

# Mario Kart Super Circuit FAQ/Walkthrough

by Crazyreyn

Updated to v1.0 on Apr 15, 2006

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M A R I O K A R T : S U P E R C I R C U I T  
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Game Boy Advance  
FAQ/Walkthrough, Version 1.0  
Last Updated - 15/04/2006  
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Thank You.

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INTRODUCTION  
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Hello and welcome to the Mario Kart: Super Circuit FAQ/Walkthrough. This guide will give you the lowdown on the game basics, how to use the various items in both offense and attack and a walkthrough for each course in the game. This was my first Game Boy Advance title and I remember playing hours and hours plugging away at Time Trial and unlocking more modes.

Hope you enjoy using the guide,

- Matt

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1. VERSION HISTORY  
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| Version 1.0 - 15/04/2006 |  
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The first version of the FAQ, everything is complete!

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2. GAME OVERVIEW

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This section provides you with an overview to playing the game, with tips, kart and character data and how to use the items more efficiently.

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2.01. Basics and Game Modes

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This is just a quick lowdown of the game basics and general main menu that you are presented with. If you are looking for a more in-depth explanation of the Game Menus, then refer to the relevant section not too far down from here.

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Game Screen

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This is the standard game screen in Grand Prix mode. This may vary according the Mode being played.

```
+-----+
| 3  4          5          6 |
| X                |
| X                |
| X2               |
| X                |
|          1       |
|                |
|                |
|                |
| 7                8 |
+-----+
```

- 1 - Racing Screen
- 2 - Top Four Position
- 3 - Coins
- 4 - Lap
- 5 - Item Held
- 6 - Lap Time
- 7 - Character Position
- 8 - Map

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Menu and Game Modes

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From the Main Menu, you are shown a series of options. This section will inform you of what each part contains and a quick explanation of that mode.

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Grand Prix  
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Located in the Single Player menu, this is the main mode of the game. Here you race in cups in differing CC classes, where you can unlock more characters and carts, and generally have a good go at the courses. There are three CC classes - 50CC, 100CC, and 150CC and within these are a total of 8 Cups, each with four courses to race in. With these four courses you are awarded points according to the position you come in. After the four races your points are totted up and if you get the most points you win.

-----  
Time Trials  
-----

Here you can just race on the course of your choice, practice up and set a best time. You get just three mushrooms as far as items go, so use it wisely. You save ghosts here so you can race yourself again later. Also note that this mode is for one player only.

---□Vs.  
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This is where you race against the chosen amount of user controlled players. You can play either single or multcart up to four players. With single cart you only have a choice of the courses from the Extra Mushroom Cup and you can only play as Yoshi.

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2.02. Controls, Karts, Driving Techniques and Tips  
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Controls  
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Here are the controls for the game.

D-Pad	- Move kart
A	- Accelerate
B	- Brake / Reverse
L	- Use Item
R	- Jump / Drift
SELECT	- N/A
START	- Pause Game

-----  
Karts  
-----

Each of the characters is configured into a different weight class. They are set into the following -

Lightweight - Yoshi - Speed \*\*\*\*

```

                Weight **
Peach - Speed *****
                Weight *
Toad - Speed *****
                Weight *

Middleweight - Mario - Speed ***
                  Weight ***
                Luigi - Speed ***
                  Weight ***

Heavyweight - Bowser - Speed **
                  Weight ****
                DK - Speed **
                  Weight ****
                Wario - Speed *
                  Weight *****

```

For new players, middleweight is recommended as it has the best all-round stats. Then I would advise choosing one of the others according to your player style - lightweight karts have high acceleration and easier turning but get knocked off the road easier, while heavy weight has low acceleration yet a high top speed, rubbish turning but can knock other characters out of the way easier. Play around with the different characters and see who suits you best.

-----  
Driving Techniques  
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Rocket Start  
-----

This performs a boost as the race starts, very handy for getting the advantage straight away. To do it, at the opening count down (yellow, yellow, blue) press and hold A between the second yellow and blue. If done right you'll boost away. Takes a bit of practice but once you've got it it's an invaluable technique.

Drift  
-----

You can drift by holding down the R button when going around corners. It allows you to take sharper corners without loss of speed, so is good for many of the game's course. To start it, turn and press R to set the direction, and you can also adjust the direction of the drift slightly by using the analog stick as you go anyway.

Mini-Turbo  
-----

This gives you a boost after drifting. To do it, get into a drift for a few seconds and straighten up again. If performed correctly then you should have performed it. It does give you a worth while boost, so mastering this will give you the advantage.

Throwing Items  
-----

When you are using certain items, such as shells and bananas, you can throw them in front or behind you by pressing up and down respectively. You can launch green and red shells behind you and throw Bananas ahead of you.

Dangling Items

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You can drag certain items behind you, by holding the L button. This enables you to block attacks from behind, such as those pesky red shells, and to time your item drops more effectively. You can drag bananas, green shells and red shells.

Turning on the spot  
-----

You can turn on the spot by holding accelerate and brake together (A and B) and turning left and right. This is very handy if you are driving the wrong way.

Recovering after falling off the track  
-----

If you just fell off the track and are being lifted back on, you can recover quicker by pressing accelerate JUST AS you touch the ground again to receive a boost. Takes some practice, but worth it even if you are an experienced racer; you never know when some heavier kart is gonna knock you off the track.

Rescuing yourself after driving over a banana  
-----

Sometimes when you drive through a banana you won't spin straight away. If this happens brake straight away for a split second and if a note appears, then you've successfully stopped spinning out.

-----  
Driving and Item Tips and Tactics  
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Here are some additional item and driving tips that might come in handy. Feel free to submit any of your own!

- Coming off the track or hitting a wall slows you down to a literal crawl. So don't do it.
- If you are gonna cut out some of the track, subsidize the slowdown with a drifting mini-boost or better yet, a mushroom.
- Placing bananas by item boxes, or on bridges or any sort of thin road should block them from view of your opponents, meaning there's a chance they could drive in to them.
- If you are in first place, then it's a good idea to drag an item behind you (or have a draggable item with you) in case you need to defend against shells and what not. It's a pain to have you lead wiped away by a cheap item at the last minute so try and get used to doing this.
- If you are neck and neck with an opponent and coming up to item boxes, drop back slightly so you are a position behind them and grab an item. As in first place you cannot pick up red shells, doing this method could bag you one so you can take them out and take a substantial lead. Although this is incredibly annoying and cheap its a sure fire winner especially if you are on the final lap.
- Again like the above, if you are in a very close race then drop back a few positions and grab an item box. As items are based on position and not proximity, you could get something like Thunder, a Star or Three Red Shells. And who wouldn't want that, eh?
- Unlike other Mario Kart games, red shells just go straight toward the racer in front, and don't follow the track. Ensure that you can see your opponent, and is in your line of sight, before you fire.
- If you are gonna use a red or blue shell then wait for them to get a slight lead, otherwise the red shell will just fly straight past them and the

blue shell likewise and even worse take you out in the impending explosion (if they are in first anyway).

- If you have several (hopefully red) shells, then you can incapacitate a kart ahead. Fire one to spin them out, and then fire another as you go past them (where they've hardly had time to recover). By the time they have started going again proper, you'll have speeded ahead.

=====  
2.03. Items  
=====

Pick up an item box in a race and you'll get an item. But do you know how to use it properly and to it's full advantages? If not, read on... Note that I have put How to Use and Defending Against. The How to use part is tips on how you can use it, while the other is what precautions you can take in order to avoid or minimize the impacts of the said item if others have it.

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Banana  
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How to use - Press L to drop this banana skin on to the track. When a kart slips on to it they will slide out of control for a second or two. It will remain on the track until someone slips on it or until it is destroyed (by a shell for example). Try and place bananas on parts of the track where most racers will go on to them such as thin ledges, the insides of tracks, in front of boosters and item boxes. You can also use them for defending by holding down L to dangle it behind you, so it's probably more handy in that respect.

Defending Against - If you see a banana on the track, common sense tells you to avoid it (well at least I hope it does ;D) so try and drive around it if you can - you can also blast them away with a shell. If you see another racer with a banana dragging behind keep out of the way incase they drop it. You can also prevent spinning out sometimes when you hit one - if you don't immediately spin then brake quickly and if a musical note appears then you've succeeded.

-----  
Triple Banana  
-----

How to use - This is basically the same as a single banana (see above) but with three. However unlike triple shells they don't spin around you but instead just dangle behind rather pointlessly. Use them to strategically place on the track and defend with if needed.

Defending Against - Again like normal bananas, avoid driving over them. If you see another player with them (it's visible) then avoid hanging around behind them as chances are they'll drop them straight on to your lap. The CPU tends to drop them about three seconds after one another, so remember this if you are playing the GP modes.

-----  
Green Shell  
-----

How to use - Press L to fire this forward in a rather linear fashion to hit other karts and cause them to spin out of control. Rather handy, but it's quite hard to hit other karts with. Better still is that

you can fire them behind you by holding down on the stick, and if they are close enough then chances are they'll have little chance of getting out of the way in time. Green shells can bounce off walls a few times before being destroyed, so if you in a narrow tunnel or area firing one off and escaping could do a spot of damage. Like bananas, you can dangle these behind by holding down the L button which is ideal for defending against other shells. Also shells can destroy bananas on the track if you need them disposed of, as well as enemies on the track.

Defending Against - Avoid shells hitting you as you'll spin out of control. Rivals too can fire shells behind them so if you are tailing them remember this also.

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Red Shell  
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How to use - Press L to fire it ahead of you, where it will home in on the nearest kart and cause them to spin out. Even if you are a few corners away it'll follow the track and take them out. Rather handy, eh? Some points though; don't fire when they are too close as it'll just whizz by them, and the shell can hit corners so fire it in a reasonably open area. It can also hit bananas and other shells and get destroyed, but if that occurs then you're unlucky. Like green shells, you can fire it backwards (L+Down) and dangle it behind you. It WILL NOT home in if you fire it backward, but rather go in a straight line like a green shell would. I advise that you keep a red shell handy at all times for defense and for regaining a position if you've just been taken.

Defending Against - If one is coming your way (you can hear it or see it on the map) then simply dangle an item behind you and it should counter it. However sometimes it can hit you from the side (just after a corner for example) so try and get on a straight before it hits you. If you don't have an item, then just try and race on and hopefully it'll hit a corner of the track, but otherwise you are gonna get hit and in that situation, there isn't a lot you can do about it.

-----  
Triple Red / Green Shells  
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How to use - These are three red or green shells that rotate around you. The shells themselves act like normal shells respectively, but the rotating aspect is very handy for several reasons. For one, it acts as an ever acting defense against other items. You can use it as a weapon by just ramming other karts and make them spin you (you'll lose a shell in the process mind) and it's great in case you drive into items like bananas as they are automatically taken care of. It's also great as having three shells is pretty sweet anyway. Remember just because you have three shells doesn't mean you have to waste them in one go. A good tip is when you take someone out with a shell from a reasonable distance, as you go by just before fire another to incapacitate them further. Very annoying for them, but great for you.

Defending Against - For general shell defense see the red and green shell tips above. When you notice another kart having three, avoid touching them for a start or you will naturally spin out. Don't try and take all their shells out with

shells of your own as that's pretty pointless, you may as well let them fire them off so their defense is down for attacking.

-----  
Spiny Blue Shell  
-----

How to use - Fire it with the L button and it'll zoom off to first place and take them out. Pretty sweet. If there are other karts between you and the first placed kart then it may hit the others on the way, which is pretty great. Oh, did I mention it'll also take out the items they are carrying as well? Pretty cool!

Defending Against - If one is coming your way, there is little you can do but bite the bullet. Dispose of your items just before as it'll destroy them anyway. You can also avoid getting hit by using a Star or a Boo Ghost, but otherwise as said most of the time you'll have to get hit, so don't get too annoyed if this happens a fair amount.

-----  
Mushroom  
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How to use - Press L to boost your karts speed for a second or two. This is really handy for gaining a few places, and most of all for skipping sections of the track like corners or tacking advantage or certain shortcuts better. Just remember that you can't really stop once you've used the boost (say if suddenly realised you were going to go into a banana or off a cliff) so keep an eye out of where you are going to boost into.

Defending Against - Not a lot you can do here. I guess you could time a ghost to steal their mushroom, but others you'll have to let 'em be.

-----  
Triple Mushroom  
-----

How to use - This is the same as a normal Mushroom, except you have three. Predictable, eh? Remember to use them to cut corners of the track and to take full advantages of shortcuts. I would say a very important point is to make them last; on certain tracks there is a great shortcut you can take but only when using a mushroom, so it makes far more sense to save a mushroom for this every lap than to use them on one.

Defending Against - Once again you can't really defend or stop other karts from using mushrooms.

-----  
Boo Hoo Ghost  
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How to use - Press L to send the Boo to steal items from other characters. Your kart will also turn invisible and impermeable to damage as well. When using the Boo, think what you need it for. For example if you are using it to steal an item, check your opponents screens (in multiplayer only I'm afraid) to see what items each opponent has so you know what possible items are up for grabs. Wait until you get a decent item then use it, and with some luck you should get it. Otherwise using it to stop damage is very helpful as well

- such as avoiding red shells or lightning.

Defending Against - You should hear when a ghost is being used, so if you do you \*might\* not get your stuff taken, but then again you might so decide if you want to use your item in case of the latter.

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Thunderbolt  
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How to use - Press L to make all other karts shrink in size, causing them to slow down. Not only this you can run over the other karts to squash them and delay them for a few seconds, so if you see any then go out of your way to run them over. Shranked karts won't make big jumps, even boost ones, so if you can time it around them that's an advantage to you.

Defending Against - If you get shrunk, then avoid jumps, even boost ones, as you won't make it. Instead just wait around before them until you regain your size. Remember that you can still perform mini-boosts when you're small which is a great advantage in the GP modes, as CPU players won't do this when shrunk. You can prevent being shrunk by using a star, ghost, or if you happen to fall off the track at that time. Also if you are shrunk don't touch any other tiny karts as you'll both get crushed. Strange and tragic.

----  
Star  
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How to use - Press L to use the star, making you invincible, giving you extra speed and removing terrain slowdown. So when you have it, run in to other karts and through any obstacles in your way and take advantage of shortcuts and cutting corners as you won't slowdown. A star lasts about eight seconds.

Defending Against - If you see someone using a star then they'll be brightly multi-coloured. Avoid touching them otherwise you'll get spun out and lose a good few seconds. You cannot use shells or other items against them in this state, so just wait until it's over and let 'er rip.

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3. COURSES  
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3.01. Mushroom Cup  
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Peach Circuit  
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Walkthrough - The first corner is a very sharp u-turn, so drift around it and go onward to collect an item from the row of item boxes. Drift the left, right left combo of turns and again with the left turn shortly after. The course then finishes with tame right and left turns and sharp left then right corners.

Shortcuts - You can use a mushroom to cut out a corner in the turns after the first set of item boxes.

- After the three turns is a slight right then left; you can use a mushroom to the left of the tree here to cut that out.

Other Tips - None.

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Shy Guy Beach  
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Walkthrough - Drive onward, drift left at the far island and past a vegetated area. Drive over the bump and round the islands, navigating round the crabs that litter them. Head over the small islands, sticking in the middle to avoid the cannon fire either side and drift round the corner. Now head down the left side of the vegetation and through the shallow waters straight to the checkpoint.

Shortcuts - When you first come to the green vegetated area on the left you can use a mushroom to boost through to the other side and over and island.

Other Tips - Stick to the light, shallow waters.

-----  
Riverside Park  
-----

Walkthrough - Drive on and drift around this first corner, down the straight and drift the next two corners, then jumping over the river with the aid of the booster panels. Jump on the left side to make use of the booster panels on the other side too, and brake and turn to get round the hairpin. Turn left, drift another hairpin left, down the straight, right, right again and onward to the bridge. After is a long spiral corner which can be completely drifted to some booster panels that take you back to the checkpoint.

Shortcuts - After the first corner there is bridge on the right that goes through the barrier. Naturally there's a gap in it, so use a mushroom to make your way across.

Other Tips - Getting in any water means you'll have to be fished out, wasting a fair amount of time.

-----  
Bowser Castle 1  
-----

Walkthrough - Drift the first two corners, down the straight and remain in the centre of the track as you go round the next corner to stay clear of the Thwomps. Stay on the left to avoid the gravel pit, banking right as the track shifts and drifting the left U-Bend. The next straight is full of bumps over lava with fireballs, which are pretty hard to get hit by so if you do, count it as bad luck. Drift the final corner and onward to finish.

Shortcuts - None.

Other Tips - None.

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Mario Circuit  
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Walkthrough - Drift the first corner slightly then stick to the centre of the road to make it to a straight. Drift the inside of this U-Bend and the same again with the following corner and U-Bend. Head straight through the mini S-Bend and round the final hairpin to the checkpoint.

Shortcuts - At the final corner, use a mushroom halfway round to the layby next to the checkpoint to find a booster panel.

Other Tips - None.

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Boo Lake  
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Walkthrough - Drift the first corner and stay on the left to use the extra booster panel as you go across the jumps. Drift right early on the next corner to avoid hitting the outside of the track and head around either side of the gap in the centre. Drift the next corner and hairpin to a straight to a square U-bend (there is a bridge going straight through it if you can do it). Go the rest of the way to the checkpoint without drifting as the corners are rather tame and finish.

Shortcuts - There is a small square U-Bend toward the end of the course. You can cut this out however by using the bridge that goes through it - brake early and take care across you should stick save a bit of time.

Other Tips - The tiles get destroyed when you touch them, so on later laps watch how you go.

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Cheese Land  
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Walkthrough - Cut round the inside of the starting corner and head straight through the S-Bend, exiting on the left of the rock at the end. Drive on to in-between two barriers and drift around the left to some booster jumps - remember to turn quickly after as hairpin turns follow each one. Now just follow the track, avoiding the mice, until you reach the checkpoint.

Shortcuts - At the first booster jump if you drift to the right you can head straight over past the final jump directly to the right.  
- At the final S-Bend section, use mushrooms over the dirt to cut a lot of it out.

Other Tips - Avoid the mice!

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Bowser Castle 2  
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Walkthrough - Perform a single drift round these first two corners so you end up on the left side for the booster panel. Do a similar drift for the other end, and head left of the Thwomp and end up on the

far left in this mesh area and turn right. There a booster here but remember to move to the left straight after to avoid the Thomp that is beyond. Either way turn right over a booster jump and stick to the right side to take advantage of the item box at the end. Drift right and here remain on the far right for the boosters and to avoid all the bogus lava pits. Drift right and head straight to the check point while avoiding the two Thomps.

Shortcuts - None.

Other Tips - DRIFT ROUND CORNERS. They are mostly right angles so it's very useful and important if you do so.

- The last mesh area has many bogus lava pits - ie. booster jumps that lead you across pits that are too big for you to land in. Just stick to the far right if you please.

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3.03. Lightning Cup  
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Luigi Circuit  
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Walkthrough - Turn left then drift wide left (to avoid the puddles) as well as drifting the next right u-turn. Avoid the puddles on the left side, drift the sharp u-turn and drift into the s-bend to the right, and do the same again whilst going out. Again drift the next two u-bends and simply drive straight through the middle of this windy section finishing off with drifting the last two u-bends and staying in the middle of the track (puddles at the edges) to the check point.

Shortcuts - None.

Other Tips - Drift round the u-turns, please.

- You can leap over puddles if you need to.

-----  
Sky Garden  
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Walkthrough - Drift left and turn left and over the booster jump. Follow the track right and drift to the left, and go on ward. Here you can go round the u-bend normally, use the jump over the gap to get an item box or use the shortcut (see below). Either way you will end up at a bridge, so drift right onto the track again and follow the track for a short while. Drift round the sharp right turn, on to the bridge and drift off again. Drift the final corner and avoid the booster jump (it's useless and I'm fairly certain it slows you down a little) and continue onward to the finish.

Shortcuts - After the first turn, you can use a mushroom on the small wooden ramp ahead on to some clouds beyond with links you to the track a little later on. To be honest this doesn't cut that much of the track off as the clouds you land on slow you down a fair bit, so unless you are using triple mushrooms or a golden mushroom, save you single one until the next shortcut.

- Where there is a small booster ramp (with an item above), to the right is a small wooden ramp. Using a mushroom here will fly you straight onto the bridge, cutting a fair few seconds. Very handy.
- The final shortcut is toward the end. Just before the green bridge

is a cloud filling the gap. You can jump these gaps (R button) or drive straight over using a mushroom here to skip the bridge and save some time. Even with jumping it's a time safer, so adopt this.

Other Tips - Take note of the useful shortcuts above, as they are very handy.

-----  
Cheep Cheep Island  
-----

Walkthrough - Drift left around the first corner, slow down for the twisting bridge then around the central grass to the bridge that follows. After the following corner if you cut left sharply there is another smaller side route with booster panels - drive over these and stick to the left to find another set, taking you to the bridge. Drift left around round to another few bridges then a sharp right angle turn taking you to a large bridge that splits. Take either path to the far corner, where you can drift if you like but beware of the barrierless corners. When you come off the checkpoint awaits.

Shortcuts - At the far bottom left of the map the track goes down and back up again. Instead continue right to find a small bump. Use a mushroom here to fly over to booster islands that take you to the strange bridge.

Other Tips - None.

-----  
Sunset Wilds  
-----

Walkthrough - Drift the first two U-bends and head through the muddy patch in the road. Turning left, there are boosters on the road with bumps in front of each. If you want to use them you have to jump before hand and land on top of them. Continue to another mud patch covered in booster panels. Continue to the tight hairpin, down a straight, another tight hairpin turning left to an are of teepees and booster panels. Use the panels to zip down the road (hold left as the track banks left) and round the hair pin that follows. After the next U-Bend avoid the rocks either side of the road to come to the checkpoint.

Shortcuts - Straight after the booster road with teepees, there is a bump on the right next to the barrier. Use a mushroom here and if you timed it right you'll come out next to the starting checkpoint.

Other Tips - If you hit a teepee a Shy Guy sticks to you for a few seconds.

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3.04. Star Cup  
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Snow Land  
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Walkthrough - Drive left and right, then drift round to the long straight. Just turn normally until you reach a left U-bend, being sure to come out more or less in the centre of the track to avoid the penguins and cracks at the sides. After the U-Bend at the end exit on the far left to avoid the massive crack in the ice and

to use the booster panel. Drive around the sudden nudge right in the road, drift the final corner and finish.

- Shortcuts - Before the first long straight you can go straight on to a side area. This takes you to some booster panels back on to the track.
- On the road before the nudge (bottom of map) there is a huge crack on the right side of the road. If you drive to the right of this there is a path to the side of the main road.
  - At the nudge in the road (bottom of the map) there is a bump at the barrier before it, so you can drive straight over it if you like. Use a mushroom and you'll check the ice patch after too.
- Other Tips - Avoiding hitting snowmen, trees and the lake on the sides of the roads.

-----  
Ribbon Road  
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- Walkthrough - Turn right, drift close on the inside of the hairpin that follows exiting on the inside to get use other small booster panel before the big jump across the road. Land on the right for another panel and drift right to the inside of the next corner to take advantage of another booster panel. Drift the bend before the next jump, over the few small bumps and on the inside of the right turn for another booster panel. There are most boosters as the track shifts, around the corner (inside for the booster), left, drift right round the U-bend, left, drift the U-Bend right and nudge right as the track shifts to finish.
- Shortcuts - At the first booster jump turn right to end up past where you'll land for the second booster jump, skipping out a decent portion of the track.
- Other Tips - There is a shed load of hairpins and U-Bends here, so practice up on the drifting.

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Yoshi Desert  
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- Walkthrough - Drift left through the mini S-bend, drift left tight round in the inside of the corner, right U-Bend, drift the left turn early to come out to some booster panels and an open area. Boost straight through, left, drift right watching out for the whirlpools either side of the track and after a few small bumps a left driftable U-turn. Next is a sharp right turn but thanks to a small bump you can drive over that to skip some of it. Drive around the lake and onward to the checkpoint.
- Shortcuts - When you reach the lake there is a bump on the very left side, along the barrier. Use a mushroom to jump over the lake and to appear at the checkpoint.
- Other Tips - The whirlpools here are dangerous, one wheel in and you'll get sucked in, so watch where you are drifting.

-----  
Bowser Castle 3  
-----

- Walkthrough - Drift round the first two left corners, and wide right to avoid the Thwomps. Over the grates, turn right, left and left again

to the bumpy area. Bomb straight across; if you get hit by a fireball then it's pretty much bad luck. Drift the U-Bend at the end, straight to the end and right past the Thwomps - watch out as the track thins up a little and has no barriers. Stick in the middle, drift right, through the jagged section, drift left round the end U-Bend and head down the centre of the track to avoid the pits on either side to the checkpoint.

Shortcuts - At the bumpy section of the lava, at the last one you can sharply turn left and make it over the barrier. This may be easier if you use a mushroom.

Other Tips - None.

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### 3.05. Special Cup

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#### Lakeside Park

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Walkthrough - Drive onward, drift round right and go straight through the following S-bend by going by the inside of the trees at the corners. Drift left around the corner, coming out on the left to avoid the gap in the bridge, and drive slow round the next two right turns - the first is tame, the second sharp. Lava should start dropping now where the holes are in the ground, so avoid going over them. Drift the next few tight turns and around to the booster jump - note that you if you go too far on the last corner then you may go over the bump and back over the wall, so stay tight on the inside on that final corner. After the jump cut right, drift right and shift left to the checkpoint.

Shortcuts - At the booster jump toward the end, if you take advantage of the smaller panel before and a mushroom, you \*may\* just make it past the far barrier and meet out near to the checkpoint.

Other Tips - The dark holes in the ground are where lava drops should fall, so avoid 'em.

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#### Broken Pier

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Walkthrough - Head right, and drive right round the corner as the left side after is easy to fall off, and drifting could make you do that. Continue to the end, driving right round, through the middle, left and straight on to the bridge at the end. Navigate around the track, right, and stay on the left using the booster to get over the thin bridge that skips a corner. Continue left, and use the booster but straight away brake and turn otherwise you'll hit the edge of the track. Simply continue now to the checkpoint.

Shortcuts - On the outside after the first corner there is a hidden bridge. It flashes blue now and again if you wait.

- Looking at the map, on the right side there is a square section there. If you go there, there is a bump on the edge. If you use a mushroom here you'll land at an island with boosters on, taking you to further down the track. A great shortcut if you can get it right!

Other Tips - Broken Pier - not to be confused with Brighton Pier.

-----  
Bowser Castle 4  
-----

Walkthrough - Cut straight through the mini bend and drift left. Go more or less down the middle of the lava pits (you can jump them if you like) and slow down for the tight turn after. Right, right at the end to the grated area after. Head through the S-Bend and thin section of track - turn on the inside to get to a side path loaded with booster panels. At the end cut left back on to the main track, round the corner, over the bumpy segments (take the right path) and over the jump. Mecha-Bowsers populate the track ahead. Navigate round the turns, drift the final U-bend and down the straight to the checkpoint.

Shortcuts - None.

Other Tips - None.

-----  
Rainbow Road  
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Walkthrough - Turn round the first few corners and drift right. At the end of the straight is a very tight hairpin, so slow down and cut left early and jump over it. Head onward, drift the U-bend and right to where the track shifts right with a small path on the left. For the left path read below at the shortcuts. Otherwise head down the right side using the boosters to get to the far end quicker. Drift the corner and the track will get thinner; ahead is a section of booster jumps. Stay on the right to get more boosts and at the end slow down for the turning, where on the inside at the end is a line of booster panels that take you over the checkpoint.

Shortcuts - After the first few corners is a U-Bend. Instead of going round use a mushroom to jump straight over to the other side, skipping a large portion of the track.

- After the above shortcut you'll reach two paths; the main path on the right and the thin one on the left. Jump over to the left one where it'll be full of rapid booster panels. You'll gain loads of speed, so at the end turn right to make it near the booster jumps. You may overshoot but it's a great shortcut and well worth mastering.

Other Tips - Most of this track has either no barriers or bumpy barriers, so ensure that you stick the centre of the track.

-----  
3.06. Extra Mushroom Cup  
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-----  
Mario Circuit 1  
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Walkthrough - Turn left and head down the straight and drift tight around the corner. Drift towards the inside of the turning and collect an Item Box. Drift into this tight left, along a small straight and drift right, finishing off with a long left toward the check point.

Shortcuts - You can cut a portion of the track out using a mushroom over the large dirt area, just after the load of Item Boxes.

Other Tips - Placing items around the corners will limit the room opponents can travel through, hindering their progress.

-----  
Donut Plains 1  
-----

Walkthrough - Drift right on to the bridge, followed by another driftable right turn. Go left and then drift right, nice and close to the mud, followed by nice and long left and right corners. Again drift these close to the inside, and that's a lap!

Shortcuts - After the right turn after the bridge, you can go straight on and miss the corner via the gap in the barrier. Use a mushroom through this to make full advantage of it.

Other Tips - As the bridge is thin, place a few items on there to hinder your opponents.

-----  
Ghost Valley 1  
-----

Walkthrough - Drift round the first left and go straight through the bendy section of track. Drift the left, drive over the bump and drift the next left. Be sure to drive over the next bump at some speed to make it over the gap in the road, right and around the next two bends to the checkpoint.

Shortcuts - None.

Other Tips - If you hit a tile at the edge it'll be destroyed, so you can be a bit clumsy on some of the tricky corners but on later laps watch out you don't fall out of the holes you've made.

-----  
Bowser Castle 1  
-----

Walkthrough - Drift round the first corner, head further down ahead of you and drift the next left. Head down the straight, and drift right around the U bend to the next bumpy straight over the segments of lava, completely drift another bend to another bumpy straight, and do the same with the last few corners to the home straight.

Shortcuts - None.

Other Tips - None.

=====  
3.07. Extra Flower Cup  
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-----  
Mario Circuit 2  
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Walkthrough - Drive straight through the middle of the S-bend (through the two pipes in the middle), drift the next two left corners, drive slow round the tight right, drift the right corner, and drift

early around the corner before the speed boost over the road. If you boost on the left side you can go tight around the inside of the corner to shave off some time.

Shortcuts - As you enter the S-bend at the start, use a star or mushroom straight across to the far side of the dirt.

Other Tips - If you use a mushroom at the speed boost jump you can get more height and get a lot further.

-----  
Choco Island 1  
-----

Walkthrough - Head left of the flower and drift the corner, over the small bumps and straight through the S-bend. Drift the next left and drive around the puddles in the road on these last few turns to the checkpoint.

Shortcuts - You can use a mushroom straight after the checkpoint to the right of the flower and round left.

- There are a few bumps around the puddles at the end, and if you use a mushroom before them you can jump over the barriers and cut out some of the track.

Other Tips - The puddles toward the end slow you down, so if you have a star or mushroom you can go straight through them and retain your speed.

-----  
Ghost Valley 2  
-----

Walkthrough - Drift around the first wide U-Bend and drive left round the corner. Stick to the left to go around the barrier and go right, and then right left right quickly making sure you exit wide on the right to avoid the gaps in the track. Finish off my drifting the final corner to the checkpoint.

Shortcuts - None.

Other Tips - As said in the walkthrough, toward the end after a few quick corners exit wide on the right turn to avoid the hole in the track.

-----  
Donut Plains 2  
-----

Walkthrough - Drift this first long left corner, onward and start to drift the next left but slow down and carefully drive through this lake side S-bend as it's quite tight. As you exit there's a sharp hairpin right, stick close left round the corner that follows, and continue onward and drift around the wide right turn. Drift tight on the inside of the final corner to finish at the checkpoint.

Shortcuts - None.

Other Tips - None.

=====  
3.08. Extra Lightning Cup  
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-----  
Bowser Castle 2  
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Walkthrough - Drift the first right angled corner and stick on the right side of the track and over the lava pit and drift the U-bend that follows. Drift left after the arrow, down the straight and drift on the inside of the next corner. Drift left and quickly right, where you'll come to a plaza like section where you are offered two routes around a square segment. Take the outside as it allows you to drift round around it. Drift the right turn to a bumpy lava straight with two paths; either side is good but remember that they form into one later down. After drift close to the inside to be on the finishing straight.

Shortcuts - After the first U-Bend there's an arrow pointing onward on the track. Just to the left of this is a road with the word 'STOP' on. In the SNES version a feather would have taken you over here, but you don't have such an item in this game.

Other Tips - None.

-----  
Mario Circuit 3  
-----

Walkthrough - Drift right, drive around the two left corners and drift right on the exit to a tight right corner and a fairly long straight. This ends in a really tight hairpin so stick to the right and drift close to the corner and wide again (but make sure you don't hit the pipes as you exit the corner). You can drift the next wide bend around to the S-bend which has to be taken with care, finishing with the final driftable corner.

Shortcuts - None.

Other Tips - None.

-----  
Koopa Beach 1  
-----

Walkthrough - Drift round the immediate right and drift straight through the middle of the islands that go slowly right round. Head straight through the light section of water, drift the corner as you return to land to meet a vegetated section. Drive around the left side and finish by drifting right through the small island and back to where the checkpoint is.

Shortcuts - Just before the first section of water you can turn right and head straight across to the far corner and over a small island along the way, which has a item box on.

Other Tips - Stay on the light segments of water at all times; the dark areas will cause you to sink instantly.

-----  
Choco Island 2  
-----

Walkthrough - Drift left, then drift left then right to a thin path through several piranha plants. Drift right to a massive mud field, where on the left is an island with some item boxes. After is

a load of bump ramps scattered everywhere, and if you are in a light kart you'll go flying, so try and remain on the ground at all times (you can't jump them, either). After the item boxes stay on the right side to miss most of them here, and finish with a drift to the right and race to the check point.

Shortcuts - Straight ahead from the start is a gap in the barrier, which can be made via a mushroom skipping out the first two or so turns.

Other Tips - Use a mushroom or star over the mud sections.

-----  
3.09. Extra Star Cup  
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-----  
Vanilla Lake 1  
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Walkthrough - Drift right, straight on, drift the next right and through the pipes that follow. After are several ice tiles that block the path; try your best to drive through them but if you hit one then it'll be destroyed for further laps anyway. There is another line after, then turn right and stick on the right to avoid the cracks and navigate your way through the field of tiles. Stick on the inside turn that follows to avoid the pipes and the sticking out barrier both on the outside that follows to the checkpoint.

Shortcuts - None.

Other Tips - One of the tougher tracks in the game.

- As said in the walkthrough, if you hit a tile then it'll be destroyed for future laps.
- Try and use a star when going through the tiled section, making your work a lot easier.

-----  
Bowser Castle 3  
-----

Walkthrough - Drift left and move to the centre of the track quickly as it tightens up. Gain some speed to use the bumps over the lava and turn left immediately after the second to get round the corner. Next is an area of bumpy sections to the far side, so stick to the far left side to finish on the far left exit meaning you'll save a few seconds of time. Turn left straight away and down the thin straight, drift the wide U-Bend that follows and drive down any of the three paths down the following straight. Drift round this final bend and drive through the bendy track to finish.

Shortcuts - None.

Other Tips - None.

-----  
Mario Circuit 4  
-----

Walkthrough - Drift the first left corner and turn early for the sharp right afterward. Turn right and get ready for the sharp left, drift

round left on the red inside of the track while not hitting a pipe and drive round the next corner to a wide straight. Stay on the left to drift early and close to the hairpin that follows. Drive on down the slightly bendy lane, drift the corner, through the S-Bend and tight round the final bend.

Shortcuts - Before the final S-Bend you can use a mushroom to cut through the gap in the barrier to the right.

Other Tips - Plenty of tight corners and hairpins here, so make sure you practice your drift!

-----  
Donut Plains 3  
-----

Walkthrough - Drive slow through this windy path to the bridge, ensuring that you stick to the left side to avoid the hole on the right. Drift right around to the next bridge and jump the gap toward the end. Brake and turn hard left after, drive slow down the path and drift round the inside of the bend. Drive close to the insides of the S-bend like section to finish at the checkpoint.

Shortcuts - None.

Other Tips - If you fall in to the water, you can drive out again before the Lakitu rescues you.

=====  
3.10. Extra Special Cup  
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-----  
Koopa Beach 2  
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Walkthrough - Drift left until the item boxes are close, and do it again until you are close to the Cheep Cheep. This water section has both light and dark shades of blue; stay on the lighter shade as you'll instantly fall down the darker shade and have to get dropped back on again. Head down the right side to avoid most of the nasty parts and to sample one of the three item boxes. Drift round the rest of the corners now, until you reach the shallow bit of water that you can drive through, to the check point.

Shortcuts - None.

Other Tips - None.

-----  
Ghost Valley 3  
-----

Walkthrough - Drift the first right corner and stick in the middle and drift around the U-Bend at the end. Head straight down the middle of this jagged section and round the next corner close to the inside and onward sticking to the left to avoid the gap in the track. Drift right around the U-bend ensuring you come out on the left side to avoid the gap on the right; when you use the bump try and go down the left of the hole ahead. Head through the jagged section and round to the checkpoint to finish.

Shortcuts - None.

Other Tips - You could try using a feather on the gaps toward the end of the

track.

-----  
Vanilla Lake 2  
-----

Walkthrough - Drive left around sticking close to the cracks, onward and then jumping the crack if you can. After the next crack are blocks of tiles - there are small gaps between that you can drive down, so slow down and head through here. Jump the next crack sticking out and instead of dealing with the crazy cracked section on the left just plow straight the snow and through the barrier gap on the right. Drive around the outside of the tiles here to the checkpoint.

Shortcuts - Although I've counted it in the walkthrough, when you come to the major cracked ice section there is a gap through the right barrier; if you use a mushroom you can go straight through here without being bogged down in the snow.

Other Tips - Try and use a star when going through the tiled sections, making your work a lot easier.

-----  
Rainbow Road  
-----

Walkthrough - Head round the first right corner and drift the second and slow down a little for the next corner. Drift around the U-bend here and watch out as the track gets smaller as you exit. Drive through to the end, slow down the next two corners and on the next straight the path splits into two. Slow down for the final corner as it's a bit tight and just continue onward to finish at the checkpoint.

Shortcuts - None.

Other Tips - This course has no barriers, so take it slow round most corners.

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4. SECRETS  
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Most of the following secrets are at the Mario Kart: Super Circuit Cheats page on GameFAQs.com.

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Special Cup  
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On any engine class, complete the mushroom, flower, lightning and star cups. Do them all again in 150CC to unlock the special cup in Time Trial.

-----  
Unlock the Extra / SNES tracks  
-----

Complete all the cups with gold trophies, then replay and get over 100 coins in each cup. Try and aim to get at least 25 coins in each race to meet your goal.

-----  
Unlock the Extra / SNES tracks in Time Trial  
-----

Unlock the Extra tracks as above, and get gold in 150CC in them to unlock it in Time Trial.

-----  
New Backgrounds  
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Complete all the cups with gold trophies to have a sunset background. To get a nighttime background on the title screen, then get three stars in all the cups in all the CC classes.

-----  
Starred Rankings  
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You may have noticed that after finishing a cup you are awarded a rank. This is usually a letter, but can be a star. The upper ranks go like B, A, \*, \*\* and the highest \*\*\*. To get the higher ranks you must use hardly any items, hardly go off the track or touch other opponents, have a high amount of coins and finish 1st in each race. Pretty tough to get.

-----  
Character Select Secrets  
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On the character select screen in any mode, pressing L will make their animation in the corner fire a shell, and pressing R making them jump up.

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5. FAQ'S  
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Q. What is the best character to play with?

A. It all depends on your style of play - check the Karts section to see the difference in weight categories.

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Q. What kart and character do you race as?

A. I race with Yoshi, as lightweight fits my playing style and is one of the better Mario characters anyway. :)

Q. I cannot drift boost, help!

A. Read the Controls and Techniques section to find out how to do this. It's a lot harder to pull off than in other Mario Kart games, as it's about the length of the drift. Long U-bends work the best, and be sure to straighten yourself up as much as possible.

Q. How do I get a three star ranking?

A. To get the higher ranks you must use hardly any items, hardly go off the track or touch other opponents, have a high amount of coins and finish 1st in each race. Pretty tough to get.

Any other questions, feel free to give me an email.

## 6. CONCLUSION AND SPECIAL THANKS

That's just about it, folks. I hope that this document has been of aid in one form or another, and that it has been easy to use. If you could, please either ask me questions, suggestions, comments or contributions at crazyreyn\_faqs@hotmail.com. Also could you rate this FAQ so I could get some feedback. Thank you for reading.

+-----+  
| Special Thanks to these who have contributed to the guide in some way... |  
+-----+

CJayC (Gamefaqs) - For accepting this guide and for creating the best site on the internet. Thanks! <http://www.gamefaqs.com>  
The site also supplied most of the cheats and unlockables, so thanks to them and their contributors.

IGN - For accepting this guide and for creating an awesome video games site. Thanks! <http://www.ign.com>

Nintendo - For creating a sweet portable Mario Kart!

ASCII Generator - For producing the text ASCII for my Crazyreyn sig. Thanks, and is a great site if you need any ASCII text. <http://www.network-science.de/ascii/>

+-----+  
| Special Thanks to these who are my good GameFAQS friends... |

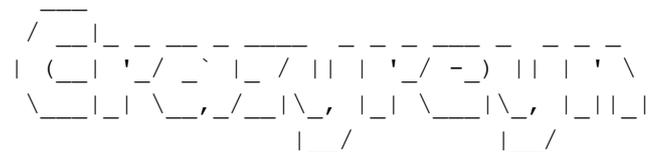
+-----+

Robert Lane	(Lanerobertlane)
Richard Arnett	(Guitarfreak86)
Ryan Harrison	(RHarrison0987)
Thomas Carter	(Carter12)
Duncan Hardy	(Super Nova)
Rebecca Skinner	(Karpah)
Martin Dale-Hench	(Fox)
Brian Sulpher	(BSulpher)
Trace Jackson	(Meowthnum1)
Richard B.	(Gbness)
Steve McFadden	(Psycho Penguin)
Chris Noonan	(Merca)
Colin Scully	(me frog)
Tom Hayes	(THayes)

And everyone else at the FAQ Contributors board! Also a nod to the GameFAQs UK board and v3, for being so damn funny and cool. :)

If I have forgotten you, then please contact me and I'll fix your name up here!

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<http://www.gamefaqs.com/features/recognition/27600.html>

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By Crazyreyn (crazyreyn\_faqs@hotmail.com)  
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