Super Mario Kart FAQ/Walkthrough

by Irving

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	General FAQ	
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	Version 1.1	
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	5.2. Flower Cup	

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?

	2. FAQ	[2000]
[Q]	How do I unlock the Special Cup?	
	You have to complete the three default cups on 100c	
	I completed all three cups and got the trophy for e I can't play Special Cup?	
	Make sure that you completed them on 100cc. Beating 50cc doesn't make a difference.	
	What does 50cc, 100cc, and (unlockable) 150cc mean?	
[A]	Those are racing classes. At 50cc, enemy karts go v higher classes, enemy karts will go faster. Imagine difficulty meter. 50cc is easy; 100cc is intermedia 150cc is expert.	it as a
[Q]	How do I unlock the 150cc?	
	Beat all FOUR cups on 100cc.	
	3. Controls	0008]
ssume you kr	at got the game without the manual, the controls are now what a SNES controller looks like.	
	# Start Button	
	L Button ## R Button	
	L Button ## R Button #_	
1	L Button ## R Button	

`,' ` ,'	
Y Button B Buttor	ı
Select Button	
Control Pad ~	
 Move your character while driving. Up and down buttons can be used to toss banana peels forw backwards, etc. Move menu cursor. 	ward or shells
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]
1. Gharacers	
For Super Mario Kart, you have the choice of eight different cha of them drives differently depending on their style. See which of for you.	
[]
Mario ~	
==	
It wouldn't make sense if the great Mario weren't in t After all, it is Super Mario Kart! Mario may be fat, k speedy. Mario can also hold his own against many of th	out he's pretty

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.

For the tracks, I'll list them in the order in which you reach them. Strategies will be provided, as well as shortcuts and any other miscellaneous information. Although you can tackle the cups in any order, I suggest taking them in the order that the game would expect you to unless you know what you are doing.

Map Key ~

==== <-- Starting Point

-+-+- <-- Alternative Route

[] [] <-- Items

] [<-- Jump

>>>> <-- Turbo Pad

<-- Special Track (Read desc. on map)

5.1. Mushroom Cup

[5100]

The Mushroom Cup is the first option you can choose. The tracks here are very easy. If you're a beginner, suggest starting here.

MARIO CIRCUIT ONE

0000

0.0				
@ @ @ @ @	0 0 0 0 0 0 0 0 0	Being	the first t	rack, you can expect it
0000	0 0 0 0 0 0	@@ ex	xpect it to	be pretty easy. A lot of
0000	0 0 0	00000	this trac	k is just straightaway,
00000		000000000000000000000000000000000000000	so don	't worry, if your turning
00000		0000	000 skil	ls aren't up to par. I
[][]@		9 (w 66666	ouldn't even suggest taking
@[][]			00000	the alternative route unless
[][]@			0000	you have a mushroom to boost
00000			0000	your car. There's no need to
00000	0 0 0		=====	brake on this track. Just
00000	0 0 0 0 0	0 0 0	0000	let go of the acceleration
00000	000000	0000	0000	button for a second. That
00000	00000	0000	0000	should slow you enough to
00000	000000	0000	0000	take the turn.
000000000000000000000000000000000000000	0 0 0 0	0000	0000	
00000000	@ @ -+-+-+-+	-+-+00000	0000	
000000		0 0 0 0	9 9 9 9	

00000

DONUT PLAINS ONE

00000000

Bridge



10000 This track is pretty simple 00000 for the most part. You have

00000	00000	9	@@@@@ one long straightaway not
0000	000000000000000000000000000000000000000	9 0 0	00000 too far into the race. However,
0000	00000	9 0 0 0	00000 the problem here is the big
[][]@	0000	0000	00000 hairpin turn. Don't worry, it's
@[][]	0000	0000	00000 not that difficult to traverse.
[][]@	0 0 0 0	0000	00000 I can pass it fine without even
0000	0000	0000	00000 braking (just lifting the
=====	0 0 0 0 0	0000	00000 finger off the acceleration).
0000	0 0 0 0 0	0000	0000
0000	0 0 0 0	0000	@@@@
00000	0 0 0 0	0000	0000
000000000000000000000000000000000000000	000000000000000000000000000000000000000	@ @ @ @	000000000000000000000000000000000000000
000000	000000000	@ @	000000000000000000000000000000000000000

______ GHOST VALLEY ONE

99999 999999 00000 00000 [][]@ 00000 []@[] 00000 00000 0000 0000 00000 [00000000 00000

[][]@ straights? Pfft, this will @[][] be easy." Well, think again, as a lot of the track does 00000 not have walls. That means ===== you can fall off, which will 00000 really hurt your time. Try 00000 not to be stupid, and know where you are turning. Also, 00000 the alternative route toward 00000 a feather. Pick that up if 00000 want it. It's really a pretty effective shortcut.

______ BOWSER CASTLE ONE

Thwomps

00000 00000 000000000 00000 00000 0000 0000000000 0000 000V0 0000 000000000 0000 00000 0000 0 V 0 0 0 [] 0000 [] 000000000 #####-Thwomps @@@@@ 0000 000V0 [] [] ===== 000000000 0000 00000 0000 [] 00000 [] 00000 000000000 00000 00000 0000 @@@@@ Thwomps-##### 00000

Here's a new looks on life. There's lava here, but I don't believe that it's possible to fall into it easily. There's not much turning involved here. You will find some useful turbo boosts. Watch out for the Thwomps. Although there's not too big of a chance that they'd hit you, they are still dangerous. Overall, this is a very easy track.

MARIO CIRCUIT TWO

000000001101100000000

@@@@@@@@@@@@[]@[]@[]@@@@@@@@@ This track may be a bit confusing. See 000000 where the track crosses itself? Well, 0000000 00000 it works kind of like a figure 8. 666666 Except that you jump over the 0000000000 track. Speaking of which, that 9999 <u>a</u> a a 000000000 last turn before the jump can 000000 be a bit difficult. Just stop 000000000 0000 0000 000000000000000 00000 accelerating before going 00000 000000 00000 00000 into it. And for the 0000 ==== alternative route, make sure 00000 00000 that you have a mushroom to 0000 000000 boost yourself. Otherwise, 0000 @@@@@@@@@@@||@@@@@|[@@@@@@@@@@@@@ it won't exactly... um... @@@@@@@@@@@@@@@]|@@@@@|[@@@@@@@@@@ work. 999999999 00000 00000 00000 000000

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

Congratulations, you have just completed the Mushroom Cup. Hopefully, you got 1st Place. If not, that's too bad for you. Watch the big fish give you your trophy (or not).

______ 5.2. Flower Cup

The Flower Cup is a bit harder than the Mushroom Cup. Make sure that you know what you're doing before trying to tackle the maps.

CHOCO ISLAND ONE

0001100

000000000

0000000[]0[]0[]000 The dirt on this track makes it 000000 sure that you brake on the harder 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 00000 00000 turns to avoid spinning out of 000000 000000 control. Also, don't go off the 00000 000000 road unless you want to lose a lot 00000 of seconds. Watch out for the 00000 ==== mud. Riding through them will 00000 00000 slow you down. The key here is to 9999 00000 00000 stay on the road. Shouldn't be 00000 00000 too hard. 00000 0000 0000000 0000

GHOST VALLEY TWO

000000[]0[]000000	9999999	0000000000	
0000000[]0[]000000	999 9999	000000000000000000000000000000000000000	This is an easy track compared
0000	0000	00000	to the last one. The only real
=====	000000000000000000000000000000000000000	00000	obstacle here would probably
0 0 0 0 0	000000000000000000000000000000000000000	@ @ +-+@ @ @ @ @	be the dark wood. Now, I have
0 0 0 0 0		0 0 0 0	no idea on how wood could make
@ @ @ @ @		0 0 0 0	your car spin out of control,
@ @ @ @ @	0000	000000000000000000000000000000000000000	but try to be careful when
@ @ @ @ @	00000	000000000000000000000000000000000000000	turning on the dark wood.
@@@[]	0 0 0 0		Also, watch where you turn,
@ @ @ @ @	0 0 0 0	so you won't	t fall off. There's one turbo
@@@@^	0000	pad toward t	the south end of the map. It's
000000000000000000000000000000000000000	0000	very easy to	o miss, so keep an eye out.
000000000000000000000000000000000000000	9 0 0 0 0	If you have	a feather, you can jump the
00000	9999999999999	small gap at	t the northeast corner of the
@ @ @	999999999999	map.	

DONUT PLAINS

Monty Moles

00#00#00 #00#0 0000 00000000 0000 00000 00000 0000 0000 00000 0000 00000 0000 0000 0000 00000 0000 0000 00000 00000 000000 00000 00000 00000 0000 00000 00000 0000 0000 0000 00000 00000 00000 00000 00000 0000#0#0#000 0000#0#0@000

| @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@ This is just a regular track 000000 with one exception. At many 00000 points in the track, Monty Moles [][]@ will jump out at you. These @[][] critters are harmless... unless [][]@ they manage to stick to you. 00000 Once a Monty Mole lands on you, jump repeatedly to get it off. ==== Apart from that, this track is 00000 easy. Just watch out for that 00000 big hairpin in the middle. By 00000 now though, you should know how 00000 to handle it.

BOWSER CASTLE _____

@@#@#@

Monty Moles

Thwomps

00#0#0#0

Monty Moles

00000 00000 00000 00000

This is an annoying map. For one thing, the Thwomps here are numerous. Especially toward

0000		000	<u>a</u> @ (<u> </u>	<u>a</u> (<u>a</u> @	@ (<u>a</u> @	@ @	9 (<u>a</u> @	@(9			(<u>a</u> @	9 6	9 @
=====		000	<u>a</u> @ (<u> </u>	@ (<u>a</u> @	@ (<u>a</u> @	@ @	9 (<u>a</u> @	@(<u>a</u> @	@	<u>a</u> a	@ (<u>a</u> @	<u>a</u> (9 @
0000		000	<u>a</u> @	@	@ (<u>a</u> @	@			@ (<u>a</u> @	@(<u>a</u> @	@	<u>a</u> a	@ (<u>a</u> @	<u>a</u> (9 @
0000		000	<u>a</u> @	@	@ (<u>a</u> @	@												
00000	Т	000	<u>a</u> @		-	+								-	Γh	WC	omj	0.5	3
0000	h	000	<u>a</u> @																
0000	W	000	<u>a</u> @	@	(9)	>@	@ (<u>a</u> @	@ @	9 (<u>a</u> @	@(<u>a</u> @	@	<u>a</u> a	@ #	#@	<u>a</u> (j
00000	0-	-###	##	@	<u>@</u> (<u>a</u> @	@ (<u>a</u> @	@ @	9 (<u>a</u> @	@(<u>a</u> @	[] @	@#	#@	9 6	j
0000	m	000	<u>a</u> (a (<u>a</u> a a	@ (<u>a</u>	@ (<u>a</u> @] [@(<u>a</u> @			@	@ @]	[@	9 6	j
0000	р	000	<u>a</u> (a (<u>a</u> a a	@ (<u>a</u>	@ (<u>a</u> @	@ @	9 (<u>a</u> @			@	@ @	@ (<u>a</u> @	9 6	j
0000	s															@ (<u>a</u> @	9 6	j
0000																@ (<u>a</u> @	9 6	j
000000000000000000000000000000000000000	<u>a</u> @	[_] :	#@@	@ (<u>a</u>]	[(<u>a</u> @	@ @	9] [@(<u>a</u> @	@	@ @	@ (<u>a</u> @	9 6	j
000000000000000000000000000000000000000	<u>a</u> @	[] :	#@@	@ (<u>a</u>]	[(<u>a</u> @	@ @	9 (<u>a</u> @	@] [@	@ @	@ (<u>a</u> @	9 6	j
Thwomps																			

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.

MARIO CIRCUIT THREE

```
0000000
                       0000000
   000000000000 Well, I'll be honest. This
  000000 0000000 000000 track is pretty hard. Unless
                           @@@@@@ you chose Toad or Koopa,
9999
            9999
              00000 a lot of braking will be
                           000000 required. There are turns
0[][]
                       0000000 everywhere. The biggest one is
[][]@
                    00000000 the sharp hairpin turn in the middle.
0[1[]
                9999999
                          Keep an eye on your position, and make
0000
             00000000 sure that your speed is right for the turn.
=====
00000
         000000
                      Unlike some other maps, if you come off the
00000
           00000000
                                road, you have some room to
0000
            recover. For the alternative
                route, you'll have to use a
0000
                             @@@@@@ mushroom to boost through
0000^
00000
                              00000 the gap in the fence. That's
00000
                                   all there is to it.
                              00000
0000
               000000000
                              0000
 0000
           00000
  00000 00000 000000 00000
                           00000
```

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.

KOOPA BEACH

```
0 0 0 0 0 0 0 0 0 0 0 0 0 0 1
                          9 9 9
      @@@@@@@@@@@@@@@@@@@ Here's a "different" track. Each of
                           0000 the islands that you see are
     00000000
    00000
                      000
                            0000
                                    loosely connected. You'll have to
    9999
                       @[]
                           0000000 drive through some water to get
                                     through. Also, note the
                              ര ര
  00000
                                    locations of some of the ramps.
                            +-+-@@@@@ Obviously, driving through water
 00000000
                                0000 slows you down. By jumping off
00000000
                                 0000 of these ramps, you cut down
 000000
                               000000 on the time it takes to get
 00000
   a
                                0000 through the water. For the
                                   alternative route, just drive
00 L
                           00000 toward the mini-island. The island
0000
@ @ @
        000[]000
                         000000000 has an item box on it. Beware of
   0000000 those jumping Pirahnas too.
 0000000000000000
   0 [ ] 0 [ ] 0 [ ] 0 0 0 0 0 0
                      000
           []@[]@
                                ര ര
           (a (a
```

CHOCO ISLAND TWO _____

00000000000000 0[]0[] 0[]0[]0 00000 0000 00000 @@@@@@ Big-ass | @@############ wery difficult to move in. @@@@@@ Mudpile | @@############## Also, slow down a bit on this 00000 00000 0000 000000000000 ===== 00000 00000 00000

0000 feature is the gigantic mud-000000 pile at the east side. Mud slows 00000000 you down, but it's still fun to ,----0######0#0 ride. The key thing to remember 00######000 here is stay on the track. The @@############ dirt surrounding the track is | @@@#############@@ dirt track. It's easier to @@##########@@@ spin out of control here than `----@@#########@@ almost anywhere else.

_____ VANILLA LAKE ONE

0000000000

=====

a a a a

@@@@[]@[]@[]@@@@@@@@@@@@@@@ This icy track can be hard @@@@@@@@@@@@[]@[]@@@@@@@@@@@@@@@@@@ to traverse. Why? Because 00000000000000000 000000 00000 000 000000 000000 00000 000000

0000000000

it's kind of hard to drive well on ice. Make sure that 000000 brake before heading into 000000 the sharper turns. This 00000 track has ice blocks every-0000 where. Because of the 0000000 background, it's hard to

0000 0000 to see them. If you 00000 00000 0000 0000 suddenly stop for some 00000 0000000 reaon, you probably @@@ collided with an ice block. 9999 000000 00000 Pipes will also block your 000000000000 0000 way, but they are much easier 00#######@0000000 00000000000000000000 to see. Watch out, as you can Water Water

_____ BOWSER CASTLE THREE

Thwomps

@@@@@@@@@@@@ [#@] [@@@@@@@@@@@@@@@@@@@@ Oh man, what a track. You can 00000000000 []@@@ 0000000000000 ####-T @@@@@@ h @@@@@ area with the many jumps, 0000 [] 00011000110 @@@@ o []@@[] m @@@@@ the molten rock. Ouch. This 0000 m 000000 p 00000 is a hard track, so don't 00000 [] [] @@@@@ 00000000 0000 s 000000 00000000 trouble. Watch out for the 0 [] 0 0 0 0 [] 0 0 0 00000 00000 Thwomps. 000 0 [] 0 [] 0 0000 00[]00 0000 00[]000 000 00[]00 0000 000 00000 0000000 മെമെമെ

00000 imagine the pain it was to 00000 draw it out too. Anyway, there ===== is a large chance of you T @@@@@ falling into the lava. At the 0000 h V00000 w 00000 if your opponents get in the 0000 w 000000 o 00000 way, you'll probably fall into 0000 p 000000 s-##000 sweat it if you have a lot of

MARIO CIRCUIT FOUR _____

0000

000000 0000 00000 00000

00000

00000

0000

0000

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0000 0000

0000000000000 000000 0000 000000 0000 00000 0000 00000 00000 0000 00000 00000 0000 00000 00000 0000 00000 000000 00000 0000 000000[]0[]000000 00000 0 [] 0 [] 0 [] 0 00000

For the final map of the 0000000 000000 Star Cup, this course is 00000 not as tough as it should 00000 be. There are a lot of 00000 tough curves, so make 00000 sure that you break before 00000 entering some of them. 00000 Namely the sharp hairpin 00000 turn in the middle. That ===== can hurt quite a bit if 00000 you aren't prepared. Some

00000	000000000000000000000000000000000000000	9 9 9 9 9 9 9 9 9 9 9 9	0000	pipes will get in the			
		00000	0000	way. Luckily, they're			
00000	000000000000000000000000000000000000000	9 9 9 9 9 9 9 9 9 9 9 9	0000	easy enough to bypass			
000000	000000000000000000000000000000000000000	9 9 9 9 9 9 9 9 9	0000	without too much trouble.			
00000			0000	At the alternative route,			
0000	@ @ @	9	0000	you'll need a mushroom			
0000	00000	9 9 9 9 9 9	0000	to blow through the			
0000	00000	000000	00000	opening in the fence.			
000000	@@@@@@@+-+-	-+-+-+000000000000000000000000000000000	00000				
00000	00000	000000	0 0 0				

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 ______

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.

DONUT PLAINS THREE _____

Bridge

Falling into the water 0000 0000 is very easy to do here. 0000 000 Bridge Make sure that you 00000 don't. Some of the **@ @** 00000 AI drivers are a bit (a (a @@@@@@@###] [############@@@@@@@@ crazy, so watch out when 9999 00000 @@@@@@@@###] [############@@@@@@@ you try to knock them off course. At the second 00000 00000 000000 bridge, you'll have to hop (L&R Button) to 00000 get over to gap. There's no ramp to assist you in getting over the gap. There are 0000 000000000 0000 quite a few sharp turns. Be 9 9 9 9 9 9 0000000000000000 0000 when entering some of the 00000 00000 00000 000000 turns. The Monty Moles 0000000 hanging around might 00000 00000 00000 000000 000000#0#0 @@@@@@@@@@@@#@#@@@ one gets you, hop a few times to get it off. 00000 Monty Moles

KOOPA BEACH TWO ______

Monty Moles

0000

0000 a bit. The idea is to race along the

$0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \$	====	wall thingy in t	his pattern. Seeing as
$0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \$	0000	the fastest way	around the circuit is
@ @ @ @	0000	by driving neare	st the wall, you'll
@ @ @ @	0000	want to take tha	t route. Also, you can
$@ \ @ \ @ \ -+-+-+-+$	-+@@@@	jump over the wa	ll by using a feather.
@ @ @ @	0000		By hitting the other
@ @ @ @	00000	9 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	wall on the other
@ @ @ @	00000	9 9 9 9 9 9 9 9 9 9 9 9 9 9 9	side, you can take a
@ @ @ @		9 9 9 9	major shortcut. The
@ @ @ @		9 9 9 9	darker water signals
@ @ @ @		9 9 9 9	the deep parts of the
@ @ @ @		9 9 9 9	water. Don't go riding
@ @ @ @		9 9 9 9	into those.
000000000000000000000000000000000000000	000000000000000000000000000000000000000	999999999999999999	
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0000000	999999999999999999999999999999999999999	

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

00000 because of all the 00000 000000000000 holes in the path. Keep 00000 @@@@@@@@@@@@@@@@ an eye out for those. Likewise, a large 00000 0000 00000 @@@@@@@@@@@@@@@@@@@@@@ walls. Therefore, try to at least 00000 0000 stay on the track. This is a hard 00000 0000 course for those reasons. You will see one 00000 track. Use it, but 00000 00000 00000 00000 @@@@@@@ easier to slide on. 0000000 Take those turns with 00000 000000000 @@@@@@ caution. 0000000 000000

VANILLA LAKE TWO

000 @ @ Stay by the water's 00000000 edge when racing, 00000000 00000 00000000 but do not fall in. 0000000 For me, that was 00000 000000 incredibly tough. 000 0000 [LAKE] 00000000 The icy track adds 00000 00000000000 insult to injury. 000 @@@@@@@ Don't slide off 0000000 0000000000 of the course, or 00000 0 0 0 0 000000000000 you might land in the 000000 0 00 000000 000000000000 water. Ugh. You'll love

RAINBOW ROAD

Ultra Thwomps

Rainbow Road: hard track? Yes. 0000000 9999 Impossible track? Nope. You'll 0000 notice that there are 00000 0000 00000 absolutely no walls on this ===== U 00000 T @@@@@@ Ultra Thwomps ----. you fall off. Apart from that, it's l @@@@@ h _| all just picking up speed on the t @@@@@ w 0000 r ##### o 00000 straightaways. The Thwomps here will make you spin out of a @@@@@ m @@@@@@@@@@@@@@@@@@@#@#@@@@@@ control if you hit them q 99999 0000000 when they're down. If they 00000 s 00000 smush you, the same thing 00000 00000 00000 happens as always. I call 0000000 these Ultra Thwomps because # 6 6 6 6 6 6 6 6 6 6

00#0000000000

| | 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.

8. Version History [8000]

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.

9. Legal Information [9000]

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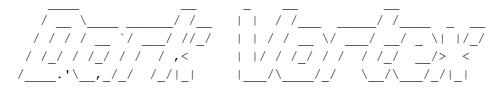
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10. Credits And Closing [10000]

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!
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-= Game on Forever =-

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