Mario Kart Super Circuit FAQ

by Player Guy Forever

Updated to v1.1 on Jun 24, 2002



Version 1.1 - The shortcut guide has been created. Also, more information was added to the game basics section. Also I have decided not to make a SNES changes section. Bascially, this guide is complete. There will be one more update to correct in errors in the guide.

Version 1.0 - Completed the Extra Special Cup guide and the Battle Courses guide. All of the tracks in the game have now been covered. Expect future updates to include more descriptions of game modes, descriptions of changes made on the extra tracks from the SNES game and a shortcut guide. Also, note the new ASCII title art. Thanks goes out to Xander who made the art.

Version 0.9 - Completed the Extra Star Cup guide.

Version 0.8 - Completed the Extra Lighting Cup guide.

Version 0.7 - Completed the Extra Flower Cup guide.

Version 0.6 - Completed the Extra Mushroom Cup guide.

Version 0.5 - Completed the Special Cup guide. A tip on power-sliding was added in the codes/secrets section. Also, mini-legends have been included after each ASCII map.

Version 0.4 - Completed a guide for the Star Cup. Plus, I added a new code.

Version 0.3 - Added a Lightning Cup guide.

Version 0.2 - Added a Flower Cup guide. Some of the ASCII art for the Mushroom Cup was changed as well.

Version 0.11 - Added, "Unlock the Special Cup in Time Trial Mode" in the Codes/Secrets section. Also, a website was added to the legal information, dadvance.cjb.net.

Version 0.1 - The first update. Ii contains the game basics section, weapons section, character section, codes/secrets section and a complete guide for the Mushroom Cup. More updates will be coming very soon.

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1. Introduction mksc_1000

Mario Kart: Super Circuit is the latest game in the Mario Kart series. It features 20 new tracks and the 20 tracks from the original Super Mario Kart. Mario Kart: Super Circuit is one of the best games on the Game Boy Advance.

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

Legend

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

| # = Finish Line | D = Dirt/Mud| G = Grass| W = Deep Water | ? = Item Block | J = Jump Plate | Z = Zipper| M = Mushroom Boost Spot | T = Tree | H = Thwomp | P = Podoboo| K = Crab| U = Umbrella | S = Mouser | L = Lava| E = Puddle| N = Snowman | I = Penguin | Y = Icy Patch | R = Piranha Plant | C = Falling Rocks \mid B = Boo | A = Mechakoopa | F = Falling Stars | O = Storm Cloud | V = Teepee | @ = Shortcut Path | \$ = Shortcut Path | & = Shortcut Path | ! = Shortcut Path | [= Shortcut Path | % = Shortcut Path

Game Basics

mksc 2000

Controls _____

Menu Selections :qU Down: Menu Selections

Left & Right: Turn

Brake, Cancel Menu Selection Gas, Confirm Menu Selection A: Use Item, Stop Item Rotation T.:

Jump

Pause Game, Confirm Menu Selections Start:

Select: Horn, Activate Settings Screen (when available)

Control Information _____

Power-sliding is an important part of Mario Kart: Super Circuit. To perform a power-slide, press R and either LEFT or RIGHT (depending on which way you wish to turn). If you power-slide just right you will get a little speed boost.

There is minimal control over weapons in the game. Pressing, DOWN + L or UP + L will cause certain weapons to do certain things. See the weapons section to find out how you can control certain weapons.

Spin turns can be preformed by pressing A + B and either LEFT or RIGHT (depending on which way you wish to turn).

When your kart is stopped, pressing B + DOWN will cause your kart to go in reverse.

_____ 1-Player Game Modes

Mario GP:

In the Mario Grand Prix, you will play all of the courses in a specific cup. Based on how you place, points are distributed. The winner gets 9 points, second place gets 6 points, third place gets 3 points, fourth place gets one point and any racer placing lower then fourth does not receive any points. In the single-player GP one human player will be racing against several computer controlled characters on each track. To progress through the grand prix, you must place in the top four in each race. If you do not place in the top four you do have the option to continue, however, you only have three continues per GP.

Time Trial: The time trail mode is pretty straightforward; you race of a good time. In the time trial mode there are no computer controlled characters or item blocks. It is just you and the course (you also get three mushroom boosts). This mode is an

excellent place to practice shortcuts.

Quick run has the exact same set-up as the grand prix mode Quick Run: except that there are no points awarded and only one course is played at a time. The quick run mode makes for excellent GP practice and it is good if you want a quick race with computers.

Multi-Player Game Modes _____

Mario GP:

In the Mario Grand Prix, you will play all of the courses in a specific cup. Based on how you place, points are distributed. The winner gets 9 points, second place gets 6 points, third place gets 3 points, fourth place gets one point and any racer placing lower then fourth does not receive any points. In the multi-player GP two human players will be racing against six computer controlled characters on each track. To progress through the grand prix, you must place in the top four in each race. If you do not place in the top four you do have the option to continue, however, you only have three continues per GP. Two games cartridges and one link cable are required to play this mode.

Vs. Mode:

In the Vs. mode you and up to three human controller opponents race against each other in one of the 40 different courses in the game. There no computer controlled opponents in this game. To play this game mode each person must have a copy of the game and a sufficient amount of link cables are needed (depending on the number of players).

Battle Mode: In this mode up to four human controller players attempt to destroy their opponent's balloons. Each player gets three balloons. Balloons burst when struck by shells, or when a player encounters other obstacles. Battle mode is played in four specifically designed courses. To play this game mode each person must have a copy of the game and a sufficient amount of link cables are needed (depending on the number of players).

Single-Pak: The single-pak link mode is a toned down version of the Vs. mode. In this mode only Yoshi can be selected as a playable character (different coloured Yoshis for different players) and only the courses from the Extra Mushroom Cup can be selected. Also items such as triple green shells and triple red shells are not available in this mode. To play this game mode only one person needs a copy of the game and a sufficient amount of link cables are needed (depending on the number of players).

Engine Classes

50cc:

The 50 cubic centimeter engine class is the slowest engine class. Karts have relatively slow speeds in this class. The 50cc Mario GP is very easy. The single-pak link mode uses 50cc engines.

100cc:

The 100cc mode is faster then the 50cc engine class. The 100cc Mario GP has a moderate difficulty level.

150cc: The 150cc mode is the fastest of them all. The 150cc GP mode is very difficult. The Time Trail mode uses the 150cc engine class.

Coins

Coins are an essential part of this game. Coins determine the speed of your kart as well as your tolerance to contact. Each course with the exception of Peach Circuit contains 50 coins that can be collected. If you have over 25 coins it is possible to drive faster then red shells travel. In the GP mode it you will start off with a different amount of coins based on your starting position. Racers starting in positions 1 to 4 will begin with 2 coins while racers in positions 5 to 8 will get 5 coins.

Trophies & Rankings

Trophies are acquired based on performance in the Mario GP. A gold trophy is awarded for first place; silver for second and a bronze trophy is awarded for third place.

Rankings are given out in the Mario GP. There are eight different rankings: ***, **, *, A, B, C, D and E. Triple-star is the highest ranking and E is the lowest ranking. Factors that affect trophy rankings include: the number of total coins collected, the speed in which the courses were completed, final positioning and the number of continues used.

Ghost Exchange

In time trial mode, ghost data can be saved for 10 courses of your choice. The Ghost Exchange allows you to trade ghost data with a friend. Only two players can trade ghost data at one time. Two game cartridges and one link cable is required for this game mode.

3. Weapons mksc 3000

There are 10 different types of weapon in the game and each weapon does various things. To acquire a weapon, you must drive over an item block. Item blocks are cubes with questions marks on each side.

Green Shell

Green shells have various uses. Their main use is to knock opponents out of commission by shooting them forward. Pressing the L button will activate the green shell. Green shells go straight and ricochet off walls. Pressing and holding the L button will cause your green shell to be held directly behind your kart. Doing this will prevent you from being hit by other obstacles and prevent other players from knocking into your kart. Pressing L + DOWN will shoot s shell backwards. Shooting a shell backwards is useful for hitting trailing opponents.

Triple Green Shells

Sometimes you will get three green shells instead of one. Triple green shells don't have as many uses as a single green shell, but they are good as well. Pressing L once will cause the three shells to spin around your kart, creating a shield. This "shield" will prevent other obstacles from hitting your kart and will also prevent other players from hitting your kart. However, once one of the shells is hit or collides with another weapon, it will disappear, weakening your shield. Some items will slip though and hit your kart when only one or two shells are spinning around your kart. When you have triple green shells, they cannot be shot backwards, only forwards.

Red Shell

Red shells are homing shells. Once shot they will home in and hit the racer that is one position ahead of you. Pressing and holding the L button will cause your red shell to be held directly behind your kart. Doing this will prevent you from being hit by other obstacles and prevent other players from knocking into your kart. Pressing L + DOWN will place the shell on the ground. It will then home in on the next kart to pass it. If well placed, another racer may even drive into the shell. Red shells do not ricochet off walls.

Triple Red Shells

Sometimes you will get three red shells instead of one. Triple red shells don't have as many uses as a single red shell, but they are good as well. Pressing L once will cause the three shells to spin around your kart, creating a shield. This "shield" will prevent other obstacles from hitting your kart and will also prevent other players from hitting your kart. However, once one of the shells is hit or collides with another weapon, it will disappear, weakening your shield. Some items will slip though and hit your kart when only one or two shells are spinning around your kart. When you have triple red shells, they cannot be placed on the ground, only shot at enemies.

Spiny Shell

The once the spiny shell is shot it will hunt down the racer in fist place and stop at nothing until it hits him/her. If you are not in first place, but hear the spiny shell coming, move to the side of the track because the spiny shell follows a path in the center of the road.

Banana

The primary function of a banana is to be placed on the ground so that an opponent will slip on it. If you hold down the L button, the banana will be held behind your kart to prevent a rear attack. A banana is just as effective as a shell for protecting your kart from a rear attack. Bananas can also be thrown forward by pressing L + UP. Bananas are most effective when placed in narrow areas, in turns and near item blocks. It is possible

to jump over a banana. If you hit a banana and are stating to slip, hitting the brakes may prevent slippage.

Star

Everyone loves the star. The star will make you invincible for a short period of time and you will increase in speed. When invincible, you can drive off the course and not lose speed, creating your own shortcuts. When invincible, shells, lightning and other weapons will not be effective if they hit you. Invincibility will run out if you fall in water or pits.

Mushroom

The mushroom will give you a boost of speed. Many courses have shortcuts that can only be accessed by a mushroom boost. Don't boost when you are entering a turn. Boosting during straightaways is a good idea.

Воо

Boo does many things. When activated, Boo will steal an item from another racer and give it to you. Also, you will become invisible, this causes you to disappears from opponents' and become invincible. Weapons will not annoy you when you are invisible. Finally, if you are not in first place, boo will cause the leader to slow down and lose coins.

Lightning

The lighting will cause every other racer to shrink and lose speed. When the other racers are shrunken, you can drive right over them and squish them. Racers that are invisible or invincible will not be affected by lighting.

4. Characters mksc_4000

There are eight different characters and three different classes. The three different classes are lightweight, middleweight and heavyweight.

The lightweight class has excellent acceleration and steering but low top speeds. They are not slowed down very much by dirt areas. They tend to get knocked aside by heavier racers. The racers in the lightweight class are Peach, Yoshi and Toad.

The middleweight class is balanced between the lightweights and the heavyweights. They are an excellent choice for beginners. The racers in the middleweight class are Mario and Luigi.

The heavyweight class has very high top speeds, but poor acceleration and steering. They will bump other racers out of the way. They will slow down a lot from driving in dirt.

Character	Spectrums

Use these spectrums to pick the character that is right for you. Each

spectrum looks at one of the five character statistics acceleration, top speed, handling, dirt performance and power. Good Bad YOSHI MARIO DK 1 1 BOWSER | PEACH LUIGI WARIO Top Speed Good Bad | BOWSER DK LUIGI PEACH 1 1 1 1 1 MARIO YOSHI WARIO TOAD | Handling Good Bad

MARIO WARIO | TOAD YOSHI - 1 PEACH LUIGI DK BOWSER |

Dirt Performance Good Bad TOAD MARIO YOSHI WARIO PEACH LUIGI DK BOWSER | ____

Good

======

a. Mario mksc_4001

======

Class: Middleweight

Instruction Booklet Comment: Perfectly Balanced!

Mario is the most balanced character in the game and is a good choice for beginners.

=======

b. Luigi mksc 4002

======

Class: Middleweight

Instruction Booklet Comment: Great Steering!

Luigi has better handling than his brother, but has a slightly lower top

speed.

=======

c. Peach mksc 4003

=======

Class: Lightweight

Instruction Booklet Comment: Check out true lightweight racing!

Peach is the most balanced in terms lightweight statistics with good steering, acceleration and dirt-performance.

======

e. Toad mksc 4004

======

Class: Lightweight

Instruction Booklet Comment: No one has faster acceleration!

Toad has the fastest acceleration in the game. Like in Mario Kart 64, Toad

also has the best steering in the game.

=======

f. Yoshi mksc_4005

=======

Class: Lightweight

Instruction Booklet Comment: Dirt is no obstacle!

Yoshi is the heaviest lightweight. If you think your kart is getting bumped too much with Peach or Toad, use Yoshi.

=====

g. DK mksc_4006

=====

Class: Heavyweight

Instruction Booklet Comment: Better steering than Wario!

Donkey Kong is the lightest and has the best steering of all the heavyweight characters.

======

h. Wario mksc 4007

=======

Class: Heavyweight

Instruction Booklet Comment: True Heavyweight Power!

Wario has the second fastest top speed in the game. His handling and acceleration is a bit better than Bowser.

=======

i. Bowser mksc 4008

=======

Class: Heavyweight

Riverside Park and Bowser Castle 1.

Instruction Booklet Comment: There's nobody faster!

Bowser is the complete opposite of Toad. If you have mastered the power-turn, you can get really fast time trials with Bowser. Has the highest top speed in the game.

5. Mushroom Cup mksc_5000

The four tracks in the Mushroom Cup are Peach Circuit, Shy Guy Beach,

a. Peach Circuit mksc 5001

This is the first level in the Mushroom Cup. It is designed to get you used

to basic turns. The lanes are wide and there are virtually no hazards. You should have any problems on this course. There are 45 possible coins to collect in this level.

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                     *M** 3
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          * * *
    ****
    ******
     *****
      Coins X5
```

Map Legend

= Finish Line ? = Item Block M = Mushroom Boost Spot

Strategy

- 1) Power-slide through this $180\,^{\circ}$ turn. If your power-slide is a good one you might get a little boost.
- 2) You can use a mushroom here and cut across the grass to get a tiny short
- 3) This is the longest straightaway in the course. Using a Mushroom here is a good idea too.

===========

There are many ways to gain on opponents in Shy Guy Beach. The best ways is to use a star and drive over the grass. Also, be wary of the crabs on the course. There are a total of 50 coins to collect in this level.

Map

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Item Block X3
            ..... Coins X3 ...
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   .... 3 MDDDDDDDDDDDDDDDDDDDDDD.
   .... K ..DDDDDDDDDDDDDDDDDDDD.
    K...
               ..DDDDDDDDDDDDDD.
                                      .... Coins X5
        Coins X16 ......
   K...
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                                    ..... Coins X9
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                       6 .....DDDD.....DDDD.
         .T
                    .....DDDDDDDDDDDDDD...DDDD.
.... 5
 .....J. .....DDDDDDDDDDDDDDDDDDDD....DDD.
  .....J .....?...DDDD......
                 Coins X8 .....
  Coins X6
```

Map Legend

= Finish Line ? = Item Block M = Mushroom Boost Spot D = Dirt T = Tree J = Jump Plate U = Umbrella K = Crab

Strategy

- 1) There are three different types of hazards that you should avoid on this course, trees, crabs and umbrellas. Hitting tress and umbrellas will cause your kart to bounce off the hazard and stop. Hitting a crab will cause you to spin out. Crabs are not stationary they walk on a fixed path, you should attempt to avoid them. It is possible to prevent a spin out by pressing B.
- 2) Take the narrow path on the left (driver's perspective); it will lead to a short cut.

- 3) Use a mushroom to boost across the small island. This shortcut will shave off about one second.
- 4) Along this path of tiny islands, the Shy Guy Pirate ship will shoot cannons at racers. Stay centered in the small islands and you shouldn't be hit
- 5) The Shy Guy Pirate ship will shoot cannons here too. Stay to the right (driver's perspective) and you shouldn't be hit.
- 6) Take the narrow path on the left (driver's perspective) to shave off a little time.

c. Riverside Park

 ${\rm mksc}$ 5003

Riverside Park is the most challenging course in the Mushroom Cup. I think it is out of place. After a few runs through this course you should get used to it. There are two shortcuts in this level. There are 50 coins that can be collected in this level.

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Map
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          Coins X8
   /\ ***
                          ??? Coins X5
  /||\ ###
             Coins X6 ****
             *** ***
   * * *
                      *** ***
      *** Coins X6 ***
   11
              ***
                       * *****
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   11
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                        **** 4
                      * 5
                  *** *
                   ***
      *** Coins X9
      ***
      ***
                       ***
*******
                        ***
                                        Coins X3
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                          *******
      JJJ
                          *******
                  ***
      ZZZ 7
                                        *** Coins X3
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      *M*
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                                 * * *
```

333

= Finish Line ? = Item Block M = Mushroom Boost Spot Z = Zipper J = Jump Plate

Strategy

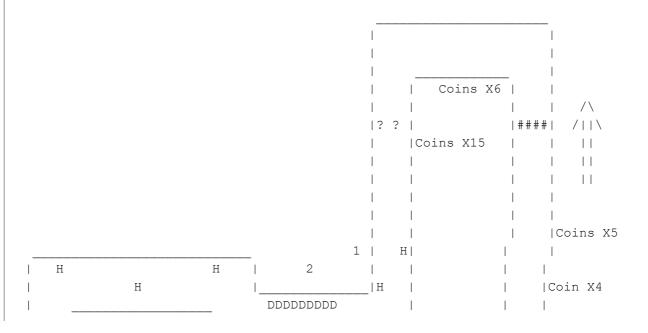
- 1) Power-slide through this 180° turn. If your power-slide is a good one you might get a little boost.
- 2) You will see a small wooded platform that leads off the track. Boost off it with a mushroom and then jump with the R button. If you did it just right you will go over the wall and get a nice shortcut. This is an extremely difficult shortcut to get. Only the best Mario Kart players will be able to get this shortcut consistently.
- 3) Across the jump there is another zipper to the left (driver's perspective) hit it to get a little extra speed.
- 4) If you are not careful, the speed of the zipper may cause you to drive off course. Execute a power-slide just after you hit the zipper.
- 5) Here there is a little path of shallow water. Drive through it to get a shortcut.
- 6) Power-slide through the 360° turn.
- 7) Use your mushroom here. The combined speed of the mushroom and the zipper will send you flying in the air after you hit the jump plate.

d. Bowser Castle 1

 ${\tt mksc_5004}$

Almost every cup in the game contains a Bowser Castle level. Bowser Castle 1 is not hard. It gets you used to obstacles such as Thwomps and Podoboos. There are a total of 50 coins to be collected in this level.

Map



Coins X8	1		1	
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Coins X8				1 1
3				4 M
l				
J P	J J	? J P	J D	D DD DD
J	J P J	? J	J P	

Coins X4

Map Legend

= Finish Line ? = Item Block M = Mushroom Boost Spot H = Thwomp J = Jump Plate D = Dirt P = Podoboo

Strategy

- 1) Look out for the Thwomps. If they land on top of your kart, it will be squished and you will lose about 4 seconds of valuable race time. Avoid the Thwomps at all costs.
- 2) Bowser Castle races are generally fast-paced; you will lose positioning if you go over the dirt.
- 3) Be aware of the Podoboos, if they come in contact with your kart, you will spin out. If you press B after you've hit a Podoboo, you may prevent yourself from spinning out.
- 4) The best location to use a mushroom is during the homestretch.

Flower Cup

The four tracks in the Flower Cup are Mario Circuit, Boo Lake, Cheese Land and Bowser Castle 2.

a. Mario Circuit ==========

mksc 6001

This course is similar to peach circuit. However, the turns in this course are harder. There are no major shortcuts in this level. There is a total of 50 coins that can be collected in this level.

Map

1 0000

00000000

ooo oooo Coins X6

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0000 0000 0000 Coins X5 0000 0M00 0000 0000 0000 000

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Coins X9
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                        Coins X6
```

Map Legend

= Finish Line ? = Item Block M = Mushroom Boost Spot Z = Zipper

Strategy

- 1) This large 180° turn is great for power sliding. A good power slide here should give you a boost every time.
- 2) On the left (driver's perspective) there is a question block. You should get it if you are trailing someone. You will slow down because the item block is above dirt. However, the item should make up for the slowdown.
- 3) This is the best place to use a mushroom. Boost here and cut across the grass then go on the small road with the zipper and coins.

========

b. Boo Lake mksc_6002

This is the first ghost valley themed course in the game. While it is remotely challenging, once you master the two shortcuts, you should be able to rank high every time. There are 50 coins that can be collected in this level.

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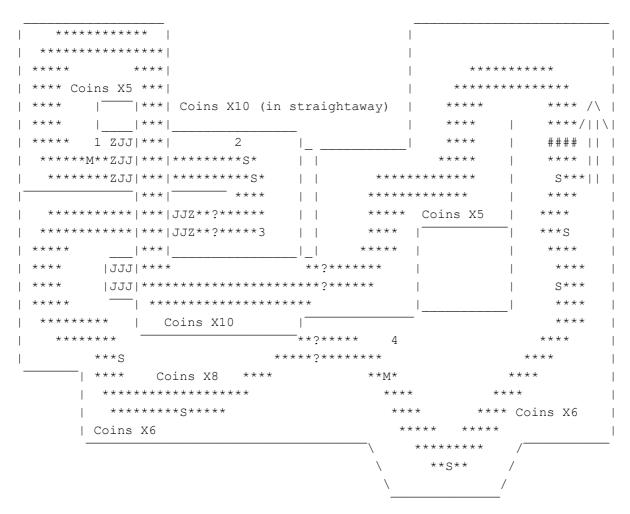
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Map Legend
_____
                 ? = Item Block M = Mushroom Boost Spot Z = Zipper
# = Finish Line
J = Jump Plate
Strategy
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```

- 1) As the path goes right (driver's perspective) there is a little invisible bridge to the right (driver's perspective). It will probably take some time to master this shortcut.
- 2) If you have a mushroom boost before the path splits in two. You will bounce off the jump plate and get a nice shortcut.
- 3) Go left (driver's perspective) here to get a small shortcut.
- 4) The homestretch is pretty long on this course. Use a mushroom if you can. If you hit one of the jump plates as you boost, make sure you land in the centre of the course.

==========

Cheese land is a neat course with a couple of nice shortcuts. Watch out for the Mousers, they will cause you to spin out. There are 50 coins that can be collected in this level.

Map ___



Map Legend

- # = Finish Line ? = Item Block M = Mushroom Boost Spot Z = Zipper J = Jump Plate S = Mouser

Strategy

- 1) This is the best (and most difficult to get) shortcut in the game. Angle your kart so that you are facing the right (driver's perspective) as you approach the big jump. Use a mushroom to hit the jump at a high speed. Once you hit the jump turn sharply right. It done correctly, you will bounce off a group of jump plates and get an awesome shortcut.
- 2) This is the first time you will encounter Mousers. They are pesky little things that will cause you to spin-out if you hit them. However, it is possible to prevent a spin-out. Press B just after you hit a mouser and you might recover.
- 3) If you don't have a mushroom you can get another shortcut here. As you go over the jump, turn left (driver's perspective) and bounce off the group of jump plates.

4) Use a mushroom here to cut across the dirt and get a shortcut.

d. Bowser Castle 2

=============

 ${\tt mksc_6004}$

Browser Castle 2 contains a lot of zips. Hitting those zips can be the difference between victory and defeat. The "metal fenced" floors camouflage itmes such as bananas and red shells. There are 50 coins that can be collected in this level.

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Map Legend

= Finish Line ? = Item Block M = Mushroom Boost Spot Z = ZipperJ = Jump Plate H = Thwomp

Strategy

- 1) There are many zips in this level; you should hit them to get a better time.
- 2) This zip is a little dangerous. If you hit it you may not make the turn smoothly. Also, if you do not hit the boost straight on you may boost yourself into the lava.
- 3) Keep to the right (driver's perspective). It is a little shorter and you can avoid red shells by going over the jump.
- 4) Once you enter this area, be careful. There are a lot of pits. If you have a mushroom you may boost through the centre of the area. If you don't have a mushroom, use one of the zips on the left or right (driver's perspective).

7. Lightning Cup

mksc 7000

The four tracks in the Lightning Cup are Luigi Circuit, Sky Garden, Cheep-Cheep Island and Sunset Wilds.

===========

a. Luigi Circuit

mksc 7001

Luigi Circuit has many turns where you can get boosts from power sliding. Watch out for the puddles all along the track, you'll slip if you hit them. There are 50 coins that can be collected in this level.

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Map Legend

= Finish Line ? = Item Block M = Mushroom Boost Spot E = Puddle

Strategy

- 1) Here will be your first encounter with puddles in the level. They are quite annoying however, easy to avoid. If you are going to hit a puddle, press R to jump over it. If you do hit a puddle you might be able to prevent yourself from spinning out by pressing the B button.
- 2) There are many good locations for getting micro-boosts via the power turn. This is the first one. To get a micro-boost you must have a good power-slide so you cannot drive into any dirt. The micro-boost occurs when power-slides are longer than usual (turning through 180° turn).
- 3) A good micro-boost location.
- 4) A good micro-boost location.
- 5) A good micro-boost location.
- 6) There is a solitary item block here. You should always try and get it. However, one should be careful because there is a puddle in close proximity to the item block. Also, the 180° turn ahead is a good micro-boost location.
- 7) This long and relatively straight path is great for boosting. When boosting one must be aware of the puddles.
- 8) A good micro-boost location.
- 9) The final 180° turn is a good micro-boost location. Also, the homestretch is a good location for using a mushroom.

b. Sky Garden mksc 7002

Sky Garden is one of the coolest maps in the game. There are many good shortcuts if you look for them. There are 50 coins that can be collected in this level.

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Map Legend

= Finish Line ? = Item Block J = Jump Plate

Strategy

- 1) If you use a mushroom before you go over this jump plate you can hop the gap for a nice shortcut.
- 2) There are three different possible shortcuts here. The first one is not a

very good shortcut. Simply hit the jump plate near the question block. You'll get the item and a little shortcut. Second, if your character is invincible, you can drive over the jump plate that is next to the jump plate that has a question mark block over it. The extra speed of invincibility will allow you to make the jump. The final shortcut is the most difficult to pull off. Use a mushroom to hit the jump plate on the right (drivers perspective) you will be able to reach the road that is located across the bridge. To eliminate confusion, the point on the map that you should be able to reach is listed as point "@."

3) Yes, another shortcut awaits. This time, hop on the small cloud island and then hop to the road again. This is a good shortcut that is easy to pull-off. There is however, a downside. If you take this shortcut you will miss the item blocks that are on the bridge.

c. Cheep-Cheep Island

mksc 7003

Cheep-Cheep Island is definitely an interesting track. There are plenty of shortcuts. One should watch out for the crabs. Also, one should be careful when driving over bridges; one might fall into the water. There are 50 coins that can be collected in this level.

Map

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Map Legend

= Finish Line ? = Item Block J = Jump Plate Z = Zipper G = Grass K = Crab

G = Grass

Strategy

- 1) After this turn there the path splits in two. One path contains zippers and the other path contains coins. Most of the time you should take the path with the zippers. Take the path with the coins only when you have none left.
- 2) There is a very nice shortcut here. Use a mushroom to get an awesome jump off of the jump plate land on one of the two small wooden platforms that are located in the water. Hop off of the platform you landed on to reach the wooden bridge.
- 3) The homestretch is a good place to use a mushroom because there are no crabs to slow you down.

===========

d. Sunset Wilds

mksc 7004

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Sunset Wilds is a challenging course with no shortcuts. It is also quite slippery. There are 50 coins that can be collected in this level.

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Map Legend

= Finish Line ? = Item Block V = Teepee Z = Zipper

M = Mushroom Boost Spot

Strategy

- 1) The mud here will slow you down a bit. Hopping over this mug will help.
- 2) The are bumps that will cause your cart to jump over the zippers. To hit a zipper jump over the bump that precedes it.
- 3) You can hit two zippers here if you time it right.
- 4) You want to hit all six zippers here. Watch out for the Teepees, there are Shy Guys inside. If you hit a teepee, a Shy Guy will jump your cart slowing you down in the process.
- 5) There is an item block in the dirt to the left (driver's perspective). If you are desperate, get this item. Also, this is a good mushroom boost location.

8. Star Cup mksc_8000

The four tracks in the Lightning Cup are Snow Land, Ribbon Road, Yoshi Desert and Bowser Castle 3.

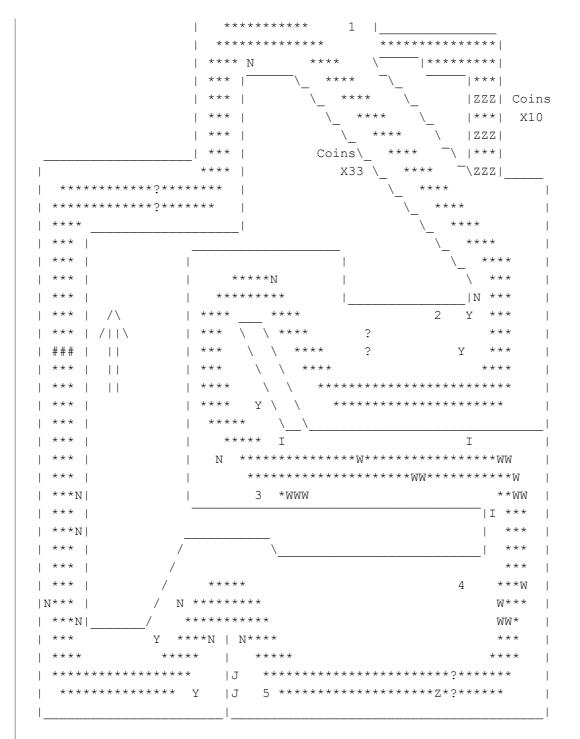
=========

a. Snow Land mksc_8001

Snow Land is an icy course with many hazards. Watch out for the snowmen and the penguins. There are 50 coins that can be collected in this level.

- 1

Map



Map Legend

```
\# = Finish Line ? = Item Block V = Teepee Z = Zipper
              N = Snowman
                             Y = Icy Patch
                                            I = Penguin
```

J = Jump Plate W = Deep Water

Strategy

- 1) Here you can take two paths. The path to the left (driver's perspective) contains zippers but is not faster. You'll want to take each path to make sure you get all the coins. Taking the left path might be helpful on the first lap to try and get ahead of the pack of CPUs.
- 2) You can drive between the icy patches for a small shortcut. You will also get an item on this shortcut.
- 3) This straightaway contains a lot of obstacles. One should especially watch out for the deep water.

- 4) After the 180° turn, turn sharply right (driver's perspective) and you will find a path. It is a little shorter then the regular path but you will miss an item.
- 5) While using a mushroom, you can hit the jump plate and get over the wall for a small shortcut.

==========

b. Ribbon Road ==========

mksc 8002

Ribbon Road is one of the best courses in the game. There are tons of zippers and one massive shortcut. There are 50 coins that can be collected in this level.

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Map Legend

- 1) Here is the massive shortcut. Hit the first zipper and then hit the row of zippers. Once you hit the jump plate turn right (driver's perspective) and you will land on the path that is past the second jump. You must hit both the solitary zipper and the row of zippers to get enough speed to make the jump.
- 2) Just a reminder to hit every single zipper on the course.
- 3) You may elect to use a mushroom on the homestretch because there are no zippers here.

==========

c. Yoshi Desert

mksc 8003

Yoshi Desert is a challenging course that contains a lot of 180° turns. There is also a nice shortcut in this level. There are 50 coins that can be collected in this level.

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Map Legend

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

R = Piranha Plant W = Deep Water

Strategy

- 1) This course contains a number of $180\,^{\circ}$ turns. You should attempt to power-slide though each one.
- 2) There are a lot of coins here. If you are attempting to get a high ranking, you must pick up these coins. It is possible to collect all 16 coins in 3 laps.
- 3) Watch out for the two piranha plants on this 180° hairpin turn. If you are not careful, there is a good chance that you will get eaten up.
- 4) Take this hairpin sharply; once you come out of the turn you will be facing the lake. To the left (driver's perspective), behind the piranha plant there is a jump plate. Hit it at the right angle to jump across the river for a nice shortcut. This shortcut will save you a lot of time.
- 5) The homestretch is one of the only good boosting locations in this course.

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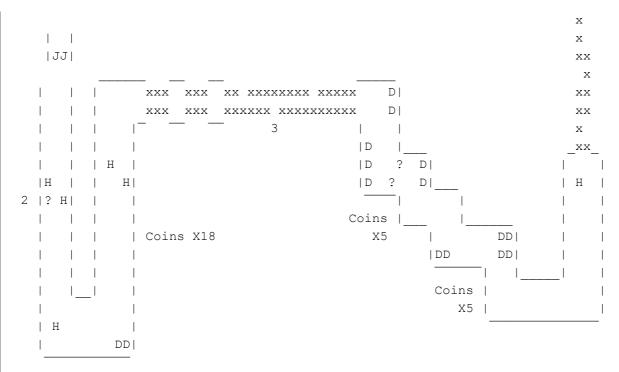
d. Bowser Castle 3

mksc_8004

This course is a challenging one. There are many Thwomps and many places to fall. Furthermore, this track is very narrow and can get really jammed in some areas. There are 50 coins that can be collected in this level.

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Map Legend

= Finish Line ? = Item Block J = Jump Plate D = Dirt

H = Thwomp

Strategy

- 1) The metal textured floor never contains a walled side. Be wary of being knocked off the level.
- 2) The item block here is located behind the Thwomp.
- 3) This stretch is a great place to put a banana.
- 4) Use a mushroom boost here if you can.

9. Special Cup mksc 9000

The four tracks in the special cup are Lakeside Park, Broken Pier, Bowser Castle 4 and Rainbow Road.

==========

a. Lakeside Park

mksc 9001

=========

Lakeside Park is one of the most difficult courses in the game. In contains tons of sharp turns and obstacles to slow you down. Once you master the shortcuts, the course becomes much easier. There are 50 coins that can be collected in this level.

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Map Legend
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\# = Finish Line ? = Item Block J = Jump Plate D = Dirt
C = Falling Rocks W = Deep Water
              Z = Zipper
Strategy
1) If you boost to the left (driver's perspective) you will go over the water
```

- and get a little shortcut.
- 2) Here you might be able to boost straight across the water. You will need to be moving at an incredibly high speed. This shortcut is easier to attain if you are using one of the heavy weights.
- 3) Yes there is another boosting shortcut here. This one is easier to attain then the one in strategy tip number 2. With the assistance of a mushroom, you should be able to boost across to the area where the falling rocks are located. If possible, this shortcut should be done each lap in the time trials.
- 4) Watch out for falling rocks from the volcano in this stretch. They fall on the sides of the tracks.

- 5) This is where you can attain a nice shortcut. As you come out of the 180° hairpin, keep to the right (driver's perspective) and hit the zipper that is located before the jump. When you hit the jump, you'll go higher and father then usual. Use the extra distance and jump right (driver's perspective) and bounce off the jump plates that are located to the right (driver's perspective) of the barrier. This is a huge shortcut.
- 6) You should always attempt to hit this zipper.

b. Broken Pier

 ${\tt mksc_9002}$

Broken Pier is another very challenging course with tons of sharp turns. It also contains many partially invisible bridges. This course has plenty of shortcuts if you are willing to look for them. There are 50 coins that can be collected in this level.

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Map Legend

B = Boo Z = Zipper

Strategy

- 1) This bridge here is partially invisible, it is not a major shortcut but taking it will make the next turn a little easier for you. Overall, I would recommend that you avoid taking this bridge. Also, here you will encounter the first Boo on this course. If a Boo catches you, you'll slow down and lose coins.
- 2) Here you can take one of three shortcuts. None of these shortcuts are extremely easy. I'll list them in increasing difficulty:

Shortcut #1 - Use a mushroom and hit the jump plate located to the left (driver's perspective). When you hit the jumper, veer left (driver's perspective) and land on the partially invisible bridge. If you have a lot of speed as you use your mushroom, you might even jump over the partially invisible bridge.

Shortcut #2 - Use a mushroom and hit the jump plate located on the right (driver's perspective). When you hit the jumper, veer right (driver's perspective) and land on the little island. Once on the island you will hit a zipper and then another jump plate. You will then make it across the gap for a nice shortcut. When using a mushroom for this shortcut, you must use it when you are close to the first jump plate. If you are too far from the jump plate, you'll boost over the island.

Shortcut #3 - This is the big one. First you must perform a right power-slide into the jump plate located on the right (driver's perspective). Once your kart has turned right be 90°, boost into the previously specified jump plate. You'll hop into the area where strategy tip #5 is located. This shortcut is one of the most difficult ones to attain in the game.

- 3) The bridge here is partially invisible, you should use it if you don't have a mushroom that can be used to get one if the previous three shortcuts.
- 4) You guessed it, another partially invisible bridge. You should always attempt to use this bridge. When exiting, power-slide into the zipper that is near by.
- 5) Here the path splits into two bridges, one is smaller then the other. You should take the smaller bridge; it will save you some time.

6) You should always power-slide through this hairpin turn to get a mini-boost.

===========

c. Bowser Castle 4

Map Legend

Z = Zipper

Strategy

= Finish Line

? = Item Block

H = Thwomp

J = Jump Plate

A = Mechakoopa

D = Dirt

mksc 9003

Bowser Castle 4 is one of the most elaborate courses in the game. There are tons of challenging turns that must be mastered. This course contains no shortcuts. There are 50 coins that can be collected in this level.

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- 1) There are several dirt patches in this course. Avoid them; they'll reduce your speed.
- 2) There are several lava patches in this straight away. You will be able to avoid them by driving down the centre of the straightaway. If you have enough speed, you can hop over the lava patches. If you must hop over a lava patches you should watch out for Podoboos that jump out of the lava.
- 3) There is a good chance that you'll boost into the wall when you hit this zipper. To avoid this problem, power-slide around the square barrier that is located behind the zipper.
- 4) You will not need to power-slide around this square barrier to get a good boost here. Simply power-slide into the zipper and you will be fine.
- 5) You should hit the zippers here. You will go faster and you can get an item. After you hit the zippers let go of the gas so that you can easily navigate out of the narrow straightaway.
- 6) There the path splits and you can take to paths across islands. Take the right one (driver's perspective) it is shorter.
- 7) Watch out for the Mechakoopas here. If you hit them you'll spinout. It is possible to avoid spinning out by breaking just after you hit a Mechakoopa.
- 8) The homestretch is the only real straight area in the level without any obstacles. Use a mushroom here if you have one.

==========

d. Rainbow Road

mksc 9004

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

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

F = Falling Stars O = Storm Clouds

Strategy

- 1) This is your first encounter with a storm cloud in this course. If you get hit by its lightning, your driver will shrink, you'll lose speed and you could be squished by bigger opponents.
- 2) If you have a mushroom you can get a massive shortcut here. As you are boosting, you will hit the jump plate and go over the big gap.
- 3) This is a corner where you can use the jump plates to hop the corner of the turn. Simply power-slide into the jump plate before the turn and you'll hop over the corner. Also, the straightaway that is located before this turn contains falling stars. If a star hits you you'll spin out.
- 4) Another mushroom boost location. Power-slide to the right (driver's perspective) and boost into the jump plate so that you can land across the gap. This is a big shortcut but it is not bigger then the one in strategy tip #2.
- 5) This is another area where you can get a shortcut. To get this shortcut you must be in time trial mode and have at least 2 mushrooms available. First you must perform the shortcut on strategy tip #2. Then you must drive backwards through the course and boost across the gap at strategy tip #4. This shortcut is good for setting lap records.
- 6) You can hop this gap if you are going relatively fast.
- 7) You can hop this gap too if you are going relatively fast.
- 8) Go to the left (driver's perspective) to jump onto the straightaway. It is packed with zippers.

- 9) When you come out of the straightaway packed with zippers, turn to the right (driver's perspective). You can use your speed to jump across the gap for a nice shortcut.
- 10) As you land on this stretch, hit the zipper to the right (driver's perspective) and then the one on the right to get more speed.
- 11) Stick to the left of the course (driver's perspective). Staying to the left makes turning into the row of zippers easier.

10. Extra Mushroom Cup mksc_10000

The four tracks in the extra mushroom cup are Mario Circuit 1, Donut Plains 1, Ghost Valley 1 and Bowser Castle 1.

a. Mario Circuit 1

 ${\tt mksc_10001}$

Mario Circuit 1 is a simple course with no real hazards. There are 50 coins that can be collected in this level.

Map

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= Finish Line ? = Item Block

Strategy

1) After this turn you could go across the dirt to get an item. If you go on the dirt at regular speed you won't make any substantial gains on the competition. If you have a mushroom or a star, by all means cut across the dirt path your speed will not be affected when you use one of these items.

b. Donut Plains 1

mksc 10002

Donut Plains 1 is a simple course with no real hazards. It also contains a small shortcut. There are 50 coins that can be collected in this level.

Map

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= Finish Line ? = Item Block

Strategy

- 1) If you have a mushroom, use it here and go between the break in the wall to get a nice shortcut.
- 2) Perform a nice power-slide here to get a mini-boost.
- 3) To the right (driver's perspective) is a solitary item block. You should attempt to collect it on each lap.
- 4) Perform a nice power-slide here to get a mini-boost.

===========

c. Ghost Valley 1

This is the Ghost Valley course in the extra tracks. Just like Mario Circuit 1 and Donut Plains 1, this course is very simple in nature. There are 50 coins that can be collected in this level.

mksc 10003

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Map Legend		
# = Finish Line ? = Item Block	J = Jump Plate	
Strategy		
1) After you make this turn, use a myou hit the jump plate turn to the lwill fly over the gap and land on than excellent shortcut. You must boo If your kart is too close to the jumfrom the mushroom to make it over the	eft side (driver's perspect ne platform near strategy to est near the location of st np plate you will not attai	etive) and you ip #2. This is rategy tip #1.
2) It is possible to make this short very difficult. If you have a star, make it over. The extra speed of the jump over the gap if you time it rigwithout and items at all. Use Bowse characters can attain speeds that all	drive towards the gap and ne star should give you eno ght. It is also possible t er, Wario or Donkey Kong.	hop with R to ough velocity to jump this gap
d. Bowser Castle 1		mksc_10004
This course is more challenging then Cup. There are a couple of areas on boost from a power-slide. There are level.	n this track where you can	attain a min-
Map		

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

Strategy

- 1) If you have a mushroom or a star you can cut across the dirt path. If you perform this shortcut, you will miss the item.
- 2) This straightaway contains the majority of the coins in this level.
- 3) There is a solitary item to the left (driver's perspective). You should pick it up on every lap.
- 4) There is an opportunity here for an excellent shortcut. You must have a mushroom to perform this shortcut. As you approach the zippers and jump plates, use a boost. Once you are in the air, turn left (driver's perspective) you will land close to the finish line.

b. Choco Island 1

mksc 11002

Choco Island 1 does not contain any challenging turns but there are tons of speed bumps everywhere. There are 50 coins that can be collected in this level.

Map

Map Legend

= Finish Line ? = Item Block D = Mud

Strategy

- 1) A row of coins will guide you around the mud puddles.
- 2) If you have a mushroom or a star, you can cut across the dirt to get closer to the finish line. At strategy point #2 turn left (driver's perspective).

===========

c. Ghost Valley 2

mksc 11003

Ghost Valley 2 is one of the few tracks were you can pick up three items per lap. One should watch out for the broken corners located in some areas, they will case you to fall. There are a total of 50 coins that can be collected in this level.

Map

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Map Legend
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# = Finish Line ? = Item Block
Strategy
_____
1) You can hop this gap if you have a mushroom. Boost into the gap and hop
```

- with R just before the gap.
- 2) The items are located deep in this 180° hairpin. You will have to make a wide power-slide to get the items and keep up with your competitors.
- 3) Watch out for the broken corners. You'll fall if you are not cautious.

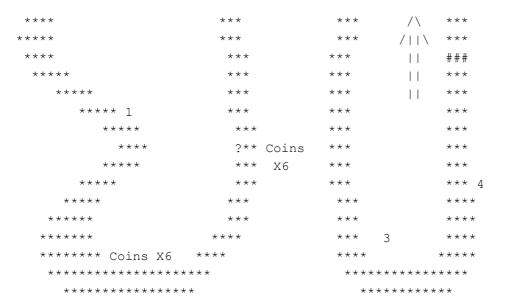
=========== d. Donut Plains 2 _____

mksc 11004

Donut Plains 2 is a course with a lot of 180° hairpins. Skilled drivers will be able to perform mini-boosts on almost every turn. A total of 50 coins can be collected in this level.

Map

********* ******* Coins X6 Coins X8 **** Coins X8 * * * ******* *** ***** *** **** Coins X6 *** **** 2 * * * *** *** **** * * * * * *



= Finish Line ? = Item Block

Strategy

- 1) There are $180\,^{\circ}$ turns here. You should hop and drift between them.
- 2) You should get a mini-boost here from a power-slide.
- 3) You should get a mini-boost here from a power-slide.
- 4) The homestretch is a good place to use a mushroom.

12. Extra Lightning Cup mksc 12000

The four courses in the Extra Lighting Cup are Bowser Castle 2, Mario Circuit 3, Koopa Beach 1 and Choco Island 2.

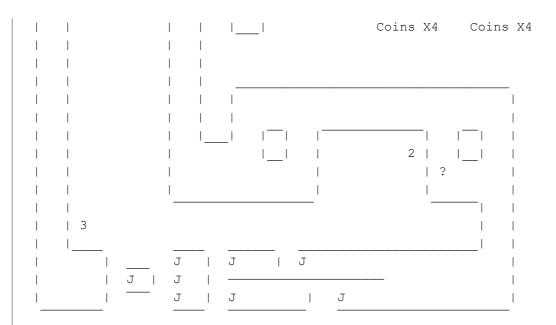
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a. Bowser Castle 2

 ${\tt mksc_12001}$

Bowser Castle 2 is a very challenging course. There are lots of lava pits and many difficult turns.

Мар



= Finish Line ? = Item Block J = Jump Plate L = Lava

Strategy

- 1) Don't turn right (driver's perspective) into this alcove it is a dead end.
- 2) You may want to turn right (driver's perspective) here to get the only item block in the backstretch of the course. You will have to perform some excellent power-turns to do this without losing speed.

b. Mario Circuit 3 =============

_| |

mksc 12002

| Coins

Mario Circuit 3 contains some very sharp turns and zigzags. There is a total of 50 coins that can be collected in this level.

Map

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<pre>Map Legend # = Finish Line ? = Item Block Strategy 1) This 180° turn is very sharp. Approach the turn on the ri</pre>	.aht side of the
road (driver's perspective) and power-slide close to the top the hairpin. As you come out of the turn slide to the right (driver's perspective) and get the item.	of the apex of
2) If you have a mushroom or a star you should take the short break in the wall. You must be careful because the break in narrow.	
=======================================	
c. Koopa Beach 1	mksc_12003
=======================================	
Koopa Beach 1 is an exciting course with tons of shortcuts. total of 50 coins that can be collected in this level.	There are a
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Map Legend			
# = Finish Line	? = Item Block	G = Grass	W = Deep Water
Strategy			

- 1) Here you can get a shortcut that will quickly send you to the next lap. You must have a mushroom to do this shortcut. Angle your kart towards the bottom left corner on the level (map perspective) and boost towards stategy point #1. Once you approach the water, hop with R to get over the water. If you did the secret right, you should advance to the next lap once you pass the finish line.
- 2) You should get this item on every lap. One should be careful because there is a patch of deep water that will cause you must avoid.
- 3) If you have a mushroom or a star, you can hop this patch of deep water. Approach the water and use your item. You can get a bigger shortcut with a mushroom. If you do this shortcut, you will be unable to acquire a second item.

d. Choco Island 2

mksc 12004

===========

Choco Island is a course with a lot of narrow roads. Lighter drivers may have problems with this track. There are a total of 50 coins that can be collected in this level.

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= Finish Line ? = Item Block D = Snow W = Deep Water

Strategy

- 1) There are ice blocks here. If you hit them, you will stop for a second.
- 2) There are more ice blocks here. They are aligned in a straight line.
- 3) Here there are ice blocks scattered in this narrow path. There is a good chance that you'll hit a few blocks no matter what you do.
- 4) This is the only good place to use mushroom boost.

b. Bowser Castle 3

mksc 13002

Bowser Castle 3 is a challenging course with narrow stretches. A total of 50 coins can be collected in this level.

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= Finish Line ? = Item Block J = Jump Plate

Strategy

- 1) This area of the course has a lot of coins. If you are going for a good ranking in Grand Prix mode make sure to pick up these coins.
- 2) Take the left path (driver's perspective) to get an item.
- 3) Here take the right path to get another item.
- 4) When coming out of this 180° turn, the path splits into three. Take the middle path to acquire an item.
- 5) This is a good place to use mushroom boost.

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c. Mario Circuit 4

mksc 13003

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Mario Circuit 4 is a course with a lot of tight turns and a little shortcut. A total of 50 coins can be collected in this level.

Map

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ap	Legend	
=	Finish Line ? = Item	
tr	rategy	
he	This is one of the tightest hairpin turns in the game. e only practical approach to handling this turn.	
	There are two options here. If you have a mushroom, be eak in the wall. However, if you don't have a mushroom	
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Map Legend	
# = Finish Line ? = Item	W = Deep Water $J = Jump Plate$
Strategy	
1) There is a break in the woode perspective) so that you don't fa	n bridge. Stay to the left (driver's all in the water.
jump plate use a mushroom. You wooden bridge. As you hit the j	ortcuts in the game. As you approach the use the mushroom when your kart is on the ump plate turn slightly to the left (driver's ust before the finish line. This shortcut
3) As you enter the zigzag, hug gain a significant amount on you	the corners of the hairpin turns. You will r competitors
14. Extra Special Cup	mksc_14000
Vanilla Lake 2 and Rainbow Road.	ecial Cup are Koopa Beach 2, Ghost Valley 3,
a. Koopa Beach 2	mksc_14001
Koopa Beach 2 has an unorthodox can be collected in this level.	design. There are a total of 50 coins that
Map	
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Map Legend				
# = Finish	Line ? =	= Item W = De	eep Water	G = Grass
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Strategy				
				with scattered patches of
deep water.	Your kart	will sink in the	e deep water.	On the right (driver's
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				ittle shorter but does not
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	If about to	fall in deep wat	ter, you shou.	ld attempt to hop over the
pit.				
2) This is	a good logat	ion to use a mus	shroom boost	
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3) Yet anot	her good loc	cation to use a m	nushroom.	
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========	=====			
b. Ghost Va	lley 3			mksc_14002
=======	=====			
	=			tricky turns and pits. A
total of 50	coins can b	e collected in t	chis level.	
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Map Legend

= Finish Line ? = Item J = Jump Plate

Strategy

- 1) If you have a mushroom you can get huge short cut off of the jump plate. About one second after you come out of the previous 90° turn, use your mushroom and approach the jump plate. Just before you hit the jumper, begin to turn you kart to the right (driver's perspective). Continue to turn to the right when your kart airborne. The momentum of the mushroom should launch your kart across the gap onto the track. As you land on the track, your momentum will most likely cause you to hit it and then fall over the edge. To prevent this from occurring, hit the breaks as you land.
- 2) This turn is a good place to power-slide and get a mini-boost.
- 3) A solitary item block is located here. One should get this item block every time. Also, one must be weary of the pit that is located just ahead of the jump plate.

c. Vanilla Lake 2

 ${\tt mksc_14003}$

This is a very challenging course. They are ice blocks almost everywhere and plenty of deep water. There are however, several small shortcuts to help you out. A total of 50 coins can be collected in this level.

Map

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= Finish Line ? = Item W = Deep Water D = Snow

Strategy

- 1) This area of the track contains a lot of ice blocks. It will take quite a while to get through if you collide with the blocks. Fortunately, the blocks are placed in an organized manner and there are spaces where it is possible to fit your kart right between the barriers.
- 2) There are a lot of small islands in this area. It is possible to hop from island to island cutting across a large part of the lake for a nice shortcut. If you do not hop from island to island, you will be taking a longer and much slower lap. It should be noted that the two most northern islands (map perspective) are not practical for the island-hopping shortcut.
- 3) This area contains a patch of snow that will slow you down. It also contains a large scattered group of ice blocks that will slow you down. If you don't perform the island-hopping shortcut, you will encounter this area.

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d. Rainbow Road

mksc 14004

Rainbow road is a challenging course that contains no barriers meaning that your kart can fall off the edge at any time in any location. A total of 50 coins can be collected in this level.

Map

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Map Legend

= Finish Line ? = Item

Strategy

- 1) One should power-slide into this turn.
- 2) It is possible to power-slide through this entire 180° turn and come out with a mini-boost.
- 3) This turn is much tighter then the others. While it is possible to successfully pull off a power-slide, it is very difficult.
- 4) Here the path splits into two. The right side (driver's perspective) contains an item block while the left side (driver's perspective) contains eight coins. The turn into the homestretch is easier to make if the left side is taken. More often then not, you will want to take the right path.
- 5) The homestretch is the only place where it makes sense to use a mushroom.

15. Battle Mode mksc 15000 _____

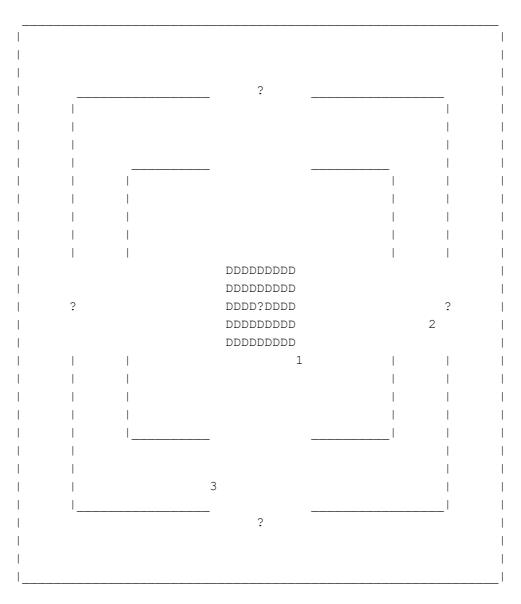
The four battle mode courses are not racetracks; they are tailored for battle mode. They do not contain a finish line, they do not have coins and there are several item blocks. The courses have creative names, Battle Course 1, Battle Course 2, Battle Course 3 and Battle Course 4.

===============

a. Battle Course 1 =============== mksc 15001

Battle Course 1 is the simplest of all the battle courses. Its design is based in the different "raceway" courses.

Map



Map Legend

? = Item D = Dirt

Strategy

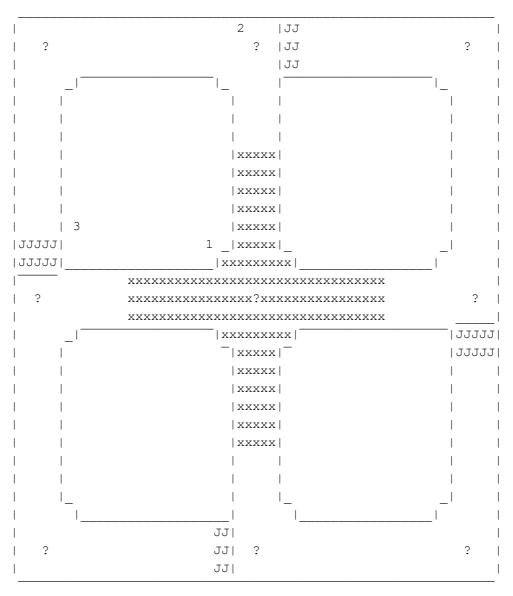
- 1) The centre of the course contains an item block. Make sure to get a good boost off of the starting line to get the item before anyone else does.
- 2) The best location to place bananas is in close proximity to item blocks. There, opponents are more likely to hit them.
- 3) The best strategy to avoid red shells is to keep an item on your tail. The second best strategy is to turn sharply near walls. There is a remote chance the a red shell will hit the wall instead of your character.

b. Battle Course 2

mksc_15002

Battle Course 2 contains a lot of interesting elements such as jump plates and a metal grating floor. This battle course is based on "Bowser Castle" courses.

Map



Map Legend

? = Item J = Jump Plate

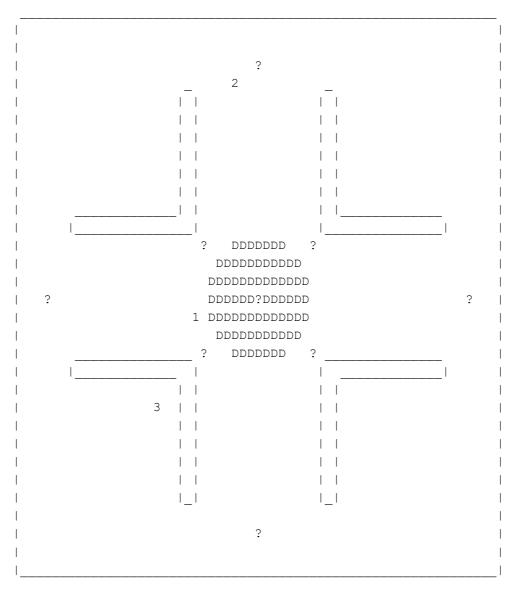
Strategy

- 1) The grated middle of this battle course provides excellent camouflage for bananas and red shell traps.
- 2) One of the best locations to place bananas is in close proximity to item blocks. There, opponents are more likely to hit them.
- 3) Driving over the jump plates and going over the walls is the best was to avoid red shell attacks in this level. One must be careful not to jump off the course into the lava pits. If you fall in the lava pits, you will lose a balloon

c. Battle Course 3 mksc_15003

Battle Course 3 is the most wide-open of all the battle courses. Each match will be frantic and quick. Its design is based in the different "raceway" courses.

Map



Map Legend

? = Item D = Dirt

Strategy

- 1) The centre of the course contains an item block. Make sure to get a good boost off of the starting line to get the item before anyone else does.
- 2) The best location to place bananas is in close proximity to item blocks. There, opponents are more likely to hit them.
- 3) The only real protection from red shells is in the corners of the boomerang shaped walls. Basically, your only real protection from red shells in this course is having an item on your tail.

mksc_15004

d. Battle Course 4

This is the only battle course that contains water. The design of Battle Course 4 is based on the "Yoshi Desert" level.

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Map Legend

? = Item W = Deep Water

Strategy

- 1) The best location to place bananas is in close proximity to item blocks. There, opponents are more likely to hit them.
- 2) The corners of the level are very narrow. Place bananas and red shells in the corners to get your enemies.
- 3) The water in this course provides for some interesting game play. If you fall in the water you will lose a balloon. The water can be very useful for getting red shells of your back. If a red shell is on your tail, hop over the edges of the water negate its threat. Also, if your opponent falls into

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Map Legend

@ = Shortcut Path

Strategy

1) You can use a mushroom here and cut across the grass to get a tiny short cut.

b. Shy Guy Beach

mksc 16002

Item Block X3 Coins X3\$ 2 MDDDDDDDDDDDDDDDDDDDD @@DDDDDDDDDDDDD@ Coins X5 \$ Coins X16 @@@@@@@ ...\$ T... K...\$T Coins X9 Κ..? /\ /||\ . . ##### 1.1 . . .? - 11DDDD....DDDD.TDDDDDDDDDDDDDD...DDDD.J.DDDDDDDDDDDDDDDDDDDDD....DDD.J?...DDDD....... . . Coins X6 Coins X8 Map Legend _____ # = Finish Line ? = Item Block M = Mushroom Boost Spot D = Dirt T = Tree J = Jump Plate U = Umbrella K = Crab @ = Shortcut Path \$ = Shortcut Path Strategy _____ 1) Take the narrow path on the left (driver's perspective); it will lead to a short cut. 2) Use a mushroom to boost across the small island. This shortcut will shave off about one second. _____ c. Riverside Park mksc 16003 *** **** ZZZ*** JJJ

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= Finish Line ? = Item Block M = Mushroom Boost Spot Z = Zipper J = Jump Plate @ = Shortcut Path \$ = Shortcut Path

Strategy

- 1) You will see a small wooded platform that leads off the track. Boost off it with a mushroom and then jump with the R button. If you did it just right you will go over the wall and get a nice shortcut. This is an extremely difficult shortcut to get. Only the best Mario Kart players will be able to get this shortcut consistently.
- 2) Here there is a little path of shallow water. Drive through it to get a shortcut.

mksc 16004 d. Mario Circuit

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\# = Finish Line ? = Item Block M = Mushroom Boost Spot Z = Zipper @ = Shortcut Path
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Strategy

1) This is the best place to use a mushroom. Boost here and cut across the grass then go on the small road with the zipper and coins.

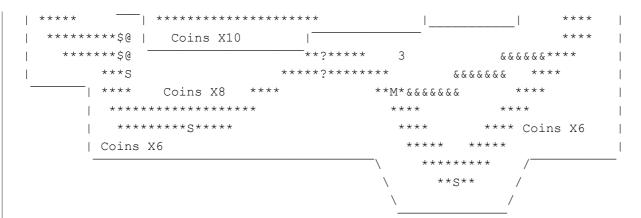
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= Finish Line ? = Item Block M = Mushroom Boost Spot Z = Zipper

J = Jump Plate S = Mouser @ = Shortcut Path \$ = Shortcut Path

& = Shortcut Path

Strategy

- 1) This is one of the best shortcuts in the game. Angle your kart so that you are facing the right (driver's perspective) as you approach the big jump. Use a mushroom to hit the jump at a high speed. Once you hit the jump turn sharply right. It done correctly, you will bounce off a group of jump plates and get an awesome shortcut.
- 2) If you don't have a mushroom you can get another shortcut here. As you go over the jump, turn left (driver's perspective) and bounce off the group of jump plates.
- 3) Use a mushroom here to cut across the dirt and get a shortcut.

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g. Sky Garden

mksc 16007

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and then pull-off	hop to the	e road again.	This is a downside.	good If yo	shortc	e small cloud island ut that is easy to this shortcut you will
h. Cheep-		and				mksc_16008

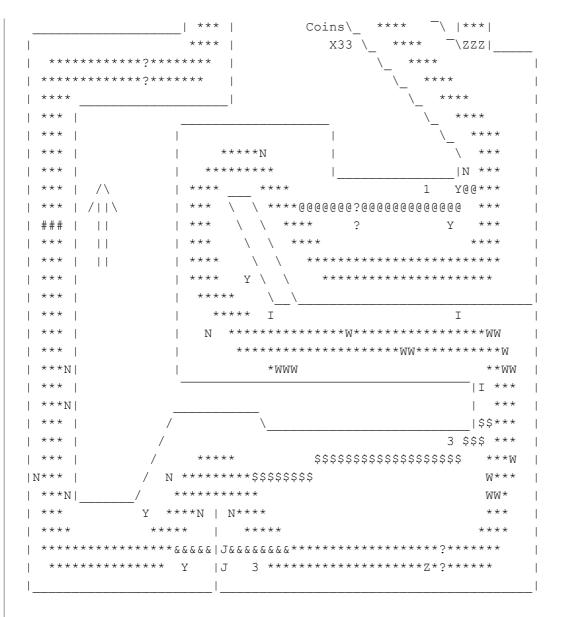
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Map Legend
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# = Finish Line
             ? = Item Block J = Jump Plate Z = Zipper
G = Grass
               K = Crab
                            @ = Shortcut Path
Strategy
_____
1) There is a very nice shortcut here. Use a mushroom to get an awesome jump
off of the jump plate land on one of the two small wooden platforms that are
located in the water. Hop off of the platform you landed on to reach the
wooden bridge.
_____
i. Snow Land
                                                  mksc 16009
_____
                                     Coins X7
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|***|

|***| |ZZZ|

|ZZZ| Coins



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\# = Finish Line ? = Item Block V = Teepee Z = Zipper J = Jump Plate N = Snowman Y = Icy Patch I = Penguin
```

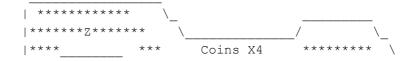
W = Deep Water @ = Shortcut Path \$ = Shortcut Path & = Shortcut Path

Strategy

- 1) You can drive between the icy patches for a small shortcut. You will also get an item on this shortcut.
- 2) After the 180° turn, turn sharply right (driver's perspective) and you will find a path. It is a little shorter then the regular path but you will miss an item.
- 3) While using a mushroom, you can hit the jump plate and get over the wall for a small shortcut.

=========

j. Ribbon Road mksc_16010



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Map Legend

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

@ = Shortcut Path

Strategy

the jump.

1) Here is the massive shortcut. Hit the first zipper and then hit the row of zippers. Once you hit the jump plate turn right (driver's perspective) and you will land on the path that is past the second jump. You must hit both the solitary zipper and the row of zippers to get enough speed to make

k. Yoshi Desert

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      Coins X6
                                  Coins X4
Map Legend
_____
\# = Finish Line ? = Item Block J = Jump Plate Z = Zipper
R = Piranha Plant W = Deep Water @ = Shortcut Path
Strategy
_____
1) Take this hairpin sharply; once you come out of the turn you will be
facing the lake. To the left (driver's perspective), behind the piranha
plant there is a jump plate. Hit it at the right angle to jump across the
river for a nice shortcut. This shortcut will save you a lot of time.
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                                                       mksc 16012
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1) If you boost to the left (driver's perspective) you will go over the water and get a little shortcut.

Strategy

- 2) Here you might be able to boost straight across the water. You will need to be moving at an incredibly high speed. This shortcut is easier to attain if you are using one of the heavy weights.
- 3) Yes there is another boosting shortcut here. This one is easier to attain then the one in strategy tip number 2. With the assistance of a mushroom, you should be able to boost across to the area where the falling rocks are located. If possible, this shortcut should be done each lap in the time trials.
- 4) This is where you can attain a nice shortcut. As you come out of the $180\,^{\circ}$ hairpin, keep to the right (driver's perspective) and hit the zipper that is located before the jump. When you hit the jump, you'll go higher and father then usual. Use the extra distance and jump right (driver's perspective) and bounce off the jump plates that are located to the right (driver's perspective) of the barrier. This is a huge shortcut.

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|000 0000| \0000 Coins|00000 \$ \$& 00000| 00000000 0000 X5 ⁻|Joo 000000 000\$ \$& 30000| \$ xxxx |000B0| 00 0000 ZZZZ\0000| |Zoo| 000 000\$ & XXXX JJJJB & xxxx Coins |ooo| 100 000 | 000 | \$ & xxxx |ooB| 000 00 Coins|ooo| |ooo| Coins \$ & xxxx X8 |ooo| \$ 10001 |ooZ| X5 1000000001 \$ |00000000| 0000 |00J| 00 0000 00 |ooJ| Coins J0000000| 0000 00000| |Zoo| X5 J000000 00| |00000000\$000000000 0000000000 00000000 |Joo!!!!!!oooooooooooooooo | OOB | 4 | JOOJJ 10001 00 000 J000|

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= Finish Line ? = Item Block J = Jump Plate D = Dirt B = Boo Z = Zipper @ = Shortcut Path \$ = Shortcut Path

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& = Shortcut Path ! = Shortcut Path

- 1) This bridge here is partially invisible, it is not a major shortcut but taking it will make the next turn a little easier for you. Overall, I would recommend that you avoid taking this bridge. Also, here you will encounter the first Boo on this course. If a Boo catches you, you'll slow down and lose coins.
- 2) Here you can take one of three shortcuts. None of these shortcuts are extremely easy. I'll list them in increasing difficulty:

Shortcut #1 - Use a mushroom and hit the jump plate located to the left (driver's perspective). When you hit the jumper, veer left (driver's perspective) and land on the partially invisible bridge. If you have a lot of speed as you use your mushroom, you might even jump over the partially invisible bridge.

Shortcut #2 - Use a mushroom and hit the jump plate located on the right (driver's perspective). When you hit the jumper, veer right (driver's perspective) and land on the little island. Once on the island you will hit a zipper and then another jump plate. You will then make it across the gap for a nice shortcut. When using a mushroom for this shortcut, you must use it when you are close to the first jump plate. If you are too far from the jump plate, you'll boost over the island.

Shortcut #3 - This is the big one. First you must perform a right power-slide into the jump plate located on the right (driver's perspective). Once your kart has turned right be 90°, boost into the previously specified jump plate. You'll hop into the area where a "+" is located. This shortcut is one of the most difficult ones to attain in the game.

- 3) The bridge here is partially invisible, you should use it if you don't have a mushroom that can be used to get one if the previous three shortcuts.
- 4) You guessed it, another partially invisible bridge. You should always attempt to use this bridge. When exiting, power-slide into the zipper that is near by.

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n. Rainbow Road

mksc 16014

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Map Legend

Strategy

- 1) If you have a mushroom you can get a massive shortcut here. As you are boosting, you will hit the jump plate and go over the big gap.
- 2) Another mushroom boost location. Power-slide to the right (driver's perspective) and boost into the jump plate so that you can land across the gap. This is a big shortcut but it is not bigger then the one in shortcut tip #1.
- 3) This is another area where you can get a shortcut. To get this shortcut you must be in time trial mode and have at least 2 mushrooms available. First you must perform the shortcut on shortcut tip #1. Then you must drive backwards through the course and boost across the gap at shortcut tip #2. This shortcut is good for setting lap records.
- 4) You can hop this gap if you are going relatively fast.
- 5) You can hop this gap too if you are going relatively fast.
- 6) When you come out of the straightaway packed with zippers, turn to the right (driver's perspective). You can use your speed to jump across the gap for a nice shortcut.

17. Extra Tracks Shortcut Guide mksc 17000

a. Mario Circuit 1

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Map Legend _____

= Finish Line ? = Item Block @ = Shortcut Path

Strategy _____

1) After this turn you could go across the dirt to get an item. If you go on the dirt at regular speed you won't make any substantial gains on the competition. If you have a mushroom or a star, by all means cut across the dirt path your speed will not be affected when you use one of these items.

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mksc 17002 b. Donut Plains 1 ______

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Map Legend

= Finish Line ? = Item Block @ = Shortcut Path

Strategy

1) If you have a mushroom, use it here and go between the break in the wall to get a nice shortcut.

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c. Ghost Valley 1

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Map Legend			
<pre># = Finish Line ? = Item Block \$ = Shortcut Path</pre>	J = Jump Plate @	= Shortcut P	ath

Strategy

- 1) After you make this turn, use a mushroom and hit the jump plate. After you hit the jump plate turn to the left side (driver's perspective) and you will fly over the gap and land on the platform near strategy tip #2. This is an excellent shortcut. You must boost near the location of strategy tip #1. If your kart is too close to the jump plate you will not attain enough speed from the mushroom to make it over the gap.
- 2) It is possible to make this shortcut without a mushroom. However, it is very difficult. If you have a star, drive towards the gap and hop with R to make it over. The extra speed of the star should give you enough velocity jump over the gap if you time it right. It is also possible to jump this gap without and items at all. Use Bowser, Wario or Donkey Kong. Those characters can attain speeds that allow you to make the gap.

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d. Mario Circuit 2 mksc_17004

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Map Legend

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

@ = Shortcut Path \$ = Shortcut Path

Strategy

- 1) If you have a mushroom or a star you can cut across the dirt path. If you perform this shortcut, you will miss the item.
- 2) There is an opportunity here for an excellent shortcut. You must have a mushroom to perform this shortcut. As you approach the zippers and jump plates, use a boost. Once you are in the air, turn left (driver's perspective) you will land close to the finish line.

e. Choco Island 1

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mksc 17005

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Map Legend

= Finish Line ? = Item Block D = Mud @ = Shortcut Path

Strategy

1) If you have a mushroom or a star, you can cut across the dirt to get closer to the finish line. At shortcut point #1 turn left (driver's perspective).

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f. Ghost Valley 2

mksc 17006

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Strategy

1) You can hop this gap if you have a mushroom. Boost into the gap and hop with R just before the gap.

g. Mario Circuit 3

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Map Legend		
<pre># = Finish Line ? @ = Shortcut Path \$</pre>		rass W = Deep Water
Strategy		
You must have a mushro bottom left corner on point #1. Once you as	oom to do this shortcut the level (map perspect oproach the water, hop	ckly send you to the next lap. . Angle your kart towards the tive) and boost towards stategy with R to get over the water. If to the next lap once you pass
mushroom. If you do to item. ===================================	this shortcut, you will	be unable to acquire a second mksc 17009
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Map Legend

= Finish Line ? = Item Block D = Mud @ = Shortcut Path

Strategy

1) You can cut across the gap by going through this break in the wall. Use a mushroom or a star. If you got a boost from the starting line, you may be able to get the shortcut as well.

j. Mario Circuit 4

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Map Legend

= Finish Line ? = Item @ = Shortcut Path

Strategy

1) There are two options here. If you have a mushroom, boost through the break in the wall. However, if you don't have a mushroom, collect the item.

k. Donut Plains 3

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Map Legend		
<pre># = Finish Line ? =</pre>	Item W = Deep Water J = Jump Pl	ate
@ = Shortcut Path		
Strategy		
	ggest shortcuts in the game. As you ap	
	om. You use the mushroom when your kart	
	nit the jump plate turn slightly to the	
	d land just before the finish line. Th	is shortcut
will cut your lap time i	n naif.	
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              Map Legend
# = Finish Line
            ? = Item
                     J = Jump Plate
                                   @ = Shortcut Path
Strategy
1) If you have a mushroom you can get huge short cut off of the jump plate.
About one second after you come out of the previous 90° turn, use your
mushroom and approach the jump plate. Just before you hit the jumper, begin
to turn you kart to the right (driver's perspective). Continue to turn to
the right when your kart airborne. The momentum of the mushroom should
launch your kart across the gap onto the track. As you land on the track,
your momentum will most likely cause you to hit it and then fall over the
edge. To prevent this from occurring, hit the breaks as you land.
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m. Vanilla Lake 2
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Map Legend

= Finish Line ? = Item W = Deep Water D = Snow

@ = Shortcut Path

Strategy

1) There are a lot of small islands in this area. It is possible to hop from island to island cutting across a large part of the lake for a nice shortcut. If you do not hop from island to island, you will be taking a longer and much slower lap. It should be noted that the two most northern islands (map perspective) are not practical for the island-hopping shortcut.

18. Codes/Secrets

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Unlock Extra Cups

There are 20 extra courses that cam be unlocked in Mario Kart: Super Circuit. These extra courses are actually the 20 courses in the SNES original, Super Mario Kart. There are 5 extra cups that correspond to the 5 cups in the game (Mushroom, Flower, Lightning, Star and Special). To unlock these cups, one must first complete the cup once while earning a gold medal. Secondly you must re-enter the same cup and complete it with having collected 100 coins. Doing this will unlock the extra cup (Mushroom, Flower, Lightning, Star and Special) in whatever difficulty you where playing in (50cc, 100cc and 150cc).

Unlock Extra Cups in Time Trial Mode

To have access to the extra cups in time trial mode they must be unlocked in the 150cc difficulty level.

Unlock the Special Cup

To unlock the special cup you must first receive a gold medal in each of the preceding cups (Mushroom, Flower, Lightning and Star). The special cup must be unlocked in each difficulty level (50cc, 100cc and 150cc).

Unlock the Special Cup in Time Trial Mode

To have access to the special cup in time trial mode it must be unlocked in the 150cc difficulty level.

Title Screen Change

The colour of the sky in the title screen will change from blue to red once you get a gold medal on every cup on every difficulty level (50cc, 100cc and 150cc).

Another Title Screen Change

If you earn a triple star rating on every cup in all three difficulty levels (50cc, 100cc and 150cc), the sky in the title screen will chance once again to a nighttime setting. Good Luck!

Boost of the Start

Every Mario Kart game has the hidden option to boost from the starting line. Mario Kart: Super Circuit is no exception. To get a boost from the starting line, hit the gas just before Lakitu's final light is illuminated.

Boost After a Disaster

Messing up so that Lakitu has to pick you up is not something to be proud of. To make it up for your self, hit the gas just before Lakitu places you on the ground. You will get a nice boost if timed right. This takes a while to master.

Perfecting your Power-Slide

The power-slide is important. Just like Mario Kart 64, you can get a tiny boost after a power-slide. To get a micro-boost you must have a good power-slide so you cannot drive into any dirt. The micro-boost occurs when power-slides are longer than usual (turning through 180° turn). I am not completely sure how you get the micro-boost, but I have gotten it. If anyone knows how to get the micro-boost on every turn email me at ndex@gamersuplink.com.

The trick to power-sliding on non U-turns is to start on the inside of the

curve, turn to the outside of the curve, skid around the outside & back towards the inside, then steer back into line. Here is an ASCII map:

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Thanks to Martin Foster for the tip.

-----Preventing Spinouts _____

As you probably know, hitting a banana will cause your kart slip for a few seconds and then spin out. During the short period of slippage before you spin out, press B. If done correctly a music note will appear above your racer's head and you will recover. This technique works on other hazards such as the crabs in Shy Guy Beach and the Podoboos and Mechakoopas in Bowser Castle levels.

Player Select Fun _____

One the player selection screen, pressing are will make the spinning character jump. Pressing L will make the spinning player shoot a green shell.

-----Erase Saved Data _____

Holding L + R + B + START as you turn the power on will erase saved game data.

19. Acknowledgements ______

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

Mario Kart: Super Circuit instruction manual - for the instruction booklet comments in the characters section.

GameFAQs - for the Codes/Secrets section.

Their Mario Kart: Super Circuit code/secrets page is located here: http://www.gamefaqs.com/portable/gbadvance/code/31655.html

IGN Codes - for the Codes/Secrets section.

Their Mario Kart: Super Circuit code/secrets page is located here: http://codes.ign.com/codes/53/15249.html

Martin Foster - assistance on the "Perfecting your Power-Slide" tip.

Xander - for the title ASCII art.

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

20. Legal Information

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This guide has been submitted to GameFAQs (www.gamefaqs.com) and Neoseeker (www.neoseeker.com)

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21. Closing

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

mksc end

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