Mario Kart Super Circuit FAQ

by Dalias			Updated to V1.1 on Dec 9, 2003
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Mario Kart Super Circuit (GBA)			
An unofficial FAQ written by Dallas Scott			
version 1.1 (September 22, 2001)			
http://www.dallasmac.com - http://www.gamefaqs.com			

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INTRODUCTION

Mario Kart Super Circuit is a racing game for the GameBoy Advance featuring a bunch of Nintendo trademark characters. The game includes 20 new tracks as well as 20 extra tracks from the Super NES version of Super Mario Kart. I made this FAQ as a guideline to aid anyone having trouble with the game. Enjoy and if you need to contact me, see the final section of the guide.

Revision History:

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v0.5: September 16, 2001 - Starting date
                                                           [NON-PUBLIC]
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v0.6: September 17, 2001 - Everything done except star [NON-PUBLIC] and special cups + Extra tracks

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v0.7: September 18, 2001 - Nothing but Extra tracks left [NON-PUBLIC]
v0.8: September 19, 2001 - 33/40 tracks complete [NON-PUBLIC]
v1.0: September 20, 2001 - Everything finished [38 KB]
v1.1: September 22, 2001 - Fixed some typos/errors and added a few more secrets
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OVERVIEW

Controls:

D-Pad: Steer kart (left/right), menu selections

Start: Pause game, confirm a selection Select: Honk horn, activate settings menu

L Button: Stop item shuffle, use item

R Button: Mini-Jump

A Button: Accelerator, confirm selections

B Button: Brake, cancel selection
Down + B: Reverses kart when stopped
Down + L: Shoot shell behind your kart

Up + L: Shoot banana in front of your kart
R + Dpad: Power-slide (R + left/right on d-pad)

Game Modes:

Mario GP - Main game mode, eight racers compete for points (up to 2 human racers permitted in this mode). Winners rewarded with trophies for first, second and third place (gold, silver and bronze, respectively).

Vs. - Up to four human players may join in this mode. Race against your friends for points and place.

- Multi-pak link: If the people you are playing with also have copies of Mario Kart Super Circuit, choose this option.
- Single-pak link: If there is only one Mario Kart Super Circuit game pak but you want to play with friends who don't have the game, choose this option from the main menu.

Battle - Similar to battle mode on Mario Kart 64: race on battle courses and try to pop all of your opponents' balloons before they pop yours. Balloons are popped by attacking a player. Up to four human players permitted.

Time Trial - For single player only. Race on stages by yourself to see how fast of a time you can get. You begin with a triple mushroom item in each time trial race, use them wisely.

Quick Run - In a hurry and only want to race one quick track? This mode is for those just wanting a quick and easy race. No points involved. Also very useful for practicing tracks you're having difficulty with.

Ghost Exchange - Allows you to exchange (or erase) ghosts with friends, but you need the link cable and someone to exchange with.

Engine Class:

50cc - The easiest of the three classes. For beginning players, I strongly recommend starting out in this class unless you feel you're skilled enough to compete in the other two.

100cc - Considered the 'medium' of the three classes. Same tracks and courses, just a revved up difficulty level.

150cc - Hardest of them all. Same tracks/courses as before, much more difficult to place first than in 50cc or 100cc. Only recommended for experienced players.

Display Icons:

Coins - In the upper-left corner of the screen is your coin counter. You can carry up to 55 coins. The more you have, the faster your kart will go. You lose coins by running into other racers or hitting obstacles on the track you're racing on.

Top Four - Down the left-hand side of the screen are the current top four racers on the current track.

Ranking - In the bottom-left corner is your ranking in the current race. You can rank from first (best) to eighth (last).

Course Map - Over in the lower-right is a mini-map of the current track you are racing on. The blinking dot is you, other dots are other racers.

Clock - How fast can you go? In the upper-right corner is the clock which times how fast you go through the race.

Item Window - Directly in the center at the top of your screen, this black little window displays your current item (if any exists).

Lap Count - Right in between the coin counter and item window is your lap counter. Look at this to see which lap you are racing and out of how many.

Other Information:

- You get a total of three retry's per cup race. After that, it's game over.
- After each cup race, you'll be given a rank. Ranks can be one of the following: *** (best), **, *, A, B, C, D and E (worst). Ranks are determined on what place you got in each race, how fast you completed each race, how many coins were collected in each race, etc.
- Point Distribution:

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First place = 9 points Second place = 6 points
Third place = 3 points Fourth place = 1 point
Fifth-eighth = No Finish
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- There are five laps in each extra track, not three like the normal tracks have.
- When you use a Boo (ghost) item, the racer you steal the item from will

have Boo the ghost attacking him/her. This is also true when someone steals one of your items.

- You will lose one coin each time you hit another racer on the track (or when hit) despite whether or not you are bigger/heavier than the racer you hit.

CHARACTERS

* SPEED category is really ACCELERATION, not top speed. The game has it listed as speed, so I did the same, even though it really rates how well the racer accelerates from a stopped position. Sorry for the confusion.

Mario:

- Middleweight Class
- Speed: ***
- Weight: ***
- Description: In the middle of the alternate classes, I'd consider Mario to be an average and balanced character, not to mention the star of the game.

Luigi:

- Middleweight Class
- Speed: ***
- Weight: ***
- Description: Same as Mario though may have better steering. If debating between the two brothers, I'd say try 'em both.

Peach:

- Lightweight Class
- Speed: ****
- Weight: *
- Description: Low top speed, good acceleration but can easily be toppled by a heavier racer such as Wario or Bowser.

Toad:

- Lightweight Class
- Speed: ****
- Weight: *
- Description: Fastest acceleration of all racers but can easily be crushed by someone like Donkey Kong.

Yoshi:

- Lightweight Class
- Speed: ****
- Weight: **
- Description: Can drive on dirt/rough road without having major slow down like the other racers.

Bowser:

- Heavyweight Class
- Speed: *
- Weight: ****
- Description: Has the fastest top speed of any other racer but also lacks in acceleration and steering.

Donkey Kong:

- Heavyweight Class
- Speed: **
- Weight: ****
- Description: Fast, but like Bowser, lacks in acceleration. Has the best steering of the three Heavyweight racers.

Wario:

- Heavyweight Class
- Speed: **
- Weight: ****
- Description: Not as big as Bowser, but can definitely pack some punch against the lighter racers.

ITEMS/WEAPONS

While whichever item you receive from an Item Box is random, there is a pattern to which certain items appear. For instance, you will almost never get a lightning or star item if you are in first place, but instead have a higher chance of receiving them if you are in (or close to) last place. In other words, you get the more valuable items when closer to last place and the less valuable items when closer to first place. Not to say any of the items are worthless, however, because each is useful for something.

Star - Makes your character temporarily invincible to other racers and all other obstacles on the course, including rough road.

Lightning - Strikes all racers (excluding your character) on the course, causing them to shrink and move at a slower speed temporarily.

Mushroom (Single) - Gives your kart a small burst of speed. Always use these on the straight-away, never on turns or you will spin out of control.

Mushroom (Triple) - Same as single only you get three mushrooms instead of one. I do believe you only receive these in Time Trial.

Boo (Ghost) - Will make your character invisible so any shells, bananas, etc. will pass through him/her and also steals an item from another racer.

Banana - Drops banana on course. If hit by a racer (including yourself) that racer will spin out and lose coins.

Red Shell (Single) - A homing shell that will single out the racer in front of you. Note that these may not always hit their intended target.

Red Shell (Triple) - Same as the single only you get three red shells instead of only one. Good for protection, so have them surrounding your cart.

Green Shell (Single) - Non-homing shell, but if shot directly at target, will have the same effect as a red shell.

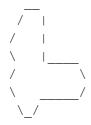
Green Shell (Triple) - Same as single only you get three instead of one. Also good for protection, so have them out even if you aren't using them.

Spiny Shell - The most powerful shell; homes in on leader and takes out all karts in its path, very useful if you get one.

TRACKS

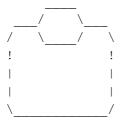
Mushroom Cup:

1. Peach Circuit



A pretty straight forward course. You'll notice Princess Peach's castle in the background as you race. No major jumps or any other big obstacles that get in your way; just watch out for trees on the side of the road and you'll be fine.

2. Shy Guy Beach



Basically a series of small islands (which I cannot draw in ASCII, unfortunately) with surrounding water. Light blue water is safe, dark blue will make you sink. Watch out for sand crabs or you'll spin out, and use the jump strip(s) whenever possible to get from island to island.

3. Riverside Park



There are two jumps on this track, one over a body of water, the other overlapping another part of the track (just before the finish line). Both have jump strips, so use them. Watch out for trees and rocks on the side of the road, and to ensure you don't get lost, just follow the lightest color of road you see. You'll also be crossing a wooden bridge.

4. Bowser Castle 1



Ahh, a nice square track. How I love it. You have a few obstacles to look out for here. First, make sure don't get hit by a falling thwomp. Second, when you come to the series of jumps over the lava, use the jump strips instead of the R button and avoid the lava balls that hop up at you.

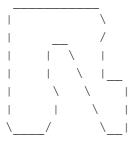
Flower Cup:

5. Mario Circuit



Not a whole lot to look out for on this track. However, you'll find a fork in the road near the finish line; going right leads you along a narrow strip with some coins and a boost strip. There's also a small alcove at one point on the track with an item box - collect it if you wish.

6. Boo Lake



One of the more dangerous courses in the game, you'll notice that the sides of the track are sometimes unbarricaded. There are also holes in the floor at certain spots. With the two big jumps, use the jump strips to clear them. Right after the second big jump, you can find a boost strip to the right of the track. Note: If you hit a barricade block, it breaks away.

7. Cheese Land

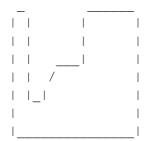


Queso! Queso! Yes, an entire track made of cheese.

Beware of mice and cheese piles on the sides of the track. As seen in Riverside Park, you have two jumps here, both overlapping an earlier portion of the track.

Use the jump strips to clear the Use the jump strips to clear them.

8. Bowser Castle 2



| | Not as simple as its predecessor, this track is chock | full of obstacles. Thwomps are back and you now have | lava pits to avoid (or jump over). A boost strip can | be found right after your first two turns as well as on and after the first grating section. Watch out for | fireballs and don't attempt to jump over long lava pits and you should be fine.

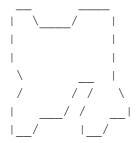
Lightning Cup:

9. Luigi Circuit



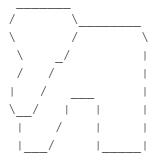
Raindrops keep falling on my head... and a big Luigi blimp in the background. Watch out for puddles of water unless you like to spin-out. Along with that, you also have trees on the side and some sharp turns. Other than those few things, you really don't have any other obstacles to deal with. Lightning items really fit in with the theme of this track. :)

10. Sky Garden



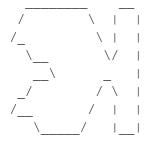
A rather simplistic course whose name perfectly describes its setting. The only real obstacle you need to be aware of are the vines on the side of the track (and falling off the track itself). There's one spot where you can jump over a gap for an item box but you land in an awkward position should you choose to go after it.

11. Cheep-Cheep Island



This track can be somewhat confusing the first time you race on it. When you come to the two forks, always take the left path to find some boost strips. Beware of sand crabs and deep water (some areas of the track are not barricaded, just as in Boo Lake, so you'll need to watch out for them unless you plan to plunge into deep waters).

12. Sunset Wilds



The outline of this track reminds me of a fish... anyway, lots of obstacles in this one. Be on the look out for rocks, cacti, totem poles and dangerous of all, teepees! If you hit a teepee, its inhabitant will latch onto the back of your kart and steal coins from you (not to mention slow you down). There are some boosters in the muddy areas if you need them as well.

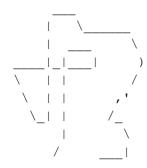
Star Cup:

13. Snow Land



Naturally there has to be a snow level in the game. Things to watch out for: pine trees and snowmen (on the side of the track), penguins and thin ice patches. Driving over a small patch of ice isn't going to hurt you. Driving over a patch of ice for a long period of time will send you plunging into cold waters. After the first couple of turns, you'll come to a long line of coins - snag them all.

14. Ribbon Road



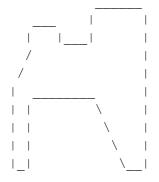
A nice little track with a gift/present/ribbon theme. Obstacles here are very minimal. Instead, you have two main jumps (both overlapping an earlier portion of the the track) with jump strips in front of each. The second of these jumps also has some broken road right after, so be prepared for a bouncy ride. There are also a bunch of turbo strips (almost one after every turn) so use those to your advantage.

15. Yoshi Desert



One main enemy you'll find on this course (but may not encounter often, if at all) is the piranha plant. These kart-eaters hide in quicksand patches on the sides of the track, so if you happen to go off-course and fall into one, there's no getting out until you've been chomped. Other obstacles include rocks and bumps in the road. I've noticed there are a lot of coins on this track as well.

16. Bowser Castle 3



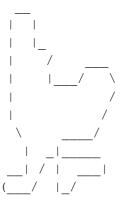
As before, the falling Thwomps are back. You'll also encounter one series of jumps over lava gaps (not too hard to clear, just avoid the fireballs that pop up from the lava) and a few pits of lava here and there.

I've noticed there's a bit more sections of grating (floor) in this one than there were in the previous two.

Should you receive a gold trophy in all 4 cups, you'll gain access to the...

Special Cup:

17. Lakeside Park

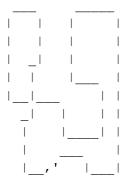


One wooden bridge, an overlapping jump and one hairpin turn on this track. Not enough? Let's thrown in some water, palm trees and smoldering eggs to up the ante. Just stay away from any water you see, dodge the eggs when you come to them and power-slide through the hairpin turn and you should be on your way to victory. Be very careful on the hairpin turn, however, as there is a jump strip near the wall that will send you back to an earlier part of the track, placing in you in last if you hit it.

18. Broken Pier



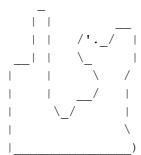
Reminds me a lot of Boo Lake. Drive carefully on this track, as there are a lot of gaps and unbarricaded sides. One mistake and you'll go plunging off the pier. You'll also run into a few gaps in the floor here and there (usually with jump strips in front of them). Remember, if you hit a barricade block on the side of the track, it will disappear and slow you down.



| When you come to the first series of lava pits, do not try to jump over them! They have no jump strips, meaning you will fall in unless you manually jump over them w/R.

| There is also a long strip of lava at one point - avoid it at all costs. Near the middle of the track, you'll come to a fork in the path - take the right path (hopping over the small gaps of lava) as it's the shortest. Watch out for Thwomps and mini-bowsers as well.

20. Rainbow Road

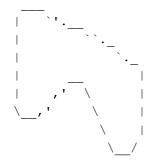


____ 90% of this track is surrounded by jump strips and its
/'._/ | setting is high up in the sky. One false move and it's
__ | lights out for you. Carefully make your way around the
\ / track, using the boost strips you find to your advantage.
__/ | Beware of falling stars near the beginning (drive in the
\ | center to avoid them) as well as the dark clouds. There
\ is a narrow strip at one point that you can jump over to
\) for a bunch of turbos, but be careful if you try it.

EXTRA TRACKS

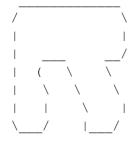
Extra Mushroom Cup:

21. Mario Circuit 1



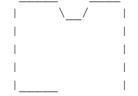
A very simplistic track with no obstacles at all. Since the track is so small, however, you will be bunched up with a lot of the other racers. Avoid hitting them or you'll lose coins. Follow the track and collect as many coins as possible within five laps.

22. Donut Plains 1



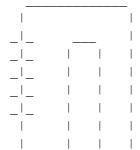
Another short track. There's one hairpin turn here to power-slide through and make sure you don't go off into the dirt, as it really slows you down. On the first big turn, there's a line of coins you may want to slow down for.

23. Ghost Valley 1



You'll have a couple of jumps to clear. Other than that, nothing worth mentioning. Be careful though, as you can easily fall off the track should you get off-course. Hitting barricade blocks on the side of the track will make them disappear and slow you down. Nothing new.

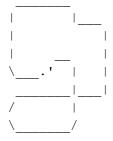
24. Bowser Castle 1



Follow the white arrows on the ground, hop over the lava gaps when you come to them, and that's about it. This is one of my favorite tracks to race on due to it's simple layout and long duration.

Extra Flower Cup:

25. Mario Circuit 2



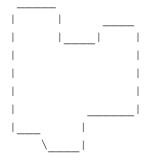
Not much here, just an overlapping jump and a bunch of turns to get past. Make your way around the track and rack up as many coins as you can get in your five laps.

26. Choco Island 1



One of the most bumpiest tracks in the game. You'll notice that a few coins cannot be gotten unless you slow down first because you'll bounce right over them going full speed. Also look out for big patches of dirt/mud on the course, as they'll make you spin-out. No other hazards, just stick to the track and you'll be fine.

27. Ghost Valley 2



Do not travel close to the edge of this track in order to cut off seconds from your time! There are lots of gaps in the floor near the sides of the track and you'll end up falling off the course. As with other courses of its type, barricade blocks disappear when hit. I found this course to be quite annoying.

28. Donut Plains 2

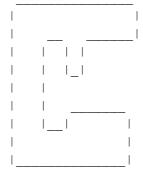


__ | Since the track is so narrow on this one, the chances of you going off into the dirt or hitting another racer are | | much higher. Make sure you power-slide through the last | | two turns because they are very sharp and you'll get

/ ${\ |\ |\ |\ |}$ through them much faster by power-sliding. / $_{\ |\ |\ |}$

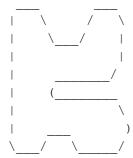
Extra Lightning Cup:

29. Bowser Castle 2



The main thing to look out for here are the two forks in the path. Take the shortest/easiest for you once you come to each. After the second fork are some jumps over lava gaps. There is also one point where the road turns left - follow the white arrow straight or you'll find yourself at a dead end.

30. Mario Circuit 3



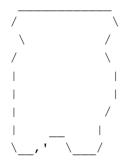
Nothing here but a bunch of turns, one a hairpin, so make sure you power-slide through it. For the most part, just stay away from the grass and power-slide through the sharper turns when you come to them.

31. Koopa Beach 1



Ahh, don't you just hate that ASCII map? This track is essentially a bunch of islands surrounded by water. Go out too far and you'll drown. On the big island with the spots, make sure you go around them instead of driving over them, as they'll slow you down.

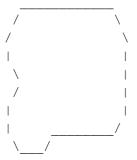
32. Choco Island 2



Narrow roads, lots of dirt and a big pile of mud. Ouch. Near the right side of the track is a huge mud pit that you must go around (on _very_ narrow road) because it'll slow you down if you don't. Needless to say, this is one of my least favorite tracks.

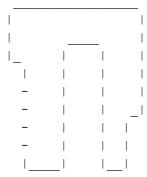
Extra Star Cup:

33. Vanilla Lake 1



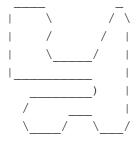
Talk about a confusing track... if you're just starting out, just follow the other racers. There are small blocks of ice around this track that disappear when you hit them as well as a nice pond of water you can sink into should you get near it. Steer clear of these and watch your speed and you should be fine.

34. Bowser Castle 3



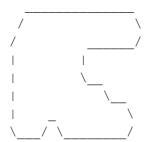
A few narrow spots here and there as well as one part
where you jump over lava gaps (take the left-most path).
At one point the track divides into three separate lanes,
I suggest taking the middle one for an item box at the
end. Other than that, there are no other obstacles
facing you in this final Bowser Castle track of the game.

35. Mario Circuit 4



As with the previous three Mario Circuits, this one is really just a walk in the park. No obstacles except dirt on the side of the track and one narrow strip of road. There are, however, a bunch of turns you may want to power-slide through.

36. Donut Plains 3



Some bridges, a couple of sharp turns and a few spots of water here and there. Power-slide through the turns and make sure you don't drive on the dirt/grass, it will slow you down a lot (more so than usual) plus there is water beyond the grass that you can accidentally fall into should you go out too far. There's also one jump on a bridge which is a piece of cake.

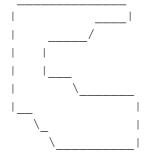
Extra Special Cup:

37. Koopa Beach 2



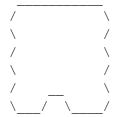
Possibly the most frustrating track in the game. You start off on a bumpy island and then it switches over to water, only there are several patches of deep water you must avoid while passing through. Then you switch back to the bumpy island for the rest of the lap. Avoid driving over the spots on the island and carefully dodge the dark patches of water - these are the keys to coming in first on this course.

38. Ghost Valley 3



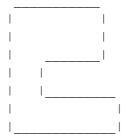
Stay away from the sides! Only about 60% of this track is barricaded on the sides - the rest is open. Not to mention there are also a bunch of holes in the floor. Other than that, it's just more of the old - disappearing barricade blocks, jump strips in front of holes, etc. The key to success is racing in the center of the track.

39. Vanilla Lake 2



Though this track may seem confusing at first, it's really very short once you get the pattern down. The only trouble to watch out for are ice blocks and icy water. Also, don't drive on the snow on the side of the road because it slows you down. Ice blocks disappear when you hit them.

40. Rainbow Road



No boundaries! That's right, there's absolutely nothing keeping you from falling off this track, so drive carefully. That's really the only obstacle this course has — staying on the track. At one point it gets pretty narrow, too, but for the most part, this track is really easy compared to the other's in this cup. It's also the last of the game.

TECHNIQUES/SECRETS

- Power-slide: When approaching a turn, press the R button followed by whichever direction you're turning in (left/right on d-pad) and you will drift right through the turn without slowing down. Very useful for getting faster times on each track.
- Spin-out prevention: Slip on a banana? No problem. Prior to spinning out (from hitting obstacles in your path) you are given time to prevent the spin-out. To do so, press the B button to brake then immediately accelerate and you won't spin out. You'll know if you've done it correctly or not, as a musical note will appear above your racers head if so.
- Spin Turn: If, by some chance, you end up going in the wrong direction and need to quickly turn around, the Spin Turn is quite useful. Simultaneously press the A and B buttons then press left/right on the d-pad to fully turn around while spinning. Release A and B to stop.
- Free boost: Everyone likes a head start. The key to getting one before each race starts is all in the timing. Right after the second light shows up (or right after you hear the tone for the second light) lay on the A button and, if timed correctly, you'll get a free boost to start the race.

- Special Cup: To access the fifth cup challenge (known as the Special Cup) you must first win gold trophies for the previous four cups, meaning you have to get the most points for each.
- Kart Tricks: On the character selection menu, select a character (highlight him/her) but don't press A just yet. With your character on the screen, try press the L button to shoot a shell, the R button to do a mini-jump and the select button to honk your horn. Sure, it's not really a big secret, but something overlooked by most gamers.
- Record Deletion: Want to clear out all records and game data from your game? Press and hold R + L + B + Select then turn on the power while still holding these buttons. Note, however, that this will delete all saved game data. Use at your own risk.
- Quick Recovery: If you fall into a lava pit, deep water, a hole in the floor or anything else that requires Lakitu to pick you up and drop you back onto the track, you can quickly get back into the race by accelerating just before your kart touches the track. As with the free boost in the start of the race, timing is crucial in getting this to work.
- Extra Tracks: To unlock the extra tracks (tracks from the Super NES version of Super Mario Kart) you must first complete all cups with gold trophies then play them again and get at least 100 coins in each cup. For each cup you get 100 coins in, you will unlock four extra tracks (one extra cup) from Super Mario Kart.
- Extra Tracks (Time Trial): To unlock the extra tracks in Time Trial mode, simply unlock them in the 150cc difficulty class by getting 100 coins in each cup (same as above, only you're doing it in 150cc difficulty).
- Special Cup (Time Trial): To unlock the Special Cup in Time Trial mode, you must receive gold trophies in all four cups in the 150cc difficulty class. Basically the same way you unlocked it before only this time do it in the 150cc difficulty class.
- Red Sky (UNVERIFIED): To change the sky color on the title screen from blue to red, you must receive gold trophies for all cups on all difficulty levels (50cc, 100cc and 150cc). Note, however, that I have not tested this secret personally (I got it from Player Guy Forever, who got it from IGN codes) so I can't vouch for it.
- Night Sky (UNVERIFIED): Supposedly, if you get a three star (***) ranking on all cups in all three difficulty classes (50cc, 100cc, 150cc) you will get a new nighttime sky for the title screen. I got this code from djsonic and have not personally tested it.

FREQUENTLY ASKED QUESTIONS

- Q. You make several references to "jump strips" and "turbo strips" in your guide. What exactly are these?
- A. Jump strips are small strips on the ground that, when driven over, will send your kart into the air. These are almost always found right before a gap of some sort. Turbo strips are little arrows that will give you an extra burst of speed after driving on it.

- Q. In the game's manual, it says "Thunder Cup" but in the game itself, it says "Lightning Cup." Which is it?
- A. I'm assuming "Thunder Cup" found in the game's manual is an error, thus the correct name would indeed be "Lightning Cup."
- Q. How can I tell when my weapon hits another racer?
- A. Your character will make a noise or say a phrase. When you hear this, you'll know one of your weapons (banana, shell, etc.) has hit another racer on the course.
- Q. How do I unlock the Extra tracks/special cup?
- A. See the Techniques/Secrets for information on how to unlock both.
- Q. What's a "barricade block?"
- A. My name for the blocks you find in courses such as Boo Lake. They surround the outer edge of the track and disappear when you hit them.
- Q. In the characters section, you say certain racers are fast/slow but their speed ranking doesn't match your description. What's up with that?
- A. The "Speed" category should really be considered as the "Acceleration" category, but since the game considers it as speed, so have I.

INFORMATION

Credits and Sources:

AstroBlue

For creating the MKSC ASCII logo at the top of this guide. Thanks!

djsonic

Got the "night sky" secret from him on the GameFAQs code page.

Jeff "CJayC" Veasey - http://www.gamefaqs.com
For hosting this guide (and all of my others) on his web site.

Nintendo of America - http://www.nintendo.com For creating this fun-filled racing game for the GBA.

Player Guy Forever/IGN Codes - http://codes.ign.com
Got the "special cup (time trial)" and "red sky" secrets from him and
he got them from IGN codes.

Contact Information:

Have any questions, suggestions, constructive criticism, contributions, praise, etc. in regards to this guide (or any of my others)? You can e-mail

me at the address below. Make note, however, that I only reply to about 20% of all e-mail I receive (mainly because I don't have time to reply to the rest) so don't take it personally if you receive no reply from me. SPAM will not be tolerated.

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