

Mario Kart Super Circuit FAQ

by Azrael Blade

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Mario Kart: Super Circuit FAQ
For the Gameboy Advance
Version 1.05 (Last Updated 8/28/01)
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Table of Contents

1. Introduction
2. Controls
3. Game Modes
4. Characters
5. Tracks
6. Items
7. Secrets/Tips and Tricks
8. Contact Information

== 1. Introduction ==

The newest installment to the Mario Kart series is finally out for the Gameboy Advance! The same characters from Mario Kart 64 are here, but there are MANY new tracks for you to ride on as well! The graphics are great, the sound is great, and this game is just as fun as its predecessors. If you're a big fan of Mario Kart, then I'd recommend you buy this one as well for some more fun in the series!

== 2. Controls ==

Control Pad: Steer racer, move cursor on menu screens

Start: Pause, start game

Select: Honk horn while driving

A: Accelerate, confirm selection on menu screens

B: Brake (hold while using Control Pad to go in reverse), cancel selection on menu screens

L: Use item

R: Jump (hold while pressing Left or Right on the Control Pad to power slide)

A + B: Make a spin turn while holding Left or Right on the Control Pad

-- 3. Game Modes --

Mario GP -----

This is the main area of the game, where you race in one of 5 cups against 7 other racers. There are 4 courses in each cup, and after each race, you gain points according to what position you came in. After you finish the cup, if you're in the top 3 positions, you'll win either the Bronze, Silver, or Gold Cup for that set of courses. You are also given a rank, which I believe depends on the number of Coins you pick up throughout the courses you just played through. I've yet to find out what happens if you get the highest rank, but when I do, I'll be sure to add something about it here!

Time Trial -----

This game mode allows you to race on any of the available tracks against the clock to set a speed record. After racing on a course, you can race against your ghost on the same track. That way you can try to beat your previous record that the ghost is representing. I'm not sure what happens yet if you beat all the course records on Time Trial, but if any information regarding it comes in, it'll definitely be added!

Quick Run -----

This is basically a practice mode for the regular Mario GP. Here, you can pick the cup and track, as well as the difficulty (50cc, 100cc, or 150cc) to play in. You'll race against the 7 computer-controlled racers, but the outcome of these races are not counted towards anything. It's just meant for you to practice and get used to a specific course before playing for real on Mario GP.

Multiplayer -----

If you're linked up with another Gameboy Advance system, you'll be able to access multiplayer mode. You can connect with 3 other systems for a 4-player game, even if there is only one game cart being used. Here's a quick rundown of each mode in multi/single cart multiplayer mode:

Vs.: For Vs. mode (if all systems have a cart), players can pick any character and race against each other on any already-open track.

Battle: If all systems have Mario Kart Advance carts in them, you can play on any of 4 battle courses with any character. Each player has 3 balloons surrounding them, and when hit by an attack, one is lost. When all 3 balloons are gone, that player is out.

Single-Cart Vs.: If only one GBA system has a cart, you and any other players can race on any already-open track. However, you can only use differently colored Yoshis as your characters here.

Ghost Exchange

On the title screen, if you select this option while linked to another GBA system, you can trade ghost data with other players. That ghost data is saved from Time Trial mode, so that's what this option is for basically: to trade ghost records with others.

-- 4. Characters --

Note: Each character has a rating from 1-5 stars in 2 categories; speed and weight. The heavier the racer is, the harder it will be for others to knock them around during the race. And for acceleration, the higher the rating, the faster you speed up. On the player select screen, you'll be able to see these stats as well, but they're included in this FAQ for reference purposes. Also, if you select the question mark box in the middle, you'll randomly select a character to use.

Mario

Speed: 3

Weight: 3

Luigi

Speed: 3

Weight: 3

Peach

Speed: 5

Weight: 1

Toad

Speed: 5

Weight: 1

Yoshi

Speed: 4

Weight: 2

Donkey Kong

Speed: 2

Weight: 4

Wario

Speed: 2

Weight: 4

Bowser

Speed: 1

Weight: 5

== 5. Tracks ==

Mushroom Cup

Peach Circuit

Description: The very first course on the very first cup is obviously quite easy to complete. It's very straightforward with no major turns to worry about. There is a hairpin turn near the end of the track, but it's pretty wide, so you won't have trouble on it.

Shy Guy Beach

Description: This course takes place on a series of dry sections of land, as well as shallow areas of water in between. There are crabs walking back and forth across some parts of the track, so avoid them if you can. Also, about halfway through the course, cannonballs will fall from the sky, so you might want to steer clear of those when you hear them being shot.

Riverside Park

Description: This course is a bit longer than the previous courses of this cup. There are many more turns, as well as two large jumps. The first jump is over water, and the second is over a section of the track going in the other direction. The tight turn leading to the second turn can be annoying, so try not to spin out or you won't be able to make it across the jump because you weren't moving fast enough.

Bowser Castle 1

Description: The first of several Bowser Castle tracks is the most straightforward one there. There are a couple of hazards in here, including Thwomps that come crashing down, then go back up again before repeating. Also, there is a section where you must make a series of jumps over lava, in which fireballs shoot up from. If you get hit, you'll be temporarily stopped, so be careful.

Flower Cup

Mario Circuit

Description: This is a pretty simple course, with no hazards and a pretty straightforward track. There is a hairpin turn in the first half of the course, and that's about it for tough turns. Near the end of the track, just before the finish line, there's a seemingly out-of-the-way section of track to the right. Go straight through the grass and onto this section and collect the line of Coins, then hit the booster for a quick turbo boost, which can be helpful if you're trying to catch up!

Boo Lake

Description: This course is a bit tougher than the previous bunch of courses you've played through. In the first straightaway, there are several lines of boosters, as well as jumps for you to make after hitting the boosters. There are a few tight

turns here, and two path splits. For the first path split, I recommend taking the left branch since there are more Coins there. For the second split, there is a shortcut you can take that'll shave a second or two off each lap. Take the left branch at the split and go across the bridge, then continue left through the rest of the course.

Cheese Land

Description: This track can be a little confusing at times, especially in the beginning area since it can seem misleading. The track is a bit wavy, and the only section of track that'll slow you down is the dark orange parts along the outer edges, so you'll be alright. There are 2 jumps you must make as well; you make a sharp left turn to hit the first one, then a sharp turn to the right for the other one. Near the end of the track, there are mice that walk around on the track, causing you to spin out and lose Coins if you hit them. Steer clear of them and you'll be in good shape here.

Bowser Castle 2

Description: This course can be a little annoying at times, especially on the parts where the track itself is above the lava on the grating. There are still Thwomps around to avoid, as well as the series of small jumps and the fireballs to avoid there. At a couple of parts of the track, the track becomes grated and can be difficult to see where it leads at times. In those areas, I recommend you stay towards the middle so you won't have to worry about falling into the lava or anything. There are also a couple of boosters at the start of the straight sections of track, but they're towards the right side of the track, so you might want to hit those for a good boost as well.

Lightning Cup

Luigi Circuit

Description: This course is rainy, and there are many puddles along the track. If you drive straight into one, press B before you totally spin out! There are a few tight turns here, and that's about it for this rather straightforward course.

Sky Circuit

Description: This sky-bound course is pretty easy, with no hazards besides the vines along the sides of the track. There is a small jump in the first half of the course, which isn't a big deal either. This one's very simple to get through with no problems, which is a relief since the following courses are a bit worse.

Cheep Cheep Island

Description: Here on this beach-themed course, giant Cheep Cheeps are jumping in and out of the water in the background. There are crabs wandering around again on the beach, so stay clear of them. In the large section halfway through the track (it's the large area on the map), stay to the left and you'll hit the two lines of boosters there that you would otherwise pass up.

Sunset Wilds

Description: This desert area is pretty easy to get through, and there are many boosters and straight paths here as well. The first couple of sharp turns are perfect to power slide on for an added boost. When you reach the large muddy section with the boosters scattered around, keep in mind that the course is going straight, despite how the boosters' arrows are pointing to the right. There is a large area with a bunch of Shy Guy Indian teepees set up; those you should really avoid. If you hit one, a Shy Guy Indian will jump onto your kart and start taking your Coins. Shake it off by hopping repeatedly, or wait until it falls off.

Star Cup

Snow Land

Description: This icy track is a pretty interesting change, compared to other tracks you've played so far. There is snow along the sides of the course, which slows you down if you ride in it. After the long straightaway with the line of Coins, stay to the right to go on a light blue path, which is a type of shortcut. Then after the wide hairpin turn, avoid the icy ponds and stay to the right to travel on another shortcut path. There are also penguins standing around that you should avoid, as well as dark blue patches of ice along the sides, which will make you spin out if you move across it.

Ribbon Road

Description: This is another very straightforward course, since all you have to do is follow the red road with the white line in the middle. There are several boosters throughout the course, as well as 2 jumps across portions of track below. There are a couple of somewhat tight turns, but overall it's a smooth ride through this track.

Yoshi Desert

Description: The track is pretty straightforward, but it's pretty bumpy and the turns can be tough at times. There are whirlpools of sand alongside certain parts of the track, and if you drive into it, a giant piranha plant will eat you and spit you out, which wastes valuable time in your race. Besides that, there is nothing really big to worry about here.

Bowser Castle 3

Description: The third Bowser Castle course is probably the smoothest one you've faced so far. There's nothing really new here, besides the grated sections above the lava, the Thwomps, and the fireballs. However, there is a tight hairpin turn (you'll see it on the map) that you should power slide around the bend before to help you out.

Special Cup

Lakeside Park

Description: This is the first truly annoying track, mostly because of the tight turns. There is a tight hairpin turn (power slide here;

it helps) just before a jump across a part of the track, but be ready for the sharp left turn after the jump. There are a couple of walls with bumpers on them, which you should avoid since you may end up jumping across to the other side of the track, where you'll end up being further back than you're supposed to be. In addition, there are sections where the volcanic eruptions in the background will drop rocks of lava on the track, so you'll want to avoid those as well.

Broken Pier

Description: This ghost-infested level is a little tough, since there are many turns and gaps. There are also ghosts floating above the track, and if you drive under one, it'll cling onto you and start taking your Coins. Shake it off by hopping or just wait until it falls off by itself. Also, about halfway through the track, there's a long straightaway with a line of boosters to the left. Hit the boosters if you want and stay to the left, then across the narrow bridge for a little shortcut.

Bowser Castle 4

Description: The final Bowser Castle stage is obviously the most complex of all. The usual stuff is here, but there are also a couple Paratroopas flying around near the end of the track, so you should steer around them. Also, in the first area, there are no bumpers in front of the lava pits, so you better go around them or you'll fall in! About halfway along, there is a series of small hops across lava, followed by a big jump across part of the track, so be prepared for that.

Rainbow Road

Description: The last track of the last cup, and it really isn't too bad either! There are no real boundaries throughout the entire track, besides the beginning area. There are bumpers that act as boundaries all the way along, but they don't help because you can just bounce on one and fall off the track! In the beginning area, there are stars that fall and bounce on the track, spinning you out if hit. There are also thunder clouds floating around that will shrink you down if you're struck by their lightning. About halfway through, you'll notice a separate part of the track to the left before the path splits. Hit the bumper to the left and go straight onto that path, hitting a whole lot of boosters along the way to the end of that path. Be careful though, because if you hit the bumper at the end, you'll shoot too far ahead and you won't be able to land on the track!

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Bonus SNES Tracks
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Mushroom Cup -----

Mario Circuit 1

Description: The first course from the original Super Mario Kart is just about as easy as it's going to get. There are no hazards at all here, no tight turns; just a wide and easily navigable track.

Donut Plains 1

Description: This is another wide track, but the path is a bit wavier and some of the turns are tighter. The turns are wide enough for you to have no problems getting around, and they're also good for power sliding around if you like.

Ghost Valley 1

Description: The first of the Ghost Valley courses is obviously the easy one in the group. It's a smooth course with no major turns to deal with. There is a shortcut, however, that you can use. Near the end of the track, before the right turn leading around the bend to the finish line, there is a gap you jump before the turn. If you have the Mushroom item and you're going at a high speed, hit the bumper and use the Mushroom, steering to the left. You should make it onto the shortcut path, cutting a second or two off the time. I don't really recommend doing this though, since you'd most likely miss and fall into the pit.

Bowser Castle 1

Description: This one is definitely the easiest of the Bowser Castle tracks by far. There are no Thwomps or fireballs here, so you won't have to worry about those hazards. The turns are a bit sharp because of the corners, but it's nothing you can't handle anyway.

Flower Cup

Mario Circuit 2

Description: This is another easy track, since there are no real major turns here. There is one hairpin turn near the end, followed by a jump over a portion of the track, but you can power slide around that turn and stay on course, so no worries here!

Choco Island 1

Description: Here is the first of the Choco Island courses, and this one is pretty bumpy. There are a couple of chocolate puddles that will slow you down if you ride in them, but other than that, this course is a piece of cake!

Ghost Valley 2

Description: Like the first Ghost Valley track, this one isn't too much of a problem either. The turns aren't too tough, although they seem to be a bit sharp at times. Watch out for the areas with no boundaries, so you don't fall off the track, wasting time off your lap!

Donut Plains 2

Description: The last track of the Flower Cup is a bit more difficult than the other bonus ones you've played so far. The turns are even tighter here, making it tough to stay on the track the whole time. It'd be best if you used the power sliding technique to get around those turns.

Lightning Cup

Bowser Castle 2

Description: This course has sharp corners, which means there are a bunch of tight turns here. There are a couple instances where you may be misled on the track. On the first straightaway, you'll see a path branch off to the left; do NOT take that path because it's a dead end. Instead, continue straight and take the second left path. In the following area, you'll see a few different paths, so take any you want and continue through the course. Overall, this track isn't too tough, just as long as you don't get lost!

Mario Circuit 3

Description: This Mario Circuit track is the toughest one so far, since there are just so many tough turns to make! It's more difficult to stay on the track here, so you may want to either take it slow or just power slide around each bend.

Koopa Beach 1

Description: This beach-themed course is relatively short, with each lap taking no more than 20 seconds to complete. It's a simple follow-the-path course through a bunch of small islands, but you slow down when riding through the water. There is a shortcut you can take to get through each lap a couple seconds quicker though. After the beginning of the lap, stay to the right side of the track, riding in the shallow water if you want. You'll see a small island with an item box on it; follow the shallow path to it, then continue along it to the main path up ahead. From there, just continue right to the end.

Choco Island 2

Description: The beginning of the course starts off with a couple of tough turns, especially the one after the line of item boxes. Keep going along and the path leads through a large chocolate puddle, which isn't too big of a deal. The rest of the course is a bit bumpy, but that's not a problem either. The sharp turns in the beginning are the only real problems for this course.

Star Cup

Vanilla Lake 1

Description: This is the first of two icy SNES courses here. You'll skid if you go too fast and turn, so be careful. About halfway through here, there are several ice blocks in your way. Each time you hit one, it disappears for the rest of the race, so you may want to either hit them or go around them as best as you can.

Bowser Castle 3

Description: This is the final Bowser Castle course you'll have to get through, and it's not too tough either. There are no Thwomps or fireballs here; just a bunch of narrow paths, jumps over lava, and tight turns. Nothing you haven't seen before, so this place isn't too hard to get through.

Mario Circuit 4

Description: The last Mario Circuit track is similar to the previous ones. There are narrow paths and tight turns to worry about here, but just like the others, you can just power slide around the corners and handle it all pretty well. There are 2 hairpin turns near the end, which are the major turns of this track, so be prepared to slide around those.

Donut Plains 3

Description: The last track of the Star Cup and the Donut Plains series is honestly the toughest track I've played in this game! There are a couple of bridges you must cross, which have no boundaries on them, so be careful not to fall in the water on either side! The turn before the second bridge is wide, so you may skid into the water if you're not careful, and that bridge has a small jump; just hit the bumper and you'll bounce over the gap. The only real problems are the wide turns, but you can get around them if you're careful enough, so it's really not a big deal!

Special Cup

Koopa Beach 2

Description: This beach course is a little more difficult than the first Koopa Beach one you played. There are large grass patches that slow you down if you drive through them. There's also a fairly large shallow water section to get through, with some deep water spots there as well. Steer clear of the deep water to avoid falling in, and losing time off your lap.

Ghost Valley 3

Description: The final Ghost Valley level is quite easy, since there are no real sharp turns or jumps that you have to worry about. There are a few holes in the floor here and there, but you can just go around those easily.

Vanilla Lake 2

Description: This icy course is a bit annoying, especially since there are more ice blocks in the way this time around. Also, there's a large lake in the middle of the area, with small cracks filled with water in the track. Hop over those small cracks if you need to, and go around the ice blocks as best as you can. Stay on the main part of the track and you should be in good shape for this course.

Rainbow Road

Description: This is the final course that you'll have to get through in this game, and it has no boundaries whatsoever on the sides! The turns are pretty tight at times, and the track becomes narrow and it splits near the end, so be ready for that. At the split, you can get an item if you take the right path, or Coins on the left one. As long as you're careful around the turns, you'll be in good shape here.

-= 6. Items -=

Banana

Description: Drop this banana peel on the track and whoever hits it will spin out. You normally drop this behind you, but if you want to throw it further ahead, hold Up as you shoot it and it'll be shot forward.

Ghost

Description: When used, you become transparent, hiding yourself from view of other racers. You also steal another racer's item (who you steal from is random) when you use this, but others can do the same to you, so be careful!

Green Shell

Description: This is the regular shell you can shoot straight ahead. If you want to lay the shell down behind you, hold Down while you shoot it and you'll shoot it behind you.

Lightning Bolt

Description: All other racers on the track become smaller, which slows down their speed for a limited time. You can run over the shrunken racers to flatten/stop them for a few moments, too.

Mushroom

Description: When used, you get a sudden turbo boost to go faster for a few moments.

Red Shell

Description: This is a homing shell that chases after the player in front of you until it makes impact. It sometimes doesn't make it around certain turns and obstacles, though. Hold Down while you shoot it and you'll shoot it behind you.

Spiked Shell

Description: When you deploy this shell, it will home in on the racer in the #1 position and travel through the course until it makes impact. This one's much tougher to shake off than the Red Shell, so be careful when you're the one being targeted!

Star

Description: When used, you become invincible for a limited time. You speed up and any racers you touch will spin out.

Triple Green Shell

Description: 3 Green Shells rotate around you, which you can shoot out individually. If you bump into another racer with the shells rotating around you, they'll spin out.

Triple Red Shell

Description: 3 Red Shells rotate around you, which you can shoot out individually. If you bump into another racer with the shells rotating around you, they'll spin out.

== 7. Secrets/Tips and Tricks ==

Access Special Cup

To gain access to the Special Cup in Mario GP, you must complete the Mushroom, Flower, Thunder, and Star Cups first (I'm not sure if you must have won first place in all those cups to unlock this cup though).

Erase Game Data

To erase your game data, hold L, R, B, and Start as you turn on the system. Note that once you erase the data, it can NOT be recovered, so be sure you want to delete your stuff before trying it!

Player Select Screen Tricks

On the Player Select screen, you can make the characters do a couple of things when you select them and their image is rotating to the left. Press L and the character will shoot a green shell straight ahead; press R and they'll hop; press Select and they'll honk their horn (each driver's horn sounds different, by the way).

Power Sliding

As in Mario Kart 64, you are able to power slide in this game as well! To perform a power slide, press and hold R to hop while holding Left or Right. When you land, you'll slide in the direction you were holding. After about 2 seconds, let go of the R button and stop sliding. When you drive straight, you'll be given a boost, which is the result of a power slide. It may take a little bit of practice to pull it off, but it helps when trying to get around hairpin turns, or if you want to cut a couple seconds off your time when racing in Time Trial mode.

Rankings

After you complete a cup, you'll notice that you're given a rank (***, **, *, A, B, C, D, or E). That rank depends on how well you made it through the 4 courses within that cup, how many Coins you collected, etc. I'm not sure exactly what the requirements are for each rank in each difficulty setting, so if anyone can give me accurate information regarding this, it'll be greatly appreciated!

Recover Before Spinning Out

When you run straight into a Banana or another hazard, you'll notice your kart goes off balance before spinning out totally. To get back on balance before spinning out, release the acceleration and press the brakes (you must do this before you actually spin out, or else it'll be worthless). If you did it correctly, you'll see a music note appear above your character's head, showing you pulled it off successfully.

Turbo Boost After Lakitu Retrieval

If you fall off the track or get stuck underwater for more than a couple moments, Lakitu comes to pull you out and place you on the track again. When he picks you up, wait until just before you touch the track again, then press the acceleration and you'll get a turbo boost if you timed it correctly.

Turbo Boost Before Race

To get a turbo boost at the start of a race, do not hold the acceleration button down prior to the race starting. Wait until just after the second yellow light comes on, then hold the button down. If you timed it correctly, you'll shoot ahead of the pack when the green light comes on!

Unlocking SNES Super Mario Kart Tracks

To unlock the original SNES tracks in a certain cup, you must first complete all the cups in a difficulty setting, earning Gold Cups in all of them. Then, replay any of those cups and get at least 100 Coins total in all the courses in the cup. It doesn't matter what rank you get, or what place you come in (that's what I heard, I could be wrong). You'll then gain access to 4 original tracks in that cup; press L or R on the Track Selection screen to view them.

Unlock SNES Tracks in Time Trial Mode

To unlock the SNES tracks in Time Trial mode, you must unlock them in the 150cc difficulty setting (see the above secret for information on unlocking SNES tracks).
