

# Mario Kart Super Circuit FAQ

by ACA

Updated to v5.0 on Oct 21, 2001

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= Game Information =
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- Game:          Mario Kart Super Circuit -
- System:        GameBoy Advance (North America) -
- Released:      August 28, 2001 -
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= Guide Information =
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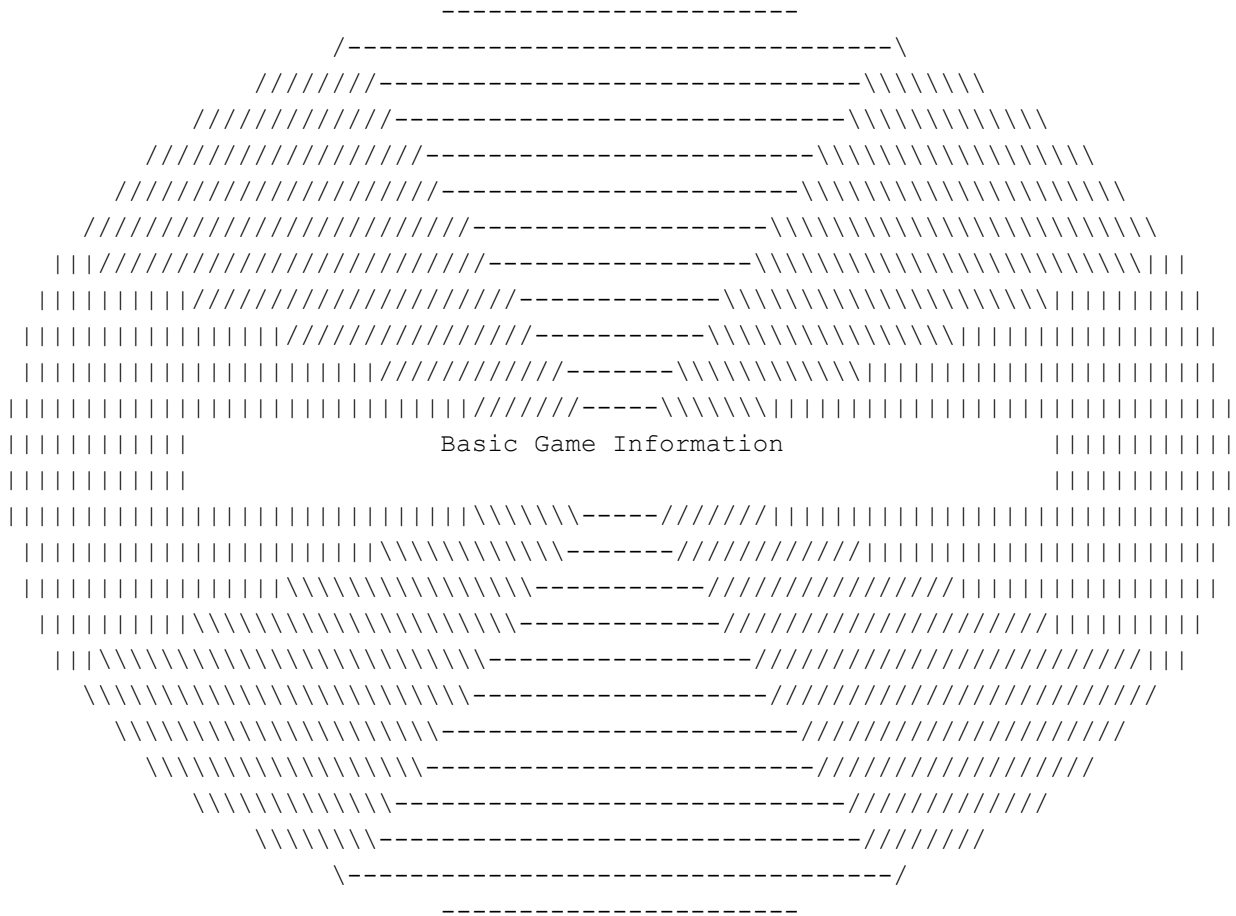
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- version 5 -
- revised October 21, 2001 -
- - - - -
- COMPLETE GUIDE -
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=====
- author:        Anthony Charles Ambrose (ACA) -
- e-mail:        webmaster@cube99.com -
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= Contents =
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- Basic Game Information -
- Characters -
- Tracks -
- Weapons and Items -
- Secret Information -
- - - - -
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Basic Controls

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- A: Drive Forward
- B: Brake
- L: Use Weapon
- R: Hop
- Select: Use Horn
- Start: Pause
- D-Pad: Steer

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Advanced Controls

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- A + B: Do a crazy turn
- B + D-Pad: Drive Backwards
- L + D-Pad: Use Weapon's Secondary Function
- R + D-Pad: Power Slide

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What Your Screen Looks Like

Coins	Current Lap	Current Item	Time In Race
( ) 48	LAP 2/3	+-----+	TIME 1'28''58
+-----+			
1st			
		+-----+	
+-----+			
+-----+			
2nd			
+-----+			
+-----+			
3rd			
+-----+			
		M	
+-----+		A	
4th		P	
		O	
		F	
+-----+		R	
====		A	
=		C	
===		E	
= [your current race position]			
===			

### 1P Mario GP

This is a race when you will take on seven other computer racers. You first decide what Cup you want to play, and then begin racing. Once you complete a Cup, you will be given points based on where you finished, and given a rank based on the number of coins you've accumulated throughout each race. This is the primary mode in Mario Kart: Super Circuit (MKSC).

### 2P Mario GP

You will link up with a friend and take on six other computer racers. All of the same rules described for 1P Mario GP are also applied.

### Time Trial

It is here you can practice individual courses, and work on getting the best time for lap and overall race. The game stores the results, which can be viewed at any time. The better you do here, the better you will look when you

hook up with a friend and exchange ghosts.

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### Quick Run

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A new mode to the Mario Kart world, Quick Run lets you choose Cup and practice a specific course in it. Very good if you are having problems with Rainbow Road; you can choose Quick Run, choose Rainbow Road, and then keep playing only that level. The results are never used for anything.

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### Vs. Mode

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When you are linked up to a friend and that friend also has a copy of MKSC, you can battle one-on-one in any level you've unlocked. Up to four can race.

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### Single Vs. Mode

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If you are the only one with a MKSC cartridge, choose this option. One player will race as Yoshi, and the other player will race as Yoshi with a different color.

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### Battle Mode

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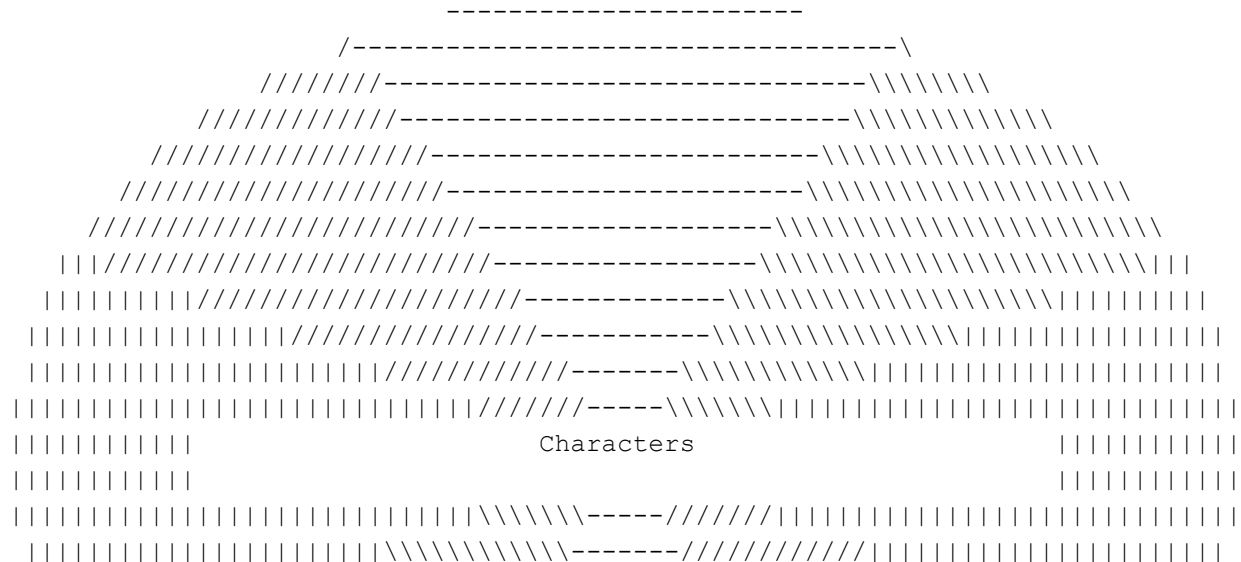
You choose your racer, then one of the four battle arenas. Each racer is given three balloons, which can be popped by being hit with an item. After you lose all of your balloons, you lose.

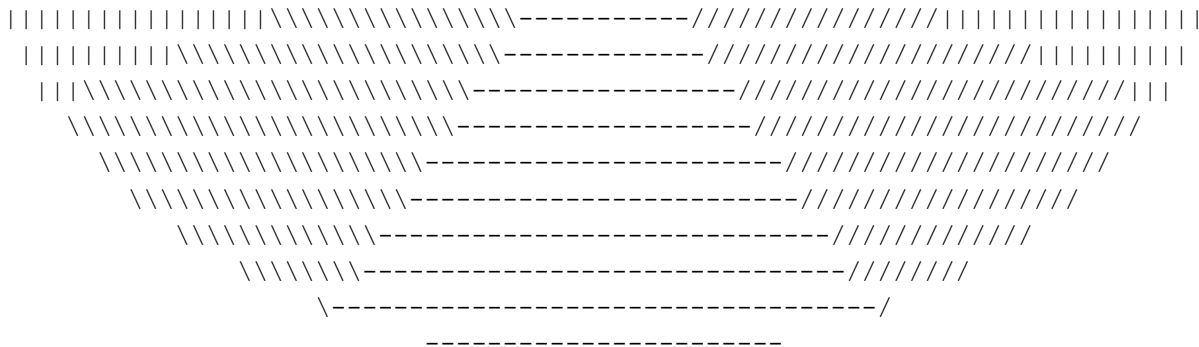
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### Ghost Exchange

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Exchange Time Trial results with a friend here.





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### Mario

---

Acceleration: 3  
Maximum Speed: 3

"Mario is a well-balanced driver with equal Speed and Weight attributes. He's a great choice for beginning drivers looking to get a feel for the road."

Although he has a nice balance between his pickup and his speed, he doesn't perform as well as you would hope. He isn't too great in the acceleration department, and his speed isn't as good as it should be. Besides the heavyweights Bowser, DK, and Wario, he and Luigi are the fastest racers. I would recomend giving Mario a test, but I don't think he'd make a good racer for the hard races in the 150CC.

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### Luigi

---

Acceleration: 3  
Maximum Speed: 3

"Like his brother, Luigi is a well-rounded driver. He has average speed and weight, which makes his kart very easy to keep under control."

Luigi is the same basic character as Mario, but Luigi is lighter, which lets him make the quick turns a lot easier. Without his bigger gut, though, Luigi gets pushed around much like Yoshi. He isn't too great in the acceleration department, and his speed isn't as good as it should be. Besides the heavyweights Bowser, DK, and Wario, he and Mario are the fastest racers. I would recomend giving Luigi a test, but I don't think he'd make a good racer for the hard races in the 150CC.

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### Peach

---

Acceleration: 5  
Maximum Speed: 1

"Princess Peach is one of the speediest drivers on the Super Circuit, but she has to be careful to avoid contact with other karts. Once small bump and she can be knocked off the track."

Peach is a good character to have fun with, and to learn the game, but I would not recomend using her as your permanent character. She looks appealing with her great acceleration, which is wonderful for the new players who constantly

bash themselves into the walls! She is much like Toad, but I find Toad a more balanced character who does not have to rely on his acceleration to be a solid racer. Peach doesn't seem to have the maximum speed of any other character in the game.

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Toad

---

Acceleration: 5  
Maximum Speed: 1

"Toad is a speed demon, but his small size makes him vulnerable to Bowser and DK's bullying ways. Try not to bump into other drivers while controlling the fun guy."

After getting over Nintendo's constant fungi jokes, you'll realize how good a racer Toad is. Dating back from the classic Super Nintendo days when Toad was the best handling racer in the Mario Kart world, I'm a full supporter of Toad for racer. His maximum speed seems to be slightly more than that of Princess Peach, and his handling and acceleration are just as good if not better. Often overlooked, Toad can very easily become one of the best racers in the game. His main downfall, and it is a big one, is how he gets bumped around by any character. DK and Bowser, especially, really can send him across the track and into a pit or other racer.

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Yoshi

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Acceleration: 4  
Maximum Speed: 2

"Yoshi is a bit heavier than Toad and Peach, but slightly slower as well. If you're willing to sacrifice a little speed for increased stability, give the dino a go."

Yoshi lacks slight acceleration that both Toad and Princess have, but he makes up for it with some better speed. He is a very good racer, although the one point difference between his acceleration doesn't seem exactly right, as he has a much harder time picking up the pace than the two other lightweights. With his higher speed than the previous two racers, he can beat them on long, straight races.

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Donkey Kong

---

Acceleration: 2  
Maximum Speed: 4

"Adventurer, rapper and master driver. Is there anything that Donkey Kong can't do? DK is heavy enough to avoid being pushed around, but he still has decent speed."

One of the fastest apes I've ever seen in a go-kart before.. And, yes, I've seen my share of monkeys in motorized vehicles.. So what, I'm lying, I've never seen anyone but Diddy and Donkey ride anything with wheels. But Donkey Kong is a brutal racer that can send the weaklings like Toad, Princess, and Yoshi off the course. He takes awhile before he can get into his top speed,

and it isn't even as good as Bowser's or Wario's, although it is good. Like all heavyweights, once mastered, they can become nearly unstoppable in the 150CC races when they get on the open road. Also, like all heavyweights, I do not recomend anyone using Donkey Kong until they get acquainted with the turns found in Mario Kart: Super Circuit.

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Wario  
-----

Acceleration: 2  
Maximum Speed: 4

"The most obnoxious driver on the Circuit, Wario is always happy to guffaw at other drivers as they eat his dust. He has great speed once he gets going and - obviously - ample weight to stay ontrack."

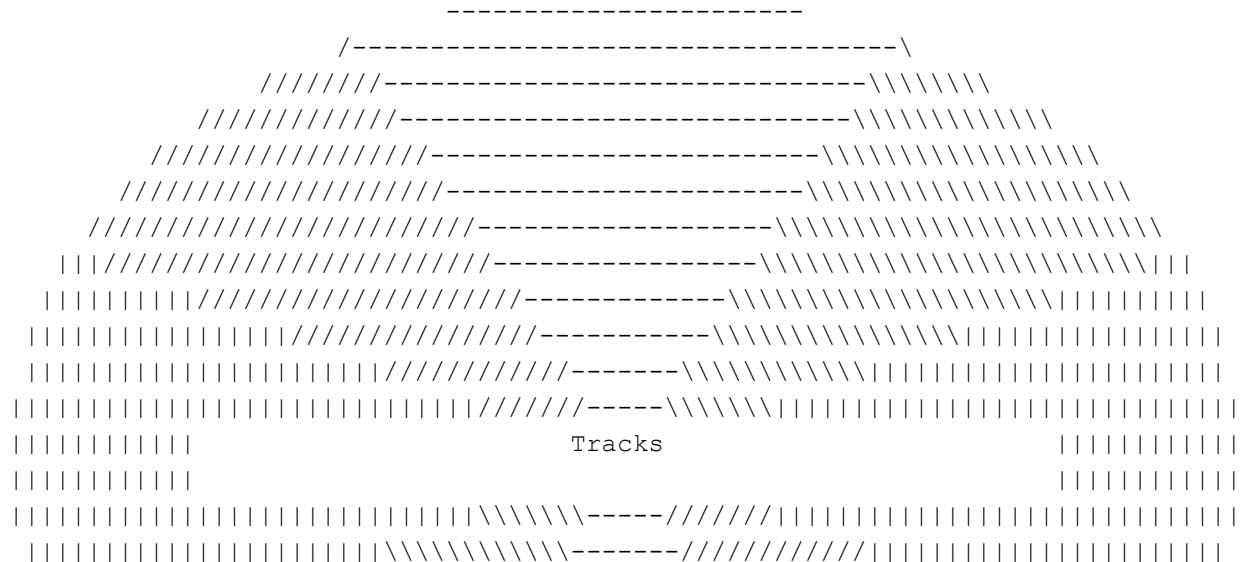
He's like Bowser and DK, but slightly in between them both. He's faster than Donkey Kong, but his acceleration isn't as good. Like all heavyweights, I do not recomend anyone using evil Mario until they get acquainted with the turns found in Mario Kart: Super Circuit.

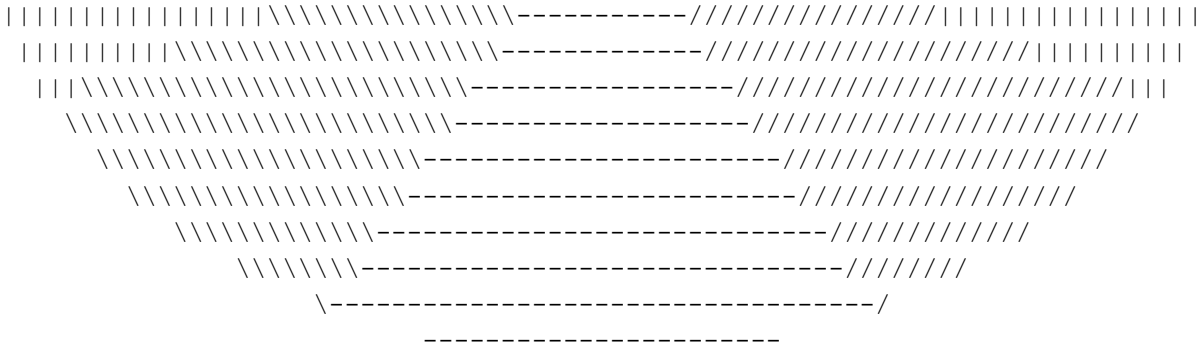
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Bowser  
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Acceleration: 1  
Maximum Speed: 5

"With road rage pumping through his veins, Bowser is the biggest brute on the track. It's impossible to push him around, but his weighty shell makes his acceleration suffer."

He won't be a favorite with the little kids, but the "01D sK001eRz!" will find him nearly unstoppable. He can't stay on the road, but that can be made up for with direct memorization of the courses you plan to compete in. Once you find out how to make the King Koopa's turns, no one can get in your way. When he gets a straightaway, look out, it's going to take an item to bring this heavy SOB down.



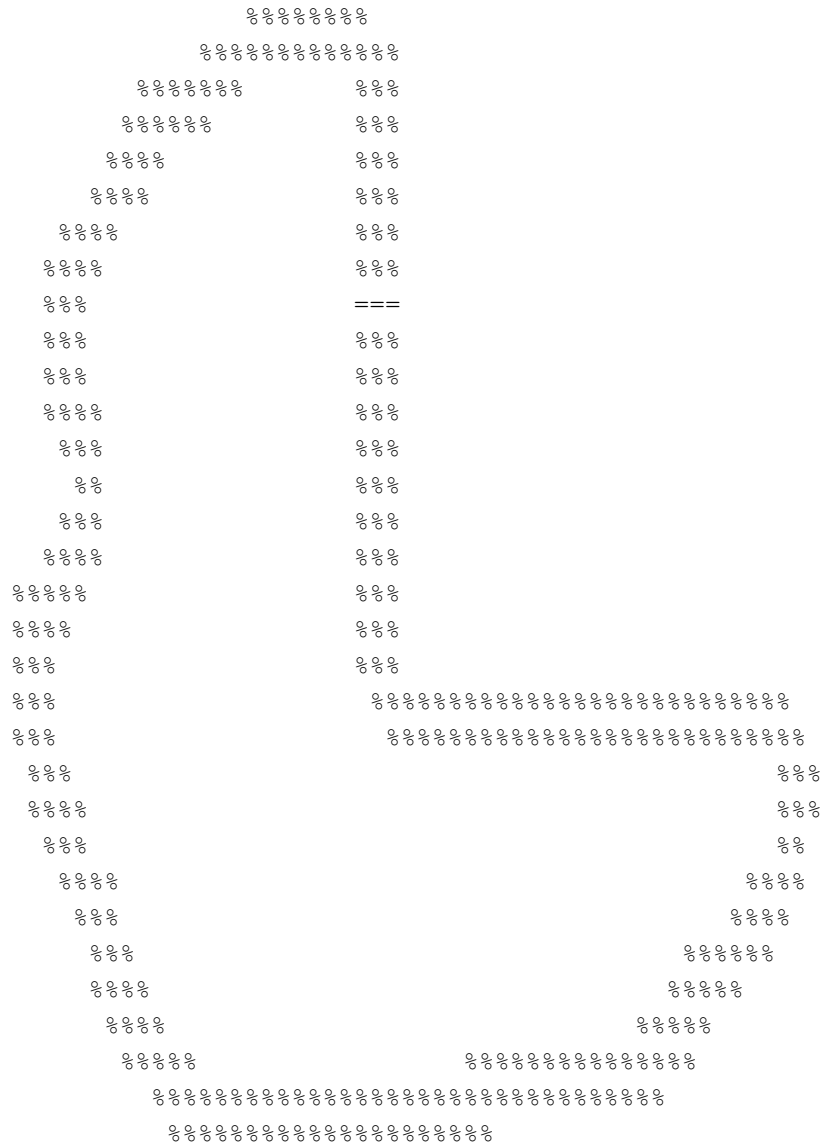


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MUSHROOM CUP: Peach Circuit  
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DESCRIPTION: Fairly easy course. You'll deal with about eight or nine turns, and none of them should present you with a problem. Use this track to get acquainted with MKSC. You should be able to finish this with little effort after awhile.

SHORTCUTS: I have yet to find one, sorry.

BEST TIMES: <http://mksc.vr9.com/top10s.html>



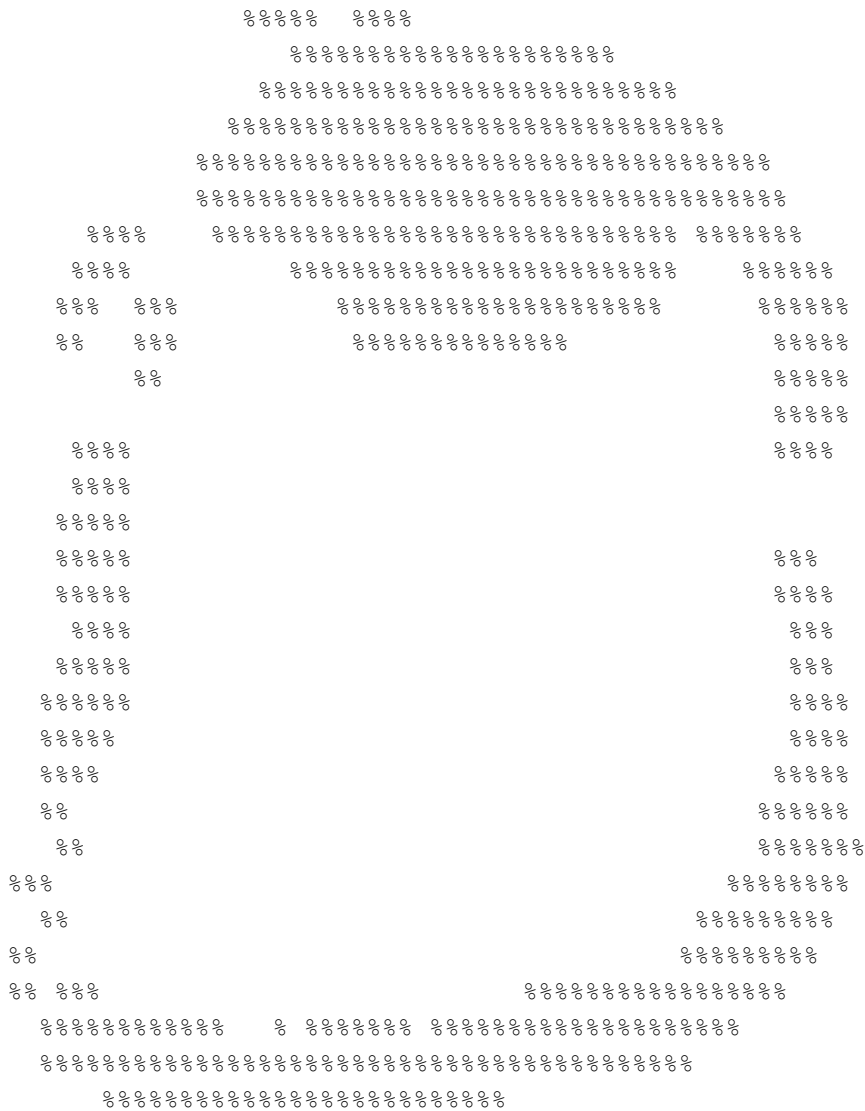


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MUSHROOM CUP: Shy Guy Beach  
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DESCRIPTION: Finally, a new beach level for the Mario Kart series. The sand slows you down a bit, and the deep blue water should be avoided at all costs!

SHORTCUTS: When you begin the race, head straight. When you come to the end of the second sland, head left after a few coconut trees. Jump out onto the small island, and then back toward the main track to continue forward.

BEST TIMES: <http://mksc.vr9.com/top10s.html>



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MUSHROOM CUP: Riverside Park  
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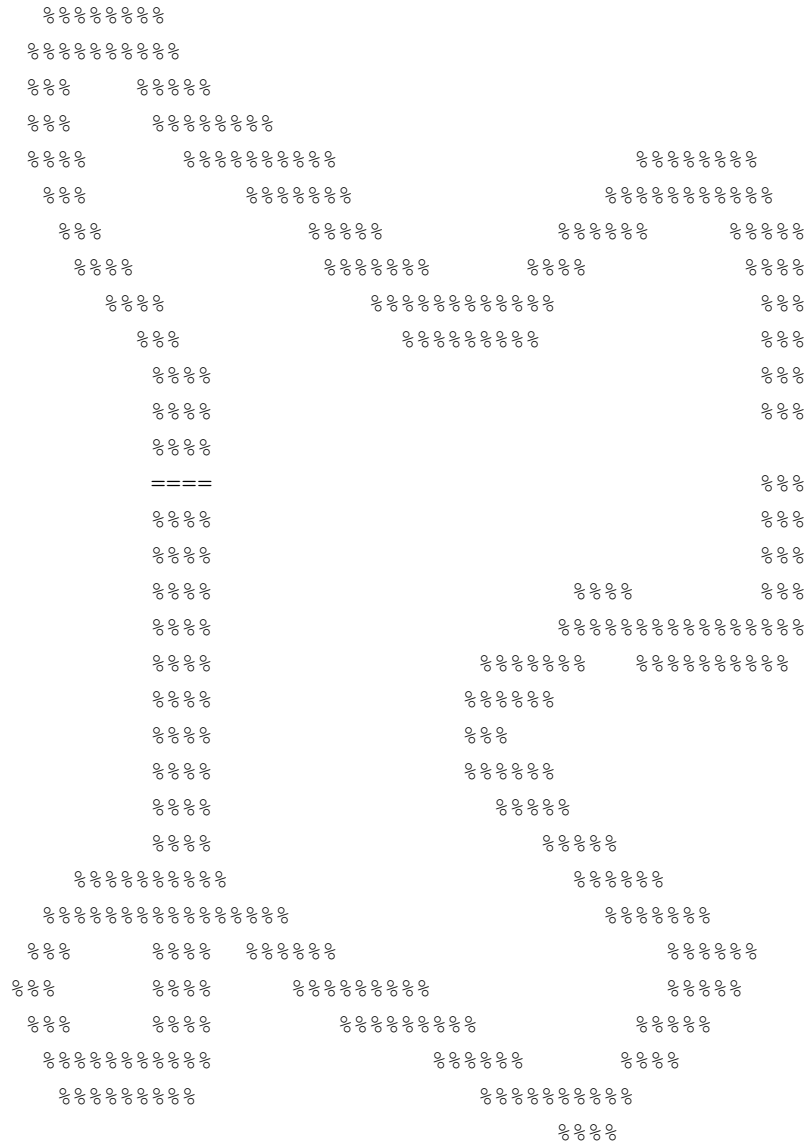
DESCRIPTION: Another new terrain introduced, dirt. It's not too tough, so after awhile you'll feel at home in this level, taking the turns in your sleep.

SHORTCUTS: When you start the race, turn the first corner. Go straight until you arrive at the second turn. Look at the water, and you'll

notice a little bridge pointing into the water. Line up with this bridge, and Mushroom yourself towards it and you might land on tiles. Try it out, and fine tune the trick for your needs.

SHORTCUTS: After going over the first jump (over the water), head forward until the next turn. You'll notice some shallow water that's easy to drive right past and therefore cutting your time down.

BEST TIMES: <http://mksc.vr9.com/top10s.html>



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MUSHROOM CUP: Bowser Castle 1  
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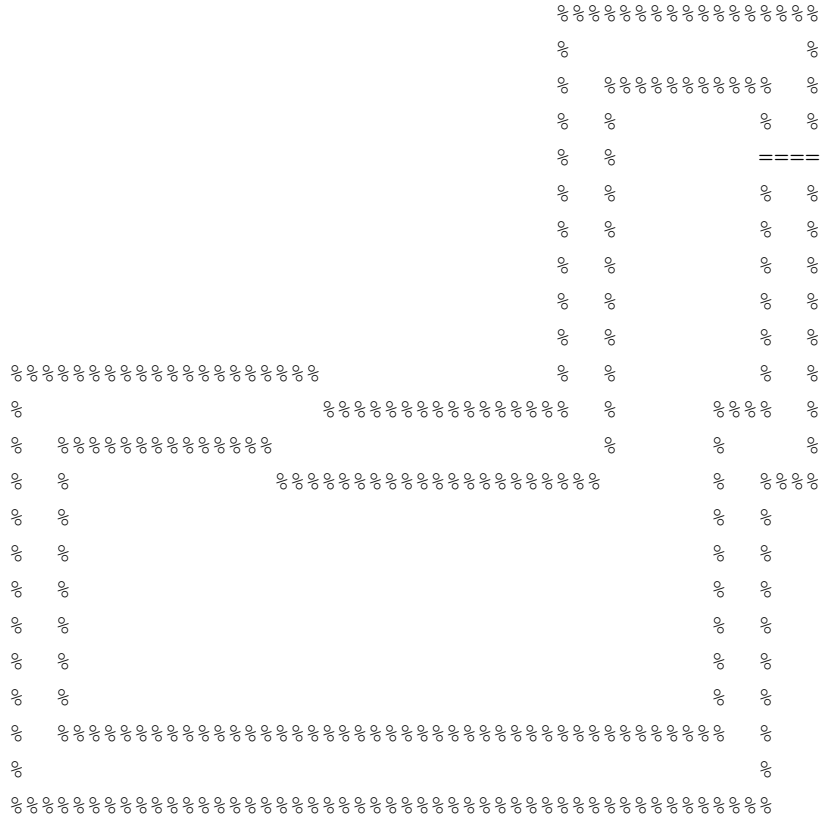
DESCRIPTION: Not too bad of a course to race in. You might have trouble with some of the new, confined, turns.

SHORTCUTS: When you start the race, turn the first corner. Go straight until you arrive at the second turn. Look at the water, and you'll notice a little bridge pointing into the water. Line up with this bridge, and Mushroom yourself towards it and you might land on tiles. Try it out, and fine tune the trick for your needs.

SHORTCUTS: After going over the first jump (over the water), head forward until the next turn. You'll notice some shallow water that's easy

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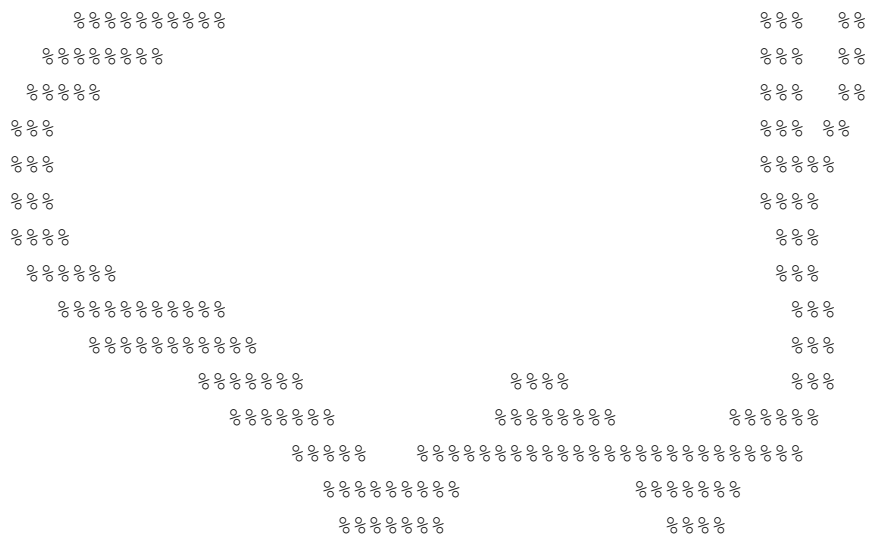
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FLOWER CUP: Mario Circuit

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Well, there's a tight turn or two, but not much else. You'll find a nice zipper and coins near the end of the race that are worth nabbing.



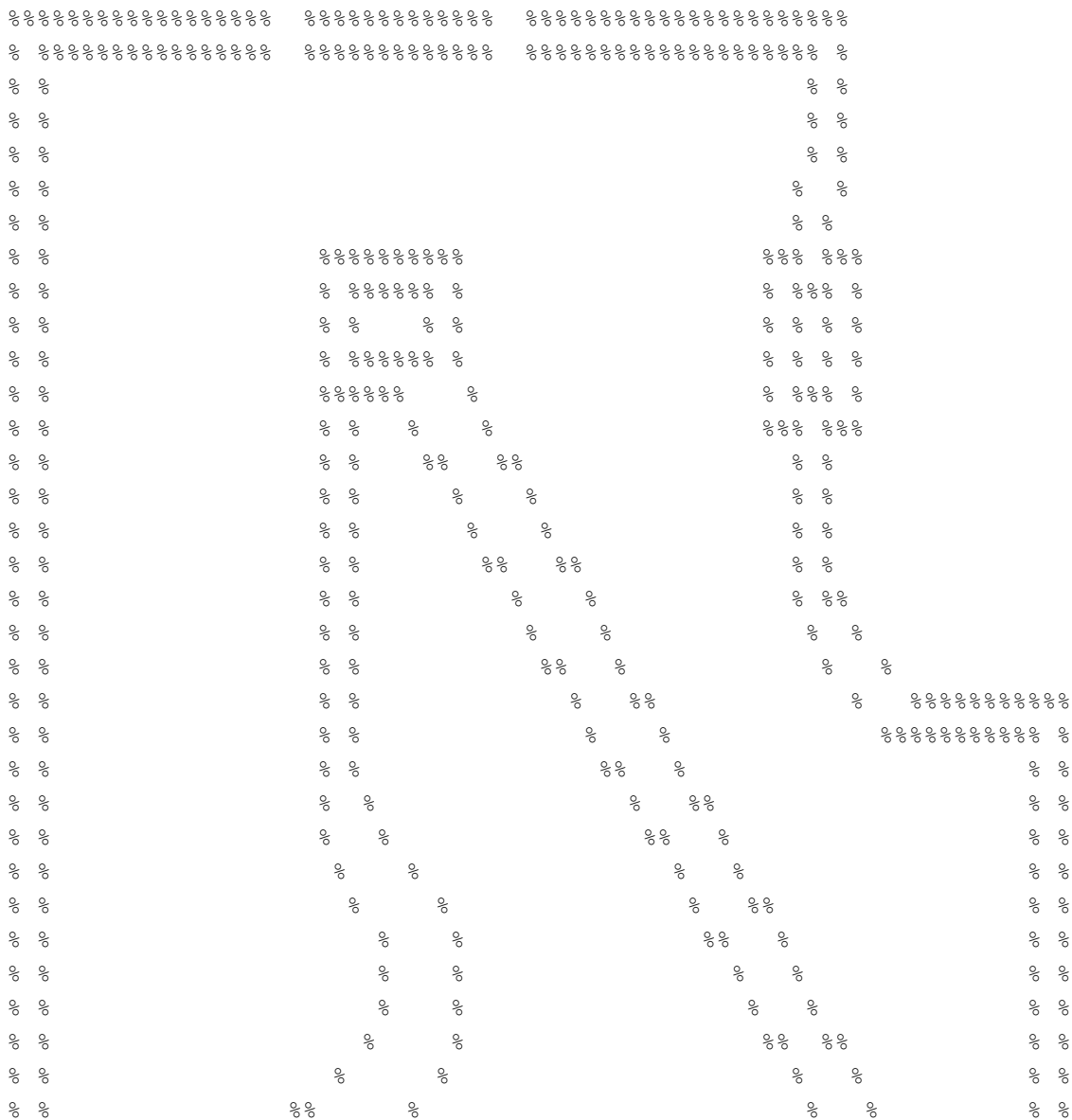


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FLOWER CUP: Boo Lake

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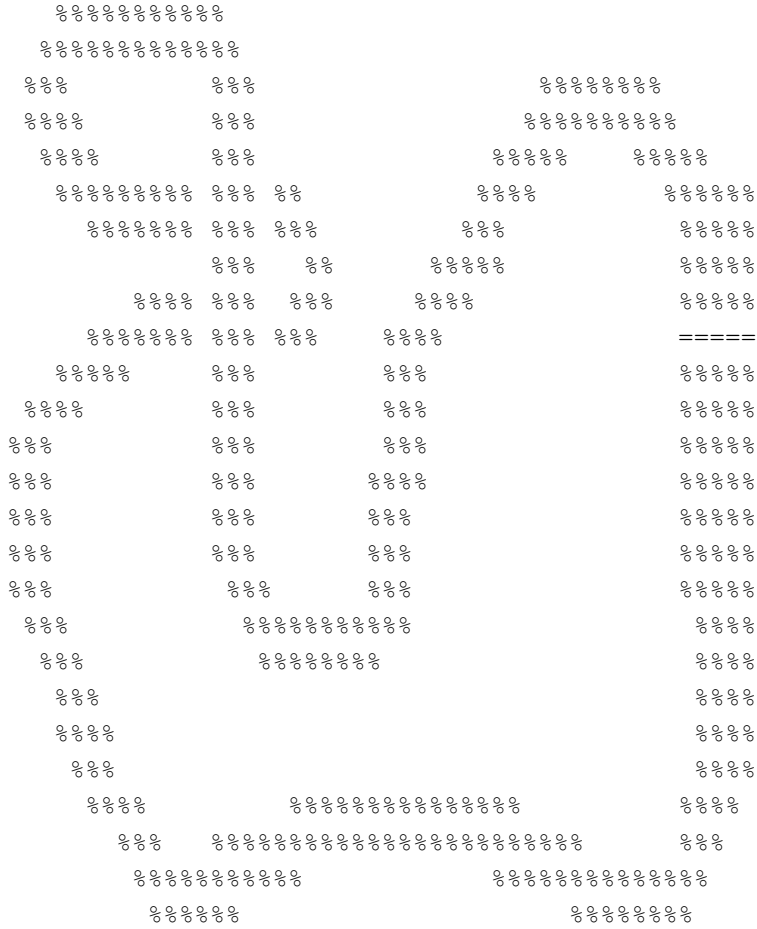
Boo hoo, is what I say of this track. It can be a real pain in the posterior to complete, but it isn't the hardest you might face. Personally, I feel the sandbags give you a false sense of security that you really shouldn't have on this course. I think this is harder than some other courses that you can fall off of.. but that's just me being afraid of the dark..





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FLOWER CUP: Cheese Land  
-----

Damned mice! This course can get annoying, even to the veterans. You need to keep your eye on the road, and be sure to stay on the light colored track. Also, watch out for the mice. Hitting one is bad.. duh.



-----  
FLOWER CUP: Bowser Castle 2  
-----

Back to Bowser's headquarters. Bower Castle 2 is tricky, because your GameBoy Advance's lighting isn't the best in the world. Just dodge the Thwomps and fireballs, but be sure to keep toward the middle of the track. If you go too far to the left or the right, someone might bump you off, or you may slip off yourself! This is a Mario Kart race. Lots of intense heat and racing.



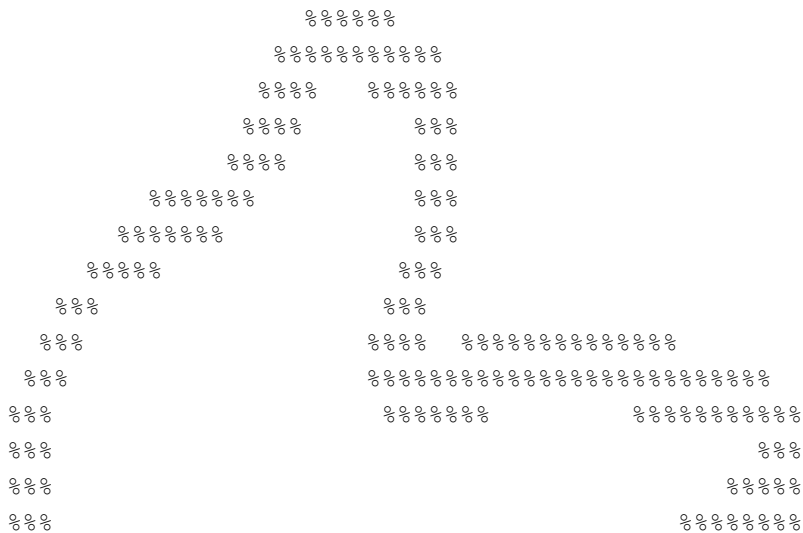


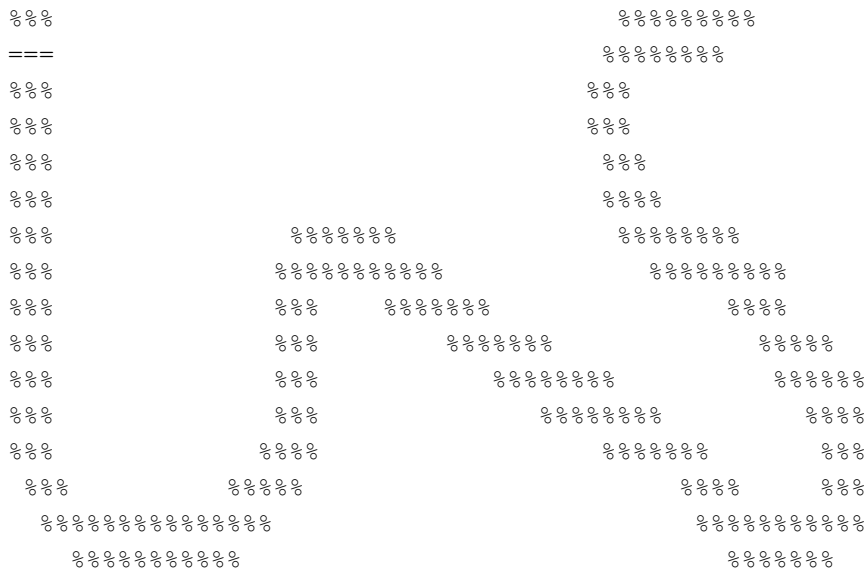
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### LIGHTNING CUP: Luigi Circuit

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Very cool course. For some reason, it's always raining in Luigi Circuit. Just how is that possible? Oh, it's a game you say? During Luigi Circuit, stay clear of all the puddles. Should you accidentally drive into one, brake immediatly, or you could spin out. I still don't understand this concept of it being a game, but eh..





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### LIGHTNING CUP: Sky Circuit

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It's back to the basics at Sky Circuit. Plain and simple racing tactics should net you first place and alot of coins. I would describe this as the nostalgic Donkey Kong Country area where you fly around the vines.

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### LIGHTNING CUP: Cheep Cheep Island

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It's got this massive fish in the background. Once you get over it, though, you'll find this course a relief in the electrifying Lightning Cup. </corny>

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### LIGHTNING CUP: Sunset Wilds

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A cool place that is very straight. Stay away from the Shy Guys, though. They will take your coins and annoy you if you hit their precious little homes. If you should piss one off, jumping like a madman ususally breaks it free. In the end you'll learn the turns and make this course look easy to anyone that happens to be staring over your shoulder and watching you play your GameBoy Advance.

---

### STAR CUP: Snow Land

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Compared to the SNES ice worlds in Mario Kart, this stage is simple. Just avoid the penguins and the navy colored ice. The level does have a shortcut about halfway through.. take a right, you'll see it.

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### STAR CUP: Ribbon Road

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Follow the yellow bri--err.. follow the red road with the white line in the middle of it. It's pretty simple, which is a surprise, because Star Cup courses are traditionally a bitch to complete.

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STAR CUP: Yoshi Desert

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I've never been to Egypt, but I've also never seen Yoshi in a sphinx before in any of the Mummy movies, either. You think that little kid in The Mummy Returns could atleast sculpt Yoshi out of the sand, too? This course is a basic set of slippery turns and some aggravating sand.

---

STAR CUP: Bowser Castle 3

---

Using your previous BC1 and BC2 level experiences, this castle isn't too incredibly tough. If you can put up with some extra length and the hazards, you've just completed the easiest Star Cup known to man.

---

SPECIAL CUP: Lakeside Park

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Not quite a river, but still a body of water park. This track can be a royal pain in the ass, if you're not prepared to stay AWAY FROM THE BUMPERS. If you get bumped into a side bumper, you'll most likely get pushed back to a part of the track you've already raced. Not good.

---

SPECIAL CUP: Broken Pier

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Lots of holes, lots of holes, and more holes. That's how to describe Broken Pier. Stay to the left for a good shortcut and some zippers, but be prepared to shake off a Boo if one grabs you by pressing "R" repeatedly.

---

SPECIAL CUP: Bowser Castle 4

---

They took away some of the bumpers near the open lava, added flying Koopas, and even made it longer--yet you still should be OK in this level if you pay close attention to what's lava and what's not. As always, stay away from the Thwomps. They're not anyone's friends.

---

SPECIAL CUP: Rainbow Road

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Not nearly as long as it's N64 counterpart, this track just requires patience. Stay away from the sides, let go of the gas occasionally, and use the short-cut (near the end, to the left). Soon, you'll beat the Special Cup.

---

SNES MUSHROOM CUP: Mario Circuit 1

---

The very first Mario Kart track ever. This is basically the same one from back in the SNES days, but this time it doesn't have the pipes. It doesn't matter, it's even easier without them.



---

SNES MUSHROOM CUP: Donut Plains 1

---

Another classic, this level is centered around a lake. It has a shortcut: go straight through the grass after the bridge. Make the dirty turns and you should be able to nail first place.

---

SNES MUSHROOM CUP: Ghost Valley 1

---

Also known as the "Feather's Delight", this level is very cool. In the SNES version you could use a feather to take a quick shortcut.. but in the GBA version, you'll need to use a Mushroom and a bumper.

---

SNES MUSHROOM CUP: Bowser Castle 1

---

No traps! This level is very easy. Concentrate on not bouncing around in the tight turns and you'll have an easy victory.

---

SNES FLOWER CUP: Mario Circuit 2

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The only trick you'll find in Mario Circuit 2 is the jump that will take you over part of the stage you've already played. It's nothing to worry about, just be sure you're driving at a good speed.

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SNES FLOWER CUP: Choco Island 1

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It's pretty easy, like most of the early SNES tracks. Just keep an eye on the upcoming turns, and, woosh, you're done. This is good practice for the later Choco Island.

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SNES FLOWER CUP: Ghost Valley 2

---

This course has some areas where you can fall into a deep pit, but other than that, it's pretty smooth sailing. You'll need to get a good, bright, view for this one, though, because it's a dark area with lots of turns.

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SNES FLOWER CUP: Donut Plains 2

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It's still not much of a threat. Just learn to make the tight turns and you should easily make first place. If you find yourself being battered around by heavyweights, try being one yourself. The SNES Flower Cup is a good place to learn how to use them.

---

SNES LIGHTNING CUP: Bowser Castle 2

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Another Bowser Castle, this one isn't too bad. Just concentrate on making your

turns. Lot's of straightaways make this a fun ride.

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SNES LIGHTNING CUP: Mario Circuit 3

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Not much, just a lot of tough turns. With some practice, you'll be able to master this level. If you haven't learned to Power Slide (R and then a direction), this might be a good time to start!

---

SNES LIGHTNING CUP: Koopa Beach 1

---

Koopa's out, but his stage is still in (pew!). This level was one of the coolest levels in the SNES game, and it doesn't let you down in the new GBA version. You'll use the same strategies you used for the previous beaches.

---

SNES LIGHTNING CUP: Choco Island 2

---

The SNES Mario Kart was all about sharp turns. This is a perfect example of a level that's all about turns. As long as you can Power Slide, though, you'll have little to no trouble.

---

SNES STAR CUP: Vanilla Lake 1

---

In a the frozen tundra of Lambeu Field, many famous bowls and battles were fought between Vince Lombardi's Pack and other ravenous teams. This level is much like that legendary field, you'll have great races here. No one is ever a sure winner, even if their skill is high. You'll have to learn to avoid the water, stay on the slippery ice, and then attack enemies with items. It's tricky:)

---

SNES STAR CUP: Bowser Castle 3

---

It's been stripped down to just a raceway. No traps at all. Don't you feel all fuzzy inside?

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SNES STAR CUP: Mario Circuit 4

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When you see "Mario Circuit", read it as "Lot's of Power Slides Circuit", because that's what it's going to be. MC4 is nothing new, but players stubbornly not using the Power Slide will find themselves sucking down the exhaust of the other racers as they are being lapped.

---

SNES STAR CUP: Donut Plains 3

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A few bridges, a few wide turns, nothing much. It's all the same to you by now, probably. Anyone used to playing the SNES game is probably yawning at the lack of challenge:)

-----  
SNES STAR CUP: Koopa Beach 2  
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It's another Koopa Beach.. SWEET. This level has more grass than any other beach, so stay clear of it.

-----  
SNES STAR CUP: Ghost Valley 3  
-----

Another Ghost Valley. This one has a bunch of pits and drops, but if you've unlocked this course, it's nothing you'll even think twice about.

-----  
SNES STAR CUP: Vanilla Lake 2  
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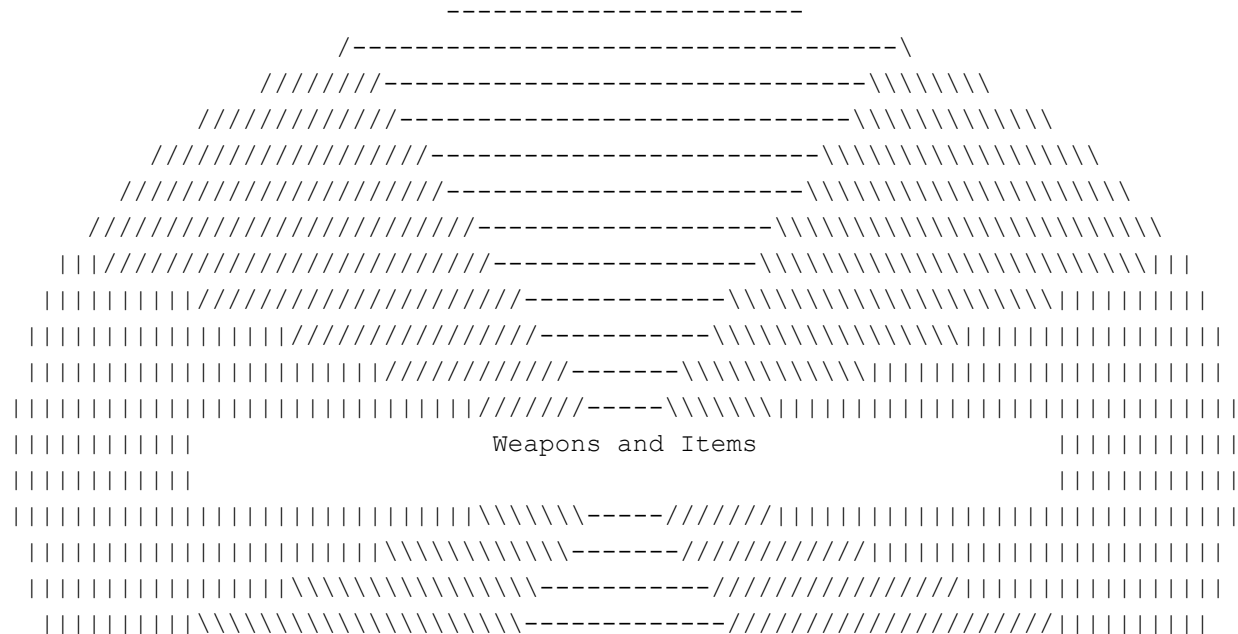
A very cool looking level, the Lake isn't too tough, but if you let your guard down for even a few seconds you'll spin out and go flying into the open water.

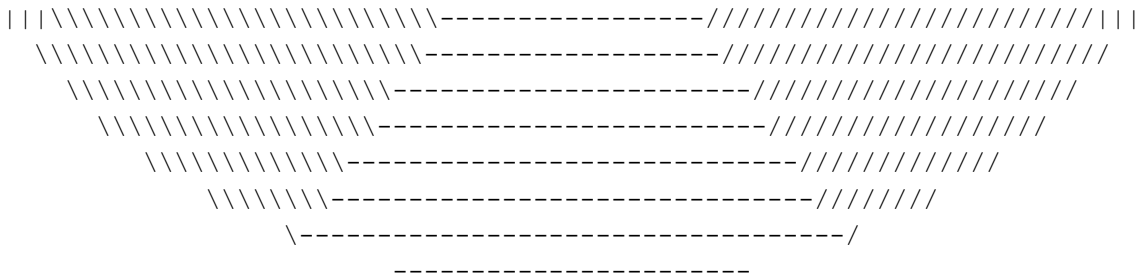
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SNES STAR CUP: Rainbow Road  
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One of the most nostalgic trips down memory lane, this game might make you bust out your old SNES, blow the dust off, and then find your Mario Kart game. Finding this gem level was amazing at the time, because there was NO INTERNET! Kids, believe it, there was once a time..

In the pre-everyone-and-their-grandmother-has-AOL time, finding codes was a fun event. I remember finding this level and felt like the king of the world!

..so anyway.. This level is boarderless. You'll need to watch every turn with full alertness. One slip? You're off the level, which takes valuable time away. Good luck.





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### Banana

---

It's yellow, it's slippery, what could it be? Only a banana, of course. The classic Mario weapon that's made appearances in the two previous games, too, also appears here to make some drivers spin out. It doesn't bother the light characters as much as the heavy ones, because the heavy ones take so long to accelerate again.

Super Mario Kart (SNES) --> YES  
Mario Kart 64 (N64) --> YES

L: Drop banana, causes enemy to spin out if hit.  
L + UP: Throw banana forward, causes enemy to spin out if hit.

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### Ghost

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A very cool weapon, it lets you become invisible (which includes the right to drive through course obstacles). It's fun to use, and it is cool to take a weapon from a close opponent. Very fun weapon based on the ghost that you first got annoyed with in Super Mario World for the SNES! He later stole your stars in Mario Party..

Super Mario Kart (SNES) --> YES  
Mario Kart 64 (N64) --> YES

L: Steal a random weapon from an opponent and become invisible.

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### Green Shell

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The Mario trademark, the koopa, makes an appearance in his shell only. This weapon is fun to use, but not overly useful.

L: Fire shell ahead of you.  
L + DOWN: Fire shell behind you.

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### Lightning Bolt

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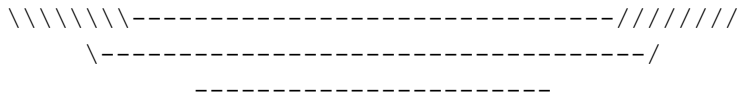
L: Shrink all racers except for the weapon's owner.

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### Mushroom

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Unlock the Special Cup  
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Win all of the Mushroom, Flower, and Lightning Cup races to unlock the Special Cup.

-----  
Unlock the SNES Tracks  
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Get an 100 coins in a cup and you should unlock a set of old tracks from the classic SNES game. Keep doing it on all of the Cups to unlock them all! If you want them in Time Trial, though, you'll need to do it on 150CC, which can be challenging.

-----  
Turbo Madness  
-----

When the race starts, press "A" slightly after the yellow light turns on.

When Lakitu drops you, press "A" as you hit the ground.

Doing this should give you the same effect as a Mushroom

-----  
Choose Your Character Tricks  
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Press L when choosing your racer to shoot a shell.

Press R when choosing your racer to hop.

Press SELECT when choose your racer to honk your horn.

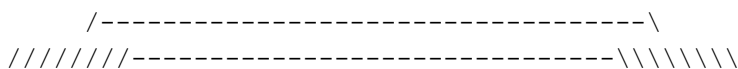
Thanks to MANGABAY22@aol.com for the horn info:)

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Don't Spin Out  
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If you're about to spin out, let go of "A" and press "B". You won't spin out, and, as a little 'bonus', you'll get a music note. Joy.

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Format Records  
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Hold L, R, B, and Start as you turn on MKSC. You'll AUTOMATICALLY delete everything you've done so far.





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