

# Super Mario Kart FAQ/Driving Guide

by Hyperactive

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SUPER MARIO KART - SNES

FAQ/DRIVING GUIDE - VERSION 1.0 (COMPLETE)

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2 - INTRODUCTION  
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Back about 4 or 3 years ago, I plaed this game to the fullest on my Super Nintendo. It was my favourite game of all time on my super nintendo, and I absolutely loved the game. Of course, then, all i had was my Super Nintendo. 4 years on, I am now playing this game again. Suprisingly, I still remember all of the characters, all of the levels, and even some places where you put the banana's ands they hit someone nearly all the time.

So, I will now write a game guide for Super Mario Kart. Hopefully, i will get around to actually finishing the guide and get it submitted to GameFAQs, so lets just see. When I did have this as my super nintendo game, I did not even have a computer, let alone the internet, let alone know about GameFAQs, so there was no way I could write a guide at that time for it, so I am going to write one now.

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3 - CONTROLS  
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- |          |           |
|----------|-----------|
| B Button | Drive     |
| A Button | Use Item  |
| Y Button | Brake     |
| X Button | Look Back |
| R        | Bounce    |
| L        | Bounce    |

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4 - CHARACTERS  
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DONKEY KONG JR            I hate this guy, In fact I just hate all of these fat guys. Most of them have nothing to give me in terms of speed, so I just steer way clear of them.

this guy goes really slow, and as you should know, speed in the main key in the game. How are you going to win if you are weighing down the Kart going 1 kilometer per hour. Defenetly not on my liking list.

BOWSER

Once again, I do not like this guy. But, I have the choice of only between Donkey Kong Jr and Bowser, i would choose this guy. Sure Bowser can handle well, but just like DKJR he is very slow. So, once again, he isn't really on my liking list, although I like picking on him in races.

TOAD

Defenetly my favourite character in the game to use. He has absolutely excellent speed, and is one of the best characters for handling his kart in the game. My choice always is this guy, although sometimes is Koopa. I don't usually pick anyone but this guy in all of the races.

MARIO

Really, the main star of the game, but I really don't like using this guy. He still has very good speed, and can handle real well, but there are better people out there than this guy, even if he is the main star of the game. I guess you could say that he is a middle class player, and does the same really as Luigi.

YOSHI

Yeah, this guy is alright too. The main thing he is good at is getting his top speed up. His speed is very powerful when he gets going, but only when he gets going. The main thing he lacks is that he handles like crap. A little mix up and he will be off the road in a spin.

LUIGI

This guy is basically the same as Mario. He has relatively good speed, and can handle OK, notice the OK bit. He doesn't handle like the best of them, but Isn't like Yoshi. Well, once again, he is somewhere lost in the middle where no one will use him.

KOOPA

This guy, is right up there with my favourite character in the game. Toad and Koopa Troopa are basically the same. The both have a great top speed, and can handle excellent, better than anyone else playing this game. He is always my second choice if my borther picks Toad, so yeah, this guy is quite good.

PRINCESS

Once again, I hate her. I'm not sure why, I think it is because she always seems to pick on me when I'm toad racing. She has alright top speed and acceleration and is extremely good at handling her kart. Defenetly a good choice if you are a girl.

In Mario Kart, it isn't just speed and good handling that is going to get you through the game and make you win all the time. You need some help from some items, these include: Banana's, Mushrooms, Shells, and all the other stuff you can find.

#### BANANA

Yeah I like this little thing. As with all the cartoons and stuff in real life, when someone goes over a banana peel, they slip over. Same goes with this game, place the banana peel and just hope that it hits someone, then look to see them spinning around. You can also throw the banana by pressing A + Up. because the banana is really small, you will need to lay it in a perfect location, as most, if not all, riders follow the same course. Just, don't hit it yourself.

#### RED SHELL

Ohh baby, this is what you want to have. This is the best weapon in the entire game. What makes it so special you ask? It is like a homing missile. You fire this thing, and it will immediately go for the closest person to you, which is usually the person in front, unless you are first, then it will go for 2nd or last placed. If this hits anything on it's way, it will die, so use it in an open area if possible, but most of the time it will usually hit it's target.

#### GREEN SHEEL

This weapon can be useful, as it can be fired forward, or backwards. But, if you do get this, I suggest throwing it out straight away before the next boxes of weapons, since this isn't one of the best items you can have in th game. This is very innacurate, as it doesn't lock on, so you can just fire it and it will go directly forward (or backward). The good thing about it is that it can bounce off of walls, and will last a very long time, or until it hits someone. The shell is just a green tortise shell.

#### FEATHER

In the words of CVX, Whee! This items makes you jump and spin in the air. Really, when you think about it, this has alot of uses. It can be used to jump over barricades that are in your way, take a little shortcut, or jump spaces, or just to avoid an attack, you can use this to jump a red shell or something. Can be very useful at times, but isn't used for attacking.

#### STAR

Oh Boy, is this good or what? I usually find this item when I am in somewhere like last place, never while I am in 2nd, or the top 4. Anyway, use this and you can go on a little rampage. First off, this makes you speed up alot, bypassing alot of cars. But when you have the star on, anyone you hit will spin out, leaving them way back. Very useful indeed, a great item.

#### MUSHROOM

Meh, an Okay weapon, only if you want to get some serious air, or want to overtake a person who is pretty close to you. This mushroom gives you a big

speed boost, just like one of those special ones on the ground in Bowser castle, but they aint mushrooms. Just use it, and you will get a massive speed boost. Try using this and then go over one of the speed boosts set on the ground.

GHOST

This can be used for two things. The first thing is to become invisible, meaning that the other player cannot see you at all, but, they player can just look at your screen to find where you are, and you are not immune from any attack, so a Red Shell can still hit you and make you spin out. But still good for being tricky. The second thing this can be used for is stealing someones weapon. If you use the ghost when the opponent has something in his slot, then you can steal his weapon.

LIGHTNING

Best. Item. EVAR! Yeah! This is the best Item you can find in the game, but the only time I can ever get lightning is when I am nearly coming last, or I am in last position. What the lightning does is makes all of your competitors small. It's fun to watch them race around the course when they are very tiny. How does this benefit you?, well there are two things. 1) When they are small, they are slower and you go way faster than them. 2) When you hit someone with your kart, because you are so big, you basically squash them. They take a few seconds to be put back on the track. I think this item is better than any other because it effects everyone on the track.

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6 - COURSE TIPS/TRICKS/TACTICS  
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MARIO CIRCUIT 1

Okay, this is the basics of all tracks. It is really, really easy, and you should have no trouble getting around this track at all. The Items for this track are found around the second corner of the track. Watch out for the barricade things there, they can prove a big pain in the ass if you do not know how to steer properly. There is one shortcut, but it really isn't worth taking because it slows your speed right down. The shortcut is just after the third turn, there will be a big dirt path on your right, go across here to the course you can see on the other side. But, as I said, speed will let you down at the end. Corners should be easy to take, if you are new to the game, then you can take corners very wide. If you want to get a really good time, try going on the inside of the corners.

DONUT PLAINS

No, there is no food here to eat, Yoshi would be sad about that. Anyway, once again, this course is pretty simple to get around and to come first on also. The Items for this course are located just after the start line, so just up ahead from the start so you can use the weapons really quickly,

and hopefully to your advantage. There is a bridge in this level, but it's pretty hard to fall off into the water because of alot of things stopping you. There is one shortcut, but it will bring your speed down. There is a barrier while a hole in the middle, you can go through there if you want, but I never do. there isn't really any other challenge, just when you get to that U - Turn bit, take the corner pretty wide.

#### GHOST VALLEY

Another pretty easy level, this is my favourtie level to compete on, because I am so good at this level. The Items are once again located just up from the start, so you can nearly use them staright away. The main problem people will be having on this course is that they will go off the edge alot. The first chicane section around the first corner can be a pain, so try to use a straioght line to get through both of the turns and then go wide around the next corner. There are barricades surrounding the outside on MOST of the track, but not all of it. You can hit this barricade once, and then the piece will dissappear. If you happen to hit that same spot again, you will go off the edge. Try not to bang into the wall at all. You can make the opponents stack that little jump if you place a banana before it, so they fall down the hole. There is one shortcut, and you can get onto it 2 ways. The first way is with the feather. Go over the bridge near the end, and then you will see a little hole and a piece of track sticking out. Use the feather to jump across the hole and land on the other side. The next way you can get onto it is by using the mushroom. Try and get yourself lined up from when you come around the corner onto the jump, and when you are about to go over the jump, use the mushroom and then you will fly over onto it. This shortcut can take of about 2 - 3 seconds of your total time. Also, there are some bonus items around the corner from the chicane, you will need to jump over the little jumps to get them, unless you are a king at swerving.

#### BOWSERS CASTLE

This track is really easy too, but some new challenges face you while doing this track. You come from a track set in no where to a track set in a castle with Lava around it. The Items for this track are set just around the corner on this track, ready for a quick kill if someone decides to pass you straight away. If you do pick up a red shell, then wait until you are in this next area around the corner to use it, because there is alot of space and you will also gain on them because of the boosts on the floor of the track. If you picked up a mushroom, then you can use this before those speed boosts and you will go flying and take over nearly everyone, since the computer players are too stupid to even realise that the speed boosts are even there. Whichever way, use the

speed boosts. The new obstacle you will face is those rock things that can sometimes crunch you and it takes ages to be re-put. Well, my advice here is not to get hit by them, it's that simple. Try not to actually go under one of the rocks unless there is no over way (eg, a banana is in the way or something). If the rock has come down, and then just started to go back up, then you can go under it because you know it wont be back down for a few seconds more. Just notice the patterns that happen while you are doing the laps around the course, and these should be no problem to handle. When you get to the jumps, do not hop or you will most likely stack the jump, and end up sizzled.

#### MARIO CIRCUIT 2

I love racing on this track, it is so funny to do a few things on here. But all in all, this track is really easy to come first on, especially with the help of the banana and the mushroom. The Items for this level can be found just around the corner from the start, near the big dirt patch. By the time you get to them, you should be first. Just keep racing like you normally around the next few corners, and then the fun starts to begin. You will see a track going right to left of you around the next few corners, this is a jump. Turn the next corner, and then skid around the next U - Turn bend. Here, you will find a jump with the turbo boosts just by them. If you want the computer to be even farther behind you (I'm talking about 8 seconds or so here) then place a banana somewhere on the left side of the track. If placed in the right position, then a computer player (usually second place) will hit the banana, and if placed on the turbo parts, they have no speed to get over the jump, and will stack it and therefore have to do that part of the track again. Usually this will result in the person who was just in second place to now be in something like last place, although they can catch up really quickly. Keep doing this with the bananas and the new second place will then become somewhere like 6th, because the leads should have broken away by now. They do catch up, but usually not fast enough to get back to the position that they were usually in on the first race. I once had the person who usually gets 8th position in all of the races actually get something like 1 point in this race, meaning he beat 4 other people, and usually when 1 guy gets last in a race, then he stays in the position. You can use the mushroom over the jump to do a super jump. Use the mushroom when you are about to go over the turbo boosts, and you will get super speed.

#### CHOCO ISLAND

This is just another basic level, just with a totally different settings to all of the other race levels that are out there. This time, we get to race around (and in) chocolate. Yay for use. As

I said, the first course of Chocco island is really simple. This is just a basic track, only with a few jumps in it. The Items for this level are just ahead of the start, which seems to be the same for most of the other levels now. You will encounter a few obstacles during this race though, here are a few: The chocolate in the middle of the road. This can be very annoying, because it slows you down a lot. Try to go to the side of it when possible, but if you can't do that, then try to hop through it so it won't slow you down really that much. The next obstacle is those jumps, they aren't really an obstacle, but oh well. They can do you good, and you have to go over them. They really don't cause any speed slow down or anything like that, so you don't need to worry about that. Oh, try not to hit those flowers on the side of the road, if you do, then you will spin out, lose some coins and everyone will pass you.

#### GHOST VALLEY 2

We are back into the same levels that you have previously played basically. We return to the valley with ghosts, but this time the track is much different, it is filled with new obstacles to face, some that you haven't faced before. Are you up for the challenge? Okay. The start of the course is pretty easy, and then skid around the next corner. The Items to the track can be found just around this corner, run over one of them and get an item. There will be a big corner up ahead that you will see, use the famous slide tactic and then skid around it. Since you have a lot of room, you should be able to come back in pretty close to the wall and can speed off quickly. If you want, you can use the wall on the other side as a barrier, as most people can't get back on their feet quick enough, and need to use the wall as a barrier. Using the wall helps you keep your speed and you don't really crash out. Once you pass around the next corner, you find another obstacle: A hole in the road. How to get around this, you say? Avoid it. It's that easy. The hole is on the side of the track, and you shouldn't be going all the way out there anyway, so you can just leave it alone and not worry about the hole. Remember what I said in the first Ghost Valley track, you can hit a piece of the side track once, but a hole will be left in its place. If you hit the same place again, then you will fall off and will have to be put back on for the price of coins. There is one last jump near the end of the track, just before the end. Try using a mushroom over it and go flying, or you can hop over the jump and get the item that is there.

#### DONUT PLAINS 2

Back to the second level layout. Once again, this level contains a lot of challenges, including some new ones that can slow your progress down a lot. This time, the items for the level are located just after the start line. There is the main



track, and then there is the grass section. Do not go on the grass section, it will slow you down tremendously. So, what am I trying to say here? Stay on the track. Most of the corners in this level are pretty sharp ones, so try to go out wide and then come back in to the corners by skidding, it works pretty well, but you can sometimes go off, on one occasion, I was sliding too much that my character just stayed there spinning around. Now, here is the new challenge you will face during this level: Those stupid moles. They are around the course and pop up from there holes and grab onto your kart, so the character can't see (but you still can) and they slow you down alot, which is of course bad. Now, heres how to get rid of them if they attack your face: Hop, use the L and the R buttons on the top of the controller, and just keep pressing one of them rapidly. The Mole will eventually be gotten rid of. Try to steer clear of the mole holes. The ones behind the start lines can easily be avoided by going out wide and then swerving back into the corner, missing the mole holes altogether, which is quite good if you ask me.

#### BOWSERS CASTLE 2

Ahh, good old Bowsers castle. Once again, in this level, you face some new challneges, and some old challenges. This level is pretty trick for most people, including me. The items in the level are just around the corner from the starting line, so grab them around there. In Bowsers castle, there is once again alot of sharp turns that you have to face, and they are a pure nuisance, as you always seem to crash into the corners and it can hard to get out. Try to slow down when coming into the sqaure sections with the hole in the middle, because this can cause problems. Here, either go to the left straight away, or go up and then to the left. My choice it o go up and then to the left because I hate doing the sharp turn there. If you did it my way, then get back onto the other side and take the road around, don't worry about the shortcut because you will probably crash trying to get in there. Now, we come to those rock things that come down and crush you and waste some of your prcious time. Just a note that they do not come down on the first lap of the level, because that lap is just for you to get a feel of the course and what it is like. Try not to go directly under the rocks. You can tell where the rocks are going to come down on because you can see their shadow on the ground, so go between the shadows to avoid them. If the rocks are down and you ram into one, just wait until it goes back up, or try to go around it. When you get around to the jumps, try laying a banana onto one of them, and hopefully one of the computer players will hit it, and will fall into the lava. When you are on the jumps, try not to hop, because you can miss the jumps and fall into the lava, and that takes alot of

precious time away from you.

### MARIO CIRCUIT 3

Good old Mario Circuit. All of the Mario Circuit layouts are just roads. There is really no new challenges in this level, the only hard thing to do is that big U - Turn corner in the middle of the track, to get around this without crashing can be very hard for alot of people, but for me, I have mastered it and can get around it very easily now. Before I get onto the way to get past that successfully, I will just inform you of a shortcut. You will see a map down the bottom of the screen if you are on one player mode. The track closest to the bottom has a little shortcut, but for it to actually benefit you in the end, it will require a mushroom from the items section on the course. There will be a hole in the barrier, use the mushroom to fly across the dirt section. Thats the shorcut, it doesn;t cut really that much time off, since the mushroom could of been used for something better. Now, back to the corner that alot of people have trouble with it. Approach the corner from the road, and then go to the left side, so you are pretty close to the barrier in the middle of the corner. Start to slow down, and keep on going foward and when the barrier ends, do a quick little U - Turn past the barrier, hopefully missing it and then get back onto the road. Try not to hit the barrier, or you will be stuck, which you don't want. Also, try not to lay a banana around that corner, because if it misses everyone, you will likely hit it, and the computer usually follows the same course.

### KOOPA BEACH

Yay, we are onto a hole new setting now, it's Koopa Beach. This level is in fact quite easy to do, especially as it is in this league. You should have no trouble winning this race, it is very simple. There are 3 parts of this level, they are: The sand. Try to stay on this stuff, while on here, you can build up all of your speed and get your high score. Hopefully you will be racing on this most of the race. The next setting is the first type of water. You have to pass over this alot of times, but only between sand bars you go over this. Lastly, there is the second type of water. Try to avoid this fully, if you do fall in this, then you will be taken back up and lose some coins, unless you get back up by yourself quick enough, then you don't lose coins. The first type of water that occurs during the sand bars will slow you down abit, and here is how to make it so it doesn't: Try to hop over the water and onto the next snad bar, thus missing the water, which will slow you down if you go into the water. Of course, sometimes you have to go through the water, which there is nothing you can do about. So, try to hop to keep your speed up high. The items for this level can be found around on the biggest sand bar, with that stuff that makes you slip in the middle.

Go to the right side of the island as soon as you come onto the sand bar and go this side for the items. Try to avoid the middle section, otherwise you will once again, lose speed and just think, this could cost you first spot. There is one shortcut that I know of, well, this one is the only one that really benefits you, there are other little shortcuts, but it is better going on the sand. Anyway, if playing one player, at the bottom screen, look to the top. You will see one big sand bar and another little one below it. Hop to this little sand bar and you can then use the water to take a shortcut through to the next sand bar. Oh, one last thing: There are some pirana things that bounce up and down throughout the level, Do not hit these, otherwise you will spin out of control, which is bad.

#### CHOCO ISLAND 2

Back to the land of chocolate. This level can prove quite difficult, even for me, but I like this level. Once again, there are three types of terrain in this level: There is the track, try to stay on this as much as possible so you can get speed and race. Next, there is the big chocolate patches all around the level. The main one is just around the second corner of the track, it is huge. Lastly, there is the outline chocolate, which is the stuff that will slow you down tremendously if you go onto it, so don't. The items in the level are just around the corner near the start, in the narrow section of the level. When you pass the next corner, you will then come to the good old big patch of chocolate. Unfortunately you can't eat it to get rid of it, in fact, you can't get rid of it anyhow. The big patch of chocolate will just slow you down. But, if you want to keep some of your speed, then hop over it. To hop over it, just keep on rapidly pressing the L button or the R button at the top of the controller. You will lose some speed, but not as much as you did if you didn't do it this way. Remember that the computer players also have to go through the chocolate, so they slow down as well. Also, a few more last things: There is a shortcut, but it really does no good as you lose all speed and you could save the item you are going to use for it somewhere else. As you start, you can go straight through the broken section of the barrier, but, you will need a mushroom, and it is a waste of it really, because the mushroom should be used to get through the chocolate patch section, since you lose a lot of speed there. Another thing is that you should try not to hit those flower things on the side of the track, if you do, you will spin out of control, which can prove costly.

Another important thing, this section will give you various tips and tricks to win over your opponent.

**BASIC CORNERING** The best way I have found to tackle a basic corner is to just use the accelerate button, and navigate around the corner using the directional buttons. This will usually work, depending on the character you are using. Usually, the kart will do its little auto braking system, but will not skid.

**TACKLING A HAIRPIN** A Hairpin is just like a sharp corner, but I couldn't put sharp corner in the title to the left, because it would overlap the start. Anyway, this is the best way I tackle a little hairpin or "Sharp Turn". An example of one of these is the one in Mario Circuit 3. Head up to the corner, and then get close to the barrier, and try to turn the corner really close to it, like this diagram. Make sure you try to go around it slow. You can also go out wide if you are having a lot of trouble, but that wastes time, but you can still come back into the corner.



**ADVANCED CORNERING** This is the second way to tackle a corner, I always use this way when I am using someone like Yoshi, Mario, Luigi, Donkey Kong Jr or just about anyone else apart from Toad and Koopa. What you can do is hop into a skid. To hop, press L or R on the top of the control, and then move the directional button the way of the corner. This can be very effective.

**WINNING** To get points, you must win the races. The main thing you need to win the race is to get speed. This means try not to crash. If you hit an obstacle, remember its location, so next lap, you can know where it is, and this time, hopefully miss it. With practice on a circuit, you can conquer it and know the best lines and how to take all the corners. But remember, speed is the key.

**KNOWING THE TRACK** As I said in the last track, try the courses over and over again. This is how you get used to the course. I bet the first time you played Super Mario Kart, you really didn't know how to complete the best level really easily, in a really quick time. Learn the route of the course, the shortcuts for better times, and how to complete them all efficiently. Learn the routes and all that sort of stuff to the track, and you will be an ace at it.

**COMPUTER ATTACKS** Each player has their own special attacks that they do. Here are a list of the attacks, and how

to overcome them.

MARIO

They use that annoying star thingy, if it hits you, you will spin out, and the bad thing is that all they have to do is touch you the littlest bit and you will spin out. Try to just back off abit when they are using it, if he continue to use it, try going around them in an open area part.

DONKEY KONG

The Banana, you too can actually use the banana, but you are better at using them than this guy. The either throws it, or lays them. If you are first, then he will throw them. If you are seocnd, then he will lay it. If thrown, the camera will go behind. They will usually throw them in the middle of the track, so try to go off to the side, whichever way the behind view shows. If laid, well, you can tell before hand that he's are going to lay it, so you can avoid in then.

PRINCESS AND TOAD

Both of these people use the same tactic, so I don't have to really say two thigs about them. This item is also layed, or thrown, depending on what position you are in. It is a little mushrrom. What this does is shrink you. Avoid it at all costs, use the same technique for the banana peels, try to go off to the side of the track, or just avoid the layed ones. If you do get small, then you will have to wait, unless you find those rocks and get crushed or someone runs you over. If anyone of the two happens, you will be restored to normal.

KOOPA TROOPA

Most of the time his attacks are just the green sheel, but It has happened once that I am sure it was a red shell, so maybe he does a mixture sometimes. If it is a green shell, then just swerve off abit if he fires it forward. If it is layed, you can actually tell is he is going to lay it about 3 seconds before, because you see the weapon out the back of the kart, so you can steer past it. If it is red, you can lay a banana peel so it hits that. You can also find a barrier so it hits that.

LUIGI

They use that annoying star thingy,

if it hits you, you will spin out, and the bad thing is that all they have to do is touch you the littlest bit and you will spin out. Try to just back off a bit when they are using it, if he continue to use it, try going around them in an open area part.

YOSHI

Yoshi uses an egg, he either throws it, or lays them. If you are first, then he will throw them. If you are second, then he will lay it. If thrown, the camera will go behind. They will usually throw the in the middle of the track, so try to go off to the side, whichever way the behind view shows. If laid, well, you can tell before hand that he's are going to lay it, so you can avoid it then.

BOWSER

Bowser uses a fire ball, he either throws it, or lays them. If you are first, then he will throw them. If you are second, then he will lay it. If thrown, the camera will go behind. They will usually throw the in the middle of the track, so try to go off to the side, whichever way the behind view shows. If laid, well, you can tell before hand that he's are going to lay it, so you can avoid it then.

THE BEST CHARACTER

Of course, also, if you want to win a race, then you have to choose the best character in the game. There are two characters that stand out from the rest, they are both good in the speed section and the handling section. Those two people are Toad and Koopa. Try to choose either one of these two characters if you want to win, otherwise, feel free to experiment with what you think is good for you.

STRATEGIC SPOTS

There are many good places in a level where you can place things like bananas and they will do a lot of harm. Like, for example, the bridge on Mario Circuit 2, lay a banana here, and when someone hits it, they will stack the jump proving costly. Look for some strategic positioned to put the computer players back a lot of places. Most of the strategic places are things like jumps, so they fall into Lava or whatever.

BOOST START

Ever wanted to get out of the blocks first? Well, there is a way you can get a really good start straight away, using turbo. This can be really hard to do. What you have to do is hold down accelerate just before the second light flashes,

and you should get the boost start. If you skid out, then you know you are holding it for too long. If nothing happens, then you know you didn't hold it for long enough. Practise the exact timing.

EXTRA LIFE                    If you come in first spot about 3 times in a row in the Grand POrix Mode, then you can gain an extra life.

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8 - FREQUENTLY AKSED QUESTIONS  
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Want a specific question ansered? Then this section might help. It covers some Frequently Asked Questions about the game.

~~~~~  
QUESTION: What does the 50cc, 100cc and the 150cc mean?

ANSWER:    These are the different classes. The higher the class, the faster the kart goes.

~~~~~  
QUESTION: What is the best character in the game to use?

ANSWER:    There are two good characters. The first one is Toad, and the second is Koopa. Both are about the same in skill.

~~~~~  
QUESTION: Are there any cheat codes for this gane?

ANSWER:    There are afew, click on the link from GameFAQs to find them.

~~~~~  
QUESTION: Can I use this FAQ/Guide on my Gaming Site?

ANSWER:    Email me first, and until you get written persmission, you will have to wait.

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9 - MISCELLANEOUS  
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Thats it, no one else, unless I decide otherwise. Anywhere else will have to e-mail me first. I have the right to deny your website use of the guide because it is mine. All of the contents in this file were written by Aarn Baker, unless stated otherwise in the credits section at the end of the guide. Cheat Code Central is forbidden to use this guide. If any websites are using this guide without my permission, the appropriate steps will be taken to get the guide off the site.

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The author of this document can be contacted via e-mail, which is: Wayallal(at)yahoo.com.au! Monst questions will be asnwered unless the question is answered in the guide, the title doens't include the games title or something like that, and also no spam and stupid e-mails. You are allowed to download this file onto your hard drive, thats the whole point of the FAQ really, to print it because I doubt many people have the console and computer in the same room and no one will want to stay at the computer playing the game.

#### EMAIL POLICY

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You can email me with any tips, hints, or anything I have missed in this guide. I will reply to any question you have about the game as well. I will not reply to spam, junk, and poor grammar and spelling emails. My email is Wayallal(at)yahoo.com.au

#### ABOUT ME

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My name is Aaron Baker, I reside in Adeladie, South Australia, Australia. My hobbies include Writing Guides, Playing Sports, Video games and more.

#### WHATS TO COME

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If I get time to work on this FAQ, then here are afew things I would like to add:

- . Battle Mode Section
- . Better Track Descriptions

#### VERSION HISTORY

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- . VERSION 1.0 | 4/1/03  
First version of the guide.

#### CREDITS

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--( NINTENDO )--

For making this awesome game, whcih is probably my favourite game on the



Super Nintendo. Great job.

--( FAQ CONTRUBUTORS )--

The GameFAQs board, where I like to go. They have helped me along the way to make good FAQs.

--( CJAYC )--

In case you don't know, CJayC owns and operates GameFAQs himself, well done on maintaining the best gaming site on the next, and for posting my work.

--( DEVIN MORGAN )--

Devin runs the Most prolific page at <http://www.accentral.com/list.php>, here, there is a list with the top prolific writers (Which I am in) and he keeps total of all the new KB Totals daily, so with this guide, it will make him have to update.

--( INFERNO )--

Sorry abuddy abot the GTA3 guide that didn't work out.

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