. Use it, and you will be boosted quite a bit. Only use Mushrooms on straight tracks, or else you might go off the track. That's not cool.

Coins ~

=====

Yeah, you get coins. It's as simple as that.

Feather ~

=====

The Feather is only really useful when you want to jump over an opponent, or take certain shortcuts in certain maps. If someone launches a Red Shell at you, just jump over it. Apart from that, I can't really think of any other uses.

Lightning ~

=====

Hey, now this is COOL! As a last measure, you can pick up one of these gems. By using it, everyone on the track turns small (except for you, dummy). When they are tiny, other drivers move very, very slowly. Also, they can be squashed. Sure, it's cheap, but who cares?

Starman ~

=====

I love this item. When you pick up a Starman, you can become invincible for a few seconds. That means any shells, banana peels, etc. do not affect you. Also, if you run into someone while invincible, the other will spin out of control.

=====

## 7. Racing Tips

[7000]

=====

Super Mario Kart is not a very technical racing game, so there's really nothing too tough to understand. Here are some racing tips to help you get the best times.

[-----]

- Turning seems to be the biggest problem that new players face. Do not accelerate in sharp turns. Stop before you enter the turn (for some characters, Toad and Koopa for example, you don't even need to brake). The idea is to avoid spinning out of control.

- Only brake on sharper turns. Never accelerate during a turn unless it's a very shallow turn.
- Tackling hairpins effective can be difficult. However, you want to make it so that when you enter the turn, you have the biggest possible turn. Do this by staying on the outside of the turn. Then immediately drive in toward the apex and then let the cart drive to the opposite side.
- Look for turbo pads. Use them to your advantage. They will prove to be very effective. If you find a turbo pad lined up with a ramp, use it to get massive air.
- Keep an eye out for obstacles. This is a big DUH!
- Get items and USE the items.
- To start off with a boost, press the accelerate button (and hold it) just after you hear the first beep. Do it right, and you'll start off quickly.

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=====
                        8. Version History                                [8000]
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```

Version 0.2 -- A portion of the tracks list is done. 14 KB

Version 0.4 -- Character list done. Racing Tips finished. 20 KB

Version 0.6 -- Tracks completed up to the Star Cup. 28 KB

Version 0.8 -- Star Cup completed. 40 KB

Version 1.0 -- Guide is complete. 50 KB

Version 1.1 -- Updated Legal Information.

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                        9. Legal Information                                [9000]
=====
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=====
                        10. Credits And Closing                            [10000]
=====
```

Thank you for playing this amazing SNES game. I had a lot of fun writing it and drawing up all those totally coolio maps. Until next time, I'm out of here.

[-----]



PsyTom2000 - His great guide saw a possible shortcut in Koopa Beach 2. I never noticed it. Thanks!

Gobicamel - He recommended me this game. How would I have ever written this guide without him? Thank him.

Y.T.W.S.R. - Only a few selected people might know what I'm talking about here. Since I'm not one to give it away, I would still like to thank this group for their support and motivation throughout the lifespan of this entire FAQ.

The FCSB - They didn't help too much but what can I say, where would I be without a few of them? Major props to these great board members who are also prized FAQ writers. Some examples being; Crazyreyn, Psycho Penguin, Gbness, Karpah, SinirothX, Meowthnum1, Guitarfreak86, Joni Philips, War Doc, Merca, and last but definitely not least, Gobicamel. You all rock!

- All outside sources which have contributed to the making of this guide in some form have been cited in this section. Any sources that have provided any information at all are listed in the credits. I am not taking credit for others hard work and I hope they do the same. Not giving proper credit is plagiarism and it's against the law.

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-- Game on Forever ==

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