Mario Kart Super Circuit Rainbow Road FAQ

by Player Guy Forever

Updated to vFinal on Jul 14, 2002

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1. Introduction mksc_1000

Mario Kart: Super Circuit is the latest game in the Mario Kart series. It features 20 new tracks and the 20 tracks from the original Super Mario Kart. Mario Kart: Super Circuit is one of the best games on the Game Boy Advance. This guide covers the Rainbow Road in the SUPER CIRCUIT tracks NOT the Rainbow Road course in the extra circuit tracks.

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

-----Legend

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

| # = Finish Line | ? = Item Block | J = Jump Plate | Z = Zipper | F = Falling Stars | O = Storm Cloud | @ = Shortcut Path

2. General Rainbow Road Tips

mksc 2000

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

Map

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

F = Falling Stars O = Storm Clouds

Strategy

- 1) This is your first encounter with a storm cloud in this course. If you get hit by its lightning, your driver will shrink, you'll lose speed and you could be squished by bigger opponents.
- 2) This straightaway contains falling stars. If a falling star comes in contact with your kart, you will spin out.
- 3) This is a corner where you can use the jump plates to hop the corner of the turn. Simply power-slide into the jump plate before the turn and you'll hop over the corner. Also, the straightaway that is located before this turn contains falling stars. If a star hits you you'll spin out.
- 4) Go to the left (driver's perspective) to jump onto the straightaway. It is packed with zippers.
- 5) As you land on this stretch, hit the zipper to the right (driver's perspective) and then the one on the right to get more speed.
- 6) Stick to the left of the course (driver's perspective). Staying to the left makes turning into the row of zippers easier.

3. Rainbow Road Shortcuts mksc_3000

Rainbow Road contains six different shortcuts. Some of the shortcuts are small

while others are massive. One thing is for sure; these shortcuts will help you

out.

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a. Shortcut #1 mksc 3001

a. Shortcut #1

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Map Legend

```
\# = Finish Line ? = Item Block J = Jump Plate Z = Zipper
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F = Falling Stars O = Storm Clouds @ = Shortcut Path

Strategy

1) If you have a mushroom you can get a massive shortcut here. As you are boosting, you will hit the jump plate and go over the big gap.

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a. Shortcut #2

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

F = Falling Stars O = Storm Clouds Q = Shortcut Path

Strategy

1) Another mushroom boost location. Power-slide to the right (driver's perspective) and boost into the jump plate so that you can land across the gap. This is a big shortcut but it is not bigger then the one in shortcut #1.

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a. Shortcut #3

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\# = Finish Line ? = Item Block J = Jump Plate Z = Zipper
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F = Falling Stars O = Storm Clouds @ = Shortcut Path

Strategy

1) This is another area where you can get a shortcut. To get this shortcut you must be in time trial mode and have at least 2 mushrooms available. First you must perform the shortcut on shortcut #1. Then you must drive backwards through the course and boost across the gap at shortcut #2. This shortcut is good for setting lap records.

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a. Shortcut #4

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Map Legend
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\# = Finish Line ? = Item Block J = Jump Plate Z = Zipper
F = Falling Stars O = Storm Clouds @ = Shortcut Path
Strategy
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1) You can hop this gap if you are going relatively fast.
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a. Shortcut #5
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 Map Legend
-----
# = Finish Line ? = Item Block J = Jump Plate Z = Zipper
F = Falling Stars O = Storm Clouds @ = Shortcut Path
Strategy
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1) You can hop this gap too if you are going relatively fast.
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= Finish Line ? = Item Block J = Jump Plate Z = Zipper F = Falling Stars O = Storm Clouds @ = Shortcut Path

Strategy

1) When you come out of the straightaway packed with zippers, turn to the right (driver's perspective). You can use your speed to jump across the gap for a nice shortcut.

4. Acknowledgements

mksc 4000

People that have contributed to this FAQ will be listed here.

Xander - for the title ASCII art.

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

5. Legal Information

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6. Closing mksc_6000

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

mksc_end

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