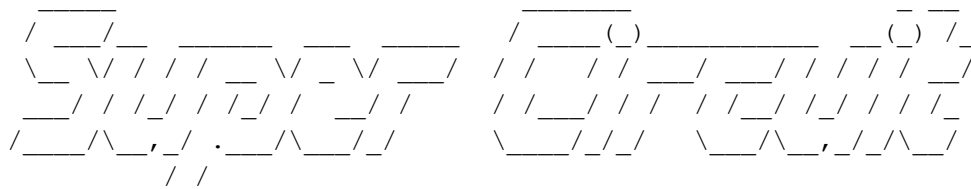
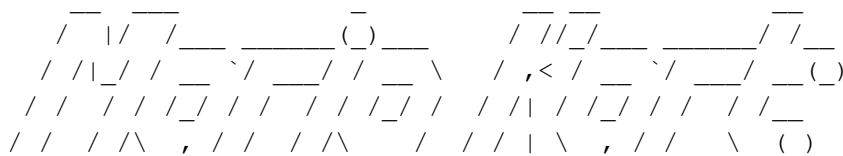


Mario Kart Super Circuit FAQ

by Hylianhero

Updated to v1.0 on Sep 3, 2001



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Version 1.0

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- 1) Introduction

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Welcome to my Mario Kart: Super Circuit FAQ. Super Circuit is the third installment in the innovative Mario Kart series. It started with Super Mario Kart on the SNES, and now there is a rumored Mario Kart for GameCube in the works. So what makes Mario Kart so fun? Boot up any of the three games and you'll find out.

Mario Kart: Super Circuit is the most jam-packed racing game I have ever seen. You have to get an *** Ranking and a Gold Trophy on each Cup(Mushroom, Flower, Lightning, Star, and Special) for the 50cc, 100cc, and 150cc settings. And the same for the hidden tracks.....

So jump into Mario Kart: Super Circuit and let yourself loose. There's so much to do in this game, you might need a pit stop....

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2) Updates

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9/02/01-Submitted the full and complete version of this guide. Updates will be made to FAQ, Record Times, and Secrets sections if necessary.

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3) Controls

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Master the controls in any game, and you'll most likely be able to put up a good fight. Mario Kart: Super Circuit is no exception, so go for a test run in Time Trial mode before you hit the real race.

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Basic Controls

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Control Pad: Steer your kart. Select options on the menus.

A Button: Accelerate, confirm selections on menus.

B Button: Brake, cancel selections on menus.

Start: Pause game, confirm selections on menus.

Select: Honk your horn, change game settings on Settings screen.

L Button: Fire item, stop item shuffle when you pickup an item.

R Button: Jump

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Advanced Controls

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B and Down on Control Pad: Go in reverse.

A, B, and Left/Right Simultaneously: Do a spin turn.

L and Down on Control Pad: Fire shell behind you.

L and Up on Control Pad: Fire banana in front of you.

Hold R and Left/Right: Power Slide/Drift

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4) Characters

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Finding the right character is a necessity to win at Mario Kart. Whether you like high top speeds, averaged out stats, or good acceleration, there's a character for you. Read below for a lowdown on the characters.

NOTE: The speed and weight rankings really confuse people. Just think of Speed as Acceleration, and Weight as Top Speed, and you'll be fine.

Mario

Speed: ***

Weight: ***

Mario is as average as you're gonna get. He has good acceleration, fair control, good speed, and decent power. If you're playing Mario Kart for the first time, or just want to test a track out, Mario is always a safe bet.

Luigi

Speed: ***

Weight: ***

Luigi is average, like his brother, but boasts the best control in the game. He's great for corners, but you'll still have to drift and power slide for those tricky ones. If you're hitting the walls a lot, take Luigi out for a spin.

Peach

Speed: *****

Weight: *

Peach is the most balanced lightweight, even if her stats don't show it. She

has decent, but not above average offroad driving, and her acceleration, speed, and control are all good, also. Peach is usually competing for the winner's spot in the Mario GP mode, so keep an eye out for her.

Toad

Speed: *****

Weight: *

Toad has the best acceleration in the game, and it shows. I use Toad for a lot of the races, because I find him to fit my needs. If you fall off the edge or bump into a heavyweight, there's no worry, since his acceleration will get you back on the road in no time. He's just a bit easy to bump into and knock coins out of.

Yoshi

Speed: ****

Weight: **

Yoshi is my second favorite driver, since he performs very well in dirt, grass, snow, etc. He also sacrifices a bit of his speed to help out his weight, which I think is a pretty good deal. Yoshi is ideal for taking shortcuts on tracks.

Wario

Speed: **

Weight: ****

If you really want to bump people around, take Wario. He can knock just about anybody off the road, and they're most likely not going to talk back to a fat plumber wearing purple-would you?

Donkey Kong

Speed: **

Weight: ****

Donkey Kong has the best control of any heavyweight, and I also find that his acceleration can be a bit better than Wario's. Donkey Kong is perfect for collecting coins, since he can bump people away from them easily, and also steer to them quickly.

Bowser

Speed: *

Weight: *****

Bowser has the highest top speed in the game, but he has a real hard time getting there, thanks to his acceleration. You have to really master the Power

Slide with Bowser, 'cause you can't afford to hit walls and stop, making you use your terrible acceleration. However, I have seen more then a lifetime's worth of Bowser 8th Place Comebacks....

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5) Items

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Probably Mario Kart's claim to fame, items are the most important objects in the game. 2 or 3 good items can pull you from 8th place to the top 3 very quickly. However, you shouldn't bank on items-sometimes they just don't come through for you.

Coins

Collect these to go faster. Also, if you bump into another racer while you have no coins, you will spin out. You can carry up to 55 each track at one time, and you'll need over 100 for each cup to at least get a semi-good rank.

Banana

If placed correctly, these can break somebody's lead, or get somebody off your tail. Once you use it for the first time, hold L and it will tag along behind you, and anybody who tries to approach you gets slipped up. If you hold Up and hit L, you can throw it in front of you, and hopefully, other drivers.

Mushroom

Use these for shoot boosts of speed. These are great for passing somebody, or trying to get back in the race after sliding out or hitting a wall.

Star

Use this to become invincible for a bit, and also to go faster. While you're using a star's power, try to knock into as many karts as you can-they'll go flying, and they can't do a thing about it, either.

Lightning

When you use this, all the other drivers will shrink to a tiny size for a few seconds, and when they do, they will go considerably slower. Anybody who is using a Boo or a Star will not be affected by the lightning.

Boo

When you use this, you will become invisible and invincible for a short period of time. You will also steal an item from another player if they have it. If you're in second place or lower, Boo will also bother the leader-pretty sweet, eh?

Red Shell/Triple Red Shells

These, when fired, chase after another driver in front of you. If you're in first, well, fire it backwards. If you pick up triple red shells, they'll protect you're body until they're fired one by one.

Green Shell/Triple Green Shells

These are exactly like red shells, but do not home in on an enemy, but travel in a straight line. Usually, I use these to block the back of my kart. Try to line up behind another driver before you use one of these.

Spiked Shell

When fired, this home in on the leader of the race. If you are in it's path, it will take you out, also, and keep going. If you're in first, forfeit the lead to some poor sucker, then take it back once they're hit.

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6) Tracks

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Super Circuit Tracks

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Mushroom Cup

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Peach's Circuit

A very easy track, being the first you will probably play in this game. No hazards, it's just here to get you used to the controls.

Shy Guy Beach

There is some water in here that will slow you down, so jump over it when you can. Watch out for the crabs, and if you hit them, brake and let go of the gas to avoid spinning out.

Riverside Park

You'll be taking some big jumps here, but you won't have to use the R Button to do so. You'll jump over some water and another part of the road, so be

prepared. It might be possible to drop a banana on the road when you're jumping over it-dare you to try...

Bowser's Castle 1

The first of many, many, Bowser's Castle tracks. This one is very basic, and probably the easiest next to the Super Mario Kart Bowser's Castle 1. Watch out for falling thomps and fireballs, and try shove other drivers under them.

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Flower Cup

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Mario Circuit

Almost as easy as the Peach Circuit, but some tough turns here. Stock up on coins here if you're going for a rank.

Boo Lake

This course is tougher then anything you've raced on yet, so be prepared. Every time you hit a wall, and piece will fall off, so if you hit it again, you have a chance of falling off. Use the boosters, items, and the shortcut at the end to gain the upper hand.

Cheese Land

This track makes coins look like burnt spots on the road, so you're gonna have to look really closely to spot them. There's a couple hard jumps here, and at the end, mice(from Paper Mario) walk on the track, so if you hit one, release the gas and hit the brake quickly, and you won't spin out.

Bowser's Castle 2

This track is tricky, because sometimes you can't tell the difference between a track over lava or just pure lava. Look for large groups of coins around here, but also keep an eye out for the thwomps.

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Lightning Cup

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Luigi Circuit

This one is rather trciiky, since there are puddles of water that will make you spin out. Try to dodge these along with staying in the race and avoiding/firing

items, it gets pretty hectic. No really tough turns, so just keep your eyes open.

Sky Garden

Easy, just like the Peach Circuit. Coins are hard to see here too, so keep a keen eye out for them.

Cheep Cheep Island

Nothing better then racing on a track with giant fish flying overhead...just like Shy Guy Beach, avoid the crabs. At the fork in the road, take the left path for an extra boost of speed.

Sunset Wilds

Avoid the off-road section...it will slow you down more then grass. Here, there are tents around the end, so watch out-don't hit one, or a Shy Guy will attach to your cart, making you go slower and steal coins.

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Star Cup

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Snow Lake

SOOOOOOOOOOOO easy compared to the Vanilla Lake in Super Mario Kart. Just drift/power slide around the turns, and try not to use mushroom boosts in the wrong places.

Ribbon Road

Easy track, with no real hazards, it jsut makes the coins really hard to see.

Yoshi Desert

Some people find this really hard, but I sorta find it easy. There are quicksand pools on the sides where a piranha wille eat you, then spit you out, wasting precious seconds.

Bowser's Castle 3

Nothing that you haven't seen before. Thwomps, lava, grated lava, and fireballs-nothing new. There is one tight turn at the end, but it shouldn't give you much trouble. Once again, coins are grouped together here.

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Special Cup
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Lakeside Park

This track can really get you off on the wrong foot for the special cup. At one point, you'll be forced to make a tight turn(right before boosters and a jump) and if you slide into the wall, you'll jump over it, and have to repeat part of the track again...avoid that, and you'll be fine.

Broken Pier

Just like Boo's Lake, with the tentative walls and everything. Use the same strategy as it's mate in the Flower Cup, and you should be able to pass this with ease.

Bowser's Castle 4

Same old, same old. Thwomps, fireballs, and lava. However, the lava here has no barriers around it, so steer clear or you'll be toast(literally).

Rainbow Road

First off, this track looks to have a barrier around the edge, but doesn't-if you slide to the edge, you'll fall off, so steer clear. Also, you can see Bowser's castle from Paper Mario in the background. Very long, but relatively easy.

Super Mario Kart Tracks

A note about the SMK tracks: they have 5 laps, instead of 3, so more time to grab coins!

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Mushroom Cup
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Mario Circuit 1

Nothing too hard here. Gotta love that music! Just follow the roads, and stock up on coins, since there's a ton here.

Donut Plains 1

This track is easy to pass on, since the road is so wide. Use the power slide to your advantage here because of the space-even use it on straightaways to knock people off.

Ghost Valley 1

Use this one for a warm-up, cause the 3rd one is hard if you're not prepared. Watch out for the various pits along the track, and remember the tentative walls.

Bowser Castle 1

The easiest Bowser's Castle track. No hazards, and very easy to navigate. I lapped the person in 5th place here, let alone the 7th and 8th!

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Flower Cup
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Mario Circuit 2

A new Cup, a new Mario circuit. However, there's no new music and no new threats, so just enjoy yourself and, once again, stock up on coins, since the later races may not be coin-friendly to you.

Choco Island 1

Remember the puddles of water in the Luigi Circuit? Well, there's puddles of-er, chocolate here. If you run over one, release the gas and hit the brake to stop from spinning out. Otherwise, this is another easy track.

Ghost Valley 2

Much harder than the first. More gaps, and there's even sections where there's no walls so you can easily fall off. There's a few spots that make this track even harder, so be prepared.

Donut Plains 2

This is harder than the first 3 tracks, since you're gonna face some tough turns and there is no time to break with the competition right behind you. Good luck with this one-and remember, it'll only get harder.

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Lightning Cup

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Bowser's Castle 2

Your little joy ride with the first Bowser's Castle is over. There's some dead-ends here, so avoid them if possible. There's lots of ways to get lost here, so follow the racers in front of you (if you can).

Mario Circuit 3

Finaling, a challenging Mario Circuit. There is a lot, and I repeat, A LOT of tough turns here, waiting for you to slip up. You should consider braking for a lot of them, then using a homing shell to catch up.

Koopa Beach 1

A very easy track that is kinda short. Avoid the deep water (dark blue) and try to use boosts to get through the shallow water quickly. However, don't take the boost too late, or you'll fly into the deep water.

Choco Island 2

Bumps R Us. You'll find elevated ground everywhere here, and add sharp turns to that, and you're gonna have a hard time if you don't know where you're going. Look at your map for a lot of this, but try not to take your eyes off the road for too long.

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Star Cup

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Vanilla Lake 1

This is the first of 2 hectic ice tracks. You'll be sliding around even if you don't power slide, and you'll run into ice blocks that send you a bit backwards if you hit them. The good thing is, they disappear after that, so just don't get stuck in a cluster of 5 or more.

Bowser's Castle 3

Surprisingly, no thwomps or shooting fire in a Star Cup course? Wow. Take advantage of it and collect a bunch of coins. Watch out for tight turns, narrow paths, and booby traps—oh my!

Mario Circuit 4

Ah, the last of the Mario Circuit racks-I just love that music! Anyway, this is a bit tougher than the previous ones, and there's about 3 hard turns near the end, so watch it.

Donut Plains 3

One of the hardest tracks in all 3 games(well, it was in SMK). Water surrounds a lot fo this track, and unfortunately, the bridges with no barriers. Make sure you have mastered the power slide and brake when necessary on this track.

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Special Cup

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Koopa Beach 2

This track is one of the worst ways to start off this cup. Soon after the start, you'll have to drive through shallow water. Make sure not to go into the deep water(which is pretty easy to do). try to use a boost to get through the shallow easily.

Ghost Valley 3

This can really piss you off, particuarly after the previous track. You will often find yourself falling off, or somebody bumping into you, knocking you off. Just try to stay ahead of the pack and fire some homing shells backwards, and you'll be fine.

Vanilla Lake 2

This can also be pretty hard. There is a huge secrtion of ice blocks halfway through the race, and 3 narrow parts where you can avoid them-try your best. There's a shortcut at the end, but you might get stuck in water if you take it.

Rainbow Road

Ah, the crude SNES graphics of Rainbow road-looks like a bad tiling job, doesn't it? Anyway, there is no walls herw WHATSOEVER so you may find yourself falling off more then Ghost Valley 3-if that's possible. Hang on for 5 laps and end this horrible SNES Special Cup.

That's all the tracks. If any secret ones are discovered, it'll be right here.

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7) Modes

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Mario Kart boasts many, many styles of gameplay, and you won't find them all at once. Read below for info on each.

1-Player Game

Mario Grand Prix(1-2 Players)

Race against 7 other racers in a 4-track tournament. Collect points for where you place in each race. You can select 50cc, 100cc, or 150cc for the difficulty, and then choose from 8 racers and 10 cups(once fully unlocked). The points are awarded as follows:

1st Place-9 points

2nd Place-6 points

3rd Place-3 points

4th Place-1 point

5th and Below: Retry

1-2 players can compete in the Mario Grand Prix mode. You will also gain ranks here(see the ranking section for details), but it is currently unknown what the ranks are for(other than bragging rights).

Time Trial(1 Player)

Here, you can select trial or records. Trial lets you take a run at all of the regular courses. To play the Special Cup or SNES tracks in Time Trial mode, unlock them in the 150cc setting. You get 3 mushroom boosts as you're only item, and you can save your ghost data after you finish a race.

If you select records, you can view your records for every race you've completed at least once. If you want, you can then submit those records to our Times section.

Quick Run(1 Player)

In this mode, you can select a specific race to practice on, with 7 other racers and items and coins. However, you only practice on one race at a time, not a whole cup like Grand Prix mode.

Multiplayer Game

Vs. Mode(2-4 Players)

Here, you can compete against up to 3 other friends in a Grand Prix type mode, with weapons and points and everything. It's exactly like Grand Prix mode, except there's no computer controlled racers.

Battle Mode(2-4 Players)

Here, each player starts with 3 balloons attached to their kart. You use all the weapons from the single-player game to try to hit the other drivers. Each driver a driver gets hit by a shell, spins out with a banana, etc. they lose one balloon. The last one standing wins.

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8) Rankings

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There are eight ranks awarded once you complete a cup. They are as follows:

- ***-The Best
- **
- *
- A
- B
- C
- D
- E-The Worst

The rankings are determined by a number of things in each race. Here's how they are figured:

Coins-The coins collected in each race. You need about 35-50 in each race. You have to be damn good to do that....

Time-Your time also matters, both lap and race. Use shortcuts and boosts whenever possible to shave off precious seconds.

Place-I believe your place also helps determine the rankings. You probably have to get first in all the races to get a *** ranking.

Again, these are just based off tests. If you have any info to contribute to this section, please send it in, as it will be greatly appreciated.

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9) Multiplayer Guide

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First off, if only one of you has a Mario Kart: Super Circuit game pak, everyone will play as Yoshi, but a different color. If you have one game pak, you can play a Vs. mode with any of the Super Mario Kart Mushroom Cup Tracks. Not, for the multi-cart multiplayer:

Vs. Mode

First, have everyone choose a driver. Now, choose any of the Mario GP's
Cups(Super Circuit or SMK) and then select a track in that cup to race on. Now,
race as usual until the last place person is determined(i.e. the second to last
person crosses the finish line). These results are lost once you turn your GBA
off.

Note: You can change the course and your driver if you pause the game during a
race. Doing so will exit the race, however.

Battle Mode

First, have everybody choose a character. Then choose from Battle Courses 1-4.
These are what they really are(my guesses):

- Battle Course 1-Mario/Luigi Circuit
- Battle Course 2-Bowser's Castle
- Battle Course 3-Peach's Circuit
- Battle Course 4-Yoshi's Desert

Now, on the left side of the screen once the battle starts, will be everybody's
face, and the balloons they have left. Also, the top face is player 1, the
second to top is player 2, etc.

The map is on the bottom right of the screen, and you are the blinking dot on
the map. The items are at the top middle as usual.

Balloons Pop When:

- A character drives over a banana
- A character hits a person with a star in effect
- A character is hit by a shell
- A character falls off the track

When 3-4 players play Battle Mode, once one player loses all their balloons,
they turn into a Bomb-omb. Bomb-ombs reappear and can use the item boxes, but
only get mushrooms from them. Things can get pretty hectic then, eh?

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10) Record Times

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This section is for you readers to send in your best times and show your stuff
and skills. Below I have listed some times to get you started. As people send
their times in, I will list the best, for both lap and race. I did not list any
of the tracks to be unlocked, to keep this section spoiler-free as possible. To
see your times, you can select Time Trial, then Records in the Single-player
mode.

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Mushroom Cup

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Flower Cup

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Peach Circuit

Lap Time: 0'19"00
Race Time: 0'58"00

Shy Guy Beach

Lap Time: 0'23"00
Race Time: 1'09"00

Riverside Park

Lap Time: 0'31"00
Race Time: 1'33"00

Bowser Castle 1

Lap Time: 0'18"00
Race Time: 0'54"00

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Lightning Cup
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Luigi Circuit

Lap Time: 0'29"00
Race Time: 1'27"00

Sky Garden

Lap Time: 0'28"00
Race Time: 1'26"00

Cheep Cheep Island

Lap Time: 0'31"00

Mario Circuit

Lap Time: 0'24"00
Race Time: 1'14"00

Boo Lake

Lap Time: 0'30"00
Race Time: 1'37"00

Cheese Land

Lap Time: 0'27"00
Race Time: 1'23"00

Bowser Castle 2

Lap Time: 0'27"00
Race Time: 1'23"00

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Star Cup
=====

Snow Land

Lap Time: 0'30"00
Race Time: 1'32"00

Ribbon Road

Lap Time: 0'31"00
Race Time: 1'34"00

Yoshi Desert

Lap Time: 0'31"00

Race Time: 1'34"00

Race Time: 1'34"00

Sunset Wilds

Boswer Castle 3

Lap Time: 0'34"00
Race Time: 1'44"00

Lap Time: 0'34"00
Race Time: 1'42"00

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11) Secrets/Codes

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Erase your Data

Hold L, B, R, and Start when you turn the GBA on.

Fire Shells and Jump on Character Select Screen

At the character select screen, put your cursor over a character, and press L to see the character fire a shell, and R to see the character hop.

Stop Spinning Out

After you have a banana or a slippery spot, brake right after you hit it and release the gas. If done correctly, a music note will appear over your kart.

Turbo Boost

At the start of a race, hit A after the second light but before the third. If done correctly, you should get a boost to start off the race.

Unlock Special Cup

To unlock the special cup, you must earn the Gold Trophies in the Mushroom, Flower, Lightning, and Star Cups in that setting(50cc, 100cc, 150cc).

Unlock Super Mario Kart Tracks

To unlock the Super Mario Kart Tracks, you must first win a Gold Trophy in each of that setting's cups(Mushroom, Flower, Lightning, Star, and Special). Then, beat each of them again, getting 100 or more coins total in that cup. For every cup that you beat a second time with 100 coins or more, you'll unlock 4 SMK

tracks. You must do this for all the difficulty settings(50, 100, and 150cc).

Unlock SMK tracks for Time Trial

To unlock the SNES tracks for time trial use, unlock them in the 150cc setting.

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12) FAQ

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Q: I'm having trouble turning, and I keep hitting the walls. What do I do?

A: Try Power Sliding. When going into a turn, hit R, and hold it down. You'll hop, but when you'll come down, you'll slide in the direction you have pressed on the control pad(left/right only). After 2-3 seconds, let go of the R Button, and you made it through the turn.

Q: I heard there are 40+ tracks in the game, but there's only 24, including the Special Cup tracks!

A: The extra 24 are the Super Mario Kart tracks, totalling to 48 tracks-more like 50, isn't it? Actually, there is over 50 with the Battle Mode tracks.

Q: I submitted a time to your record times section, but it wasn't posted!

A: I only post the best times I receive for each race. Posting everyone's times would be considered as filler.

Q: Are there any secret characters in this game?

A: There is no secret characters now, and I doubt there will be any. There is only room for 8 characters on the character select screen, and I also don't think there's any room for hidden ones.

Q: Can you play against the A.I. in Battle Mode?

A: Sadly, no. I think we were all hoping for that to happen, but Nintendo has seemed to leave that out for now.

Q: When I link up to play with my friends, we automatically play as different colored Yoshis! Help!

A: You're only using one Mario Kart game pak, aren't ya? Don't worry, there's nothing wrong with your cart.

Q: I completed a Time Trial Race, but my ghost data didn't appear!

A: There may be two reasons why it didn't appear. One, you turned off the GBA before the data was saved. Or, most likely, your time was too slow to have ghost data. Mario Kart: Super Circuit is one of the first games to have a ghost data time limit, as it can't be too slow.

Q: Where is the Jump Feather, Row of Bananas, and 3 Mushrooms?

A: They are not in this game. However, I feel they could've fit the Jump Feather in, since they did cram in a ton of SNES tracks.

Q: Which character should I use?

A: It all depends on how you like to play the game. If average stats are important to you, middleweights are the ones you should pick. If you happen to sotp alot, somebody with good acceleration is the right match. If you like to take shortcuts, Yoshi's off-road driving should suit you fine.

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13) Credits
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GameFAQs, for posting this guide on their site.

Nintendo, for making a game packed with so much stuff, and a system to play it on.

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14) Copyright Information
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Please, I will not work for your GBA(or any) website. I have been getting too many of these lately, so from now on, I will simply delete them. If you want to use this guide on your site, just email me with your site's address, and I'll go take a look at it. I will probably say yes, it's just I want to take a look first.

Thanks for reading down this far. I hope you have a lot as uch fun with Mario Kart as I did! Happy playing!

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