Super Mario Kart FAQ/Walkthrough

by Astro Blade

Updated to v1.0 on Jul 16, 2005

Super Mario Kart An FAO Written by Astro Blade Version 1.0

```
/ Table of Contents /
 ~~~~~~~~~~~~~~~~~
[I.] Introduction
[a.] Introduction
[b.] Dedication
[II.] Basics
[c.] General Overview
[d.] Controls
[e.] Characters
[f.] Items
[III.] Walkthrough
[g.] Mushroom Cup
[h.] Flower Cup
[i.] Star Cup
[j.] Special Cup
[IV.] Appendix
[k.] FAQ
[1.] Course Listing
[V.] Closing
[m.] Legal Disclaimer
[n.] Contact Information
[o.] Credits/Farewell
+==-
                       [I.] Introduction
>=~=~=~=~=~=~=~=
| [a.] Introduction |
>=~=~=~=~=~=~=<
```

Super Mario Kart was the first Mario Kart game ever released. It was released for the Super Nintendo. Many gamers today have heard of Mario Kart 64, and Mario Kart: Double Dash!! for the Nintendo 64 and Nintendo Gamcube, each belonging to its respective console. There was a also a Mario Kart Gameboy Advance game (of which I have never played) entitled "Super Mario Kart: Super Circuit, released two years prior to the GCN title. I played the original and personally find it better than the others. While the others could do more graphically, it also changed the gameplay, basing it more on image rather than on skill/gameplay. This is coming from a Super Nintendo fanboy, so excuse the bias.

Hope this helps!

- Astro Blade

This guide is dedicated to Quan Jin. We were writing for the same game at the same time and didn't realize it until later on. His guide for this game is so amazingly awesome, I didn't want to finish my own. Check out his work:

http://www.gamefaqs.com/features/recognition/33535.html

+===~------===+

[II.] Basics

+===~------===+

>=~=~=~=~=~=~=< | [c.] General Overview | >=~=~=~=~=~=~=<

Super Mario Kart isn't like other Mario games. It's a racing game. Many gamers know Mario from titles like "Super Mario Bros. 3" and "Super Mario World". Those being platform games, this racing game plays differently. You select a character and race against CPUs, which are Computer players, or friends. Many recognizable Mario characters are in this game, including Peach, Yoshi, and Bowser. In addition to simply racing against opponents, Nintendo gives us the chance to use items. Not just simple power-ups, but items that can be used as weapons. There are items such as Koopa Shells, perfect for knocking that bastard friend out of the way. A truly reputable game, Mario Kart is one of the few racing related games I play.

```
>=~=~=~=~=<
| [d.] Controls |
>=~=~=~=~=<
```

Start - Pauses the game.

Select - Switches to and from the rear view. (1P Mode only)

A Button - Uses item.
B Button - Accelerate.

X Button - (Same functions as the "Select" button)

Y Button - Break.

R Button - Hop/power slide.
L Button - Hop/power slide.

>=~=~=~=~=~=< | [e.] Characters |

>=~=~=~=~=~=|

Mario

The super plumber from countless games enters the racing scene, as the star of the game. Mario is an all-around average driver.

Luigi

| Mario's taller brother enters the racing scene as well. Like his brother, Luigi is an all-around average driver. |
|---|
| |
| Peach |
| |
| |
| You have Mario and Luigi, so where's the damsel is distress? Why, Peach is right here, ready to race. She's the only girl in the game, also. >_> |
| |
| Bowser |
| |
| |
| The big bad Bowser follows Mario and company along, preparing to beat Mario in races this time. |
| |
| Koopa |
| |
| |
| One of Mario's most common enemies, the Koopa shows up to race along side Bowser and all his other friends and enemies. |
| |
| Yoshi |
| |
| |
| Mario's favorite green dinosaur makes his way to a racing kart. |
| |
| Donkey Kong |
| |
| The big ape shows up too. Although a little big for a racing kart, that doesn't mean he can't be good at it. Since he's big, he goes slower. |
| |
| |
| Toad |
| |
| The smaller fellow, Toad shows up not to tell you the princess is in another Castle, but to race. As a small character, Toad can go fast! |
| >=~=~=~=~< |
| [f.] Items |
| |
| >=~=~=~=~< |
| |
| Banana |
| |
| The Banana serves a very cliched purpose, in that you throw it, and when an enemy bumps into it, they spin out of control. They "slip" on it, actually. It's more of a banana peel. |
| |
| Coins |
| |
| |
| Every once in a while, you'll get a bunch of coins as an item. They just add |

Feather

This thing is insane. You use it, and you'll go spinning into the air, serving as a jump. What's more, this weapon is simply cool.

Ghost

The Ghost can steal an item if your nearby opponent has one, or it can make you invisible.

Green Shell

A green Koopa shell that can knock an opponent spinning off in any direction. It's one of the more common items.

Lightning

Lightning has been in all Mario Kart games, because of it's superb performance. When you use Lightning, every other player becomes small. They go slower as a result, and can be run over if they get too close to the user.

Mushroom

By using a Mushroom, you will have a quick boost of speed. Go for getting ahead of opponents.

Red Shell

A remarkable item that is like the Green Shell, only zeros in on its target, making it next to impossible to avoid. It targets the closest player.

Star

The Star makes you temporarily invincible. This mean other others items don't affect your driving and whatnot. A great item to obtain when in first or any place. When a a player uses a Star, they can also bump into other users to send them flying.

+===~------===+

[III.] Walkthrough

- *The "@"s on the map represent the actual track
- *I don't give different strategies for 50cc, 100cc, etc. because it doesn't change the stage; opponents just become tougher to beat
- *Each round is 5 laps long

>=~=~=~=~=~=~=~=

| [q.] Mushroom Cup |

>=~=~=~=~=~=~=~=

Mario Circuit 1

@ @ @

000000 00000

(a (a മമെ Sharp Turn / @ @ @ START/FINISH

99999 99999

@ @ @

മമെ

മമെ

The first course of the game and the easiest. The race begins on the right-hand side. The course runs steady with a few curves. One of two parts of the level that isn't straight forward and can be tough is by the indicated section on the map above. If you do not slow down when making the turn, your kart will be thrusted onto the sand, slowing that kart's speed down greatly. As for the rest of the level, stick to the inside and use as many items as you can. Items can be found on the opposite side of the finish line. The one other part of the level that can bring any trouble are the pipes. Right before the items, there are some pipes sticking on in the middle of the track, a few on the sides. Try and through them and avoid hitting them at all costs. Regardless of the difficulty setting (50cc, 100cc, etc) this level should still be easy.

Donut Plains 1

000000000000000-bridge-000000000000000 @ @ @ മ മ മ 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 മ മ മ @ @ 9 9 9 **@ @** മ മ മ മെമെ @ @ @ @ @ @ @

The second level of the Mushroom Cup. It's not that it's a hard level, it just has some tricky moments much like the first. There are some things I'd

like to point out. Firstly, there's no way to fall off the bridge. Secondly, some parts of the track have tough turns, it's all in the mind, they just look tricky. Lastly, the turn in the middle. You don't really have to bother slowing down, it's a pretty easy turn despite the way it appears to be. All in all, another easy course, much like the first one. If you find yourself on the grass from not managing your turns, slow down.

Ghost Valley 1

| 00000000000000000000000000000000000000 | 0 | 9 0 0 0 |
|--|---|---------|
| 00000000000000000000000000000000000000 | 9 | 9999 |
| @ @ @ @ | | 0000 |
| @ @ @ @ | | 0000 |
| @ @ @ @ | | 0000 |
| @ @ @ @ | | 0000 |
| @ @ @ @ | | 0000 |
| @ @ @ @ | | 0000 |
| @ @ @ @ | | 0000 |
| @ @ @ @ | | 0000 |
| @@@@@@@@@@@@@@@@@@Drop@@@@@@@ | 9 0 0 0 | 0000 |
| @@@@@@@@@@@@@@@@@@Drop@@@@@@@ | 9 0 0 0 | 0000 |
| | @ @ @ @ | 0000 |
| | @ @ @ @ | 0000 |
| | 0 0 0 0 | 0000 |
| | 000000000000000000000000000000000000000 | 9999 |
| | 000000000000000000000000000000000000000 | 9999 |
| | | |

Ghost Valley is tougher than the previous two levels by a long shot. It's a tad wider, in terms of the acutal track, but there are very few areas you can't fall off of. There are also jumps. You'll hit a mini-ramp and hop of a gap in the track. As scary as the level may seem, you can win by staying far ahead of your opponents in the middle of the track. Get a strong lead from the start. I've managed to figure out if you fall off, two other racers will pass you and one other racer will be able to catch up to you. Don't fall!

Bowser Castle 1

| 000000000000000000000000000000000000000 | 000000000000000000000000000000000000000 | 000000000000000000000000000000000000000 | 000000000000000000000000000000000000000 |
|---|---|---|---|
| 000000000000000000000000000000000000000 | 000000000000000000000000000000000000000 | 000000000000000000000000000000000000000 | 000000000000000000000000000000000000000 |
| @ @ @ @ | | | 0 0 0 0 |
| 0000 | 0000000 | 00000 | 0 0 0 |
| 00000 | 0000000 | 00000 | 0 0 0 |
| 0000 | 000 | 000 | 0 0 0 |
| 00000 | LLLL | 000 | 0 0 0 |
| 0000 | 000 | 000 | 0000 |
| 00000 | 000 | LLLL | 0000 |
| 0 0 0 0 | LLLL | 000 | 0 0 0 0 |
| 00000 | 000 | 000 | 0 0 0 0 |
| 0 0 0 0 | 000 | LLLL | 0 0 0 0 |
| 00000 | LLLL | 000 | 9 9 9 9 |
| 0000 | 0 0 0 0 | 000 | 9 9 9 9 |
| 0 0 0 0 0 0 | 0 0 0 0 | LLLL | 0 0 0 0 |
| 000000000000000000000000000000000000000 | 000000000000000000000000000000000000000 | 00000000 | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 |
| 000000000000000000 | 00000000000 | 00000000 | 0000000000000000000 |

The "L"s represent lava. There are mini-ramps in front of each area of lava you have to use to jump over it. Falling in result in having to be pulled out

of the lava and placed back on to the track.

Aside from the humps, the course has some other tricks to it. While it looks like a pure rectangle aside from the aforementioned jumps, Nintendo gaves everyone an extra challenge by throwing in many Thwomps. Thwomps were in various other Mario games, such as Super Mario World. Basically, they're big grey blocks (with faces) that rise from the ground then smash back down, trying to squash Mario. They're located on several spots on the track, and can not only stomp on you, but if you crash into one, that also slows down progress. Try and go in between them (there are several in a horizontal line) or, if the chance appears, go under one (I only recommend risking it like this if there's no other choice for whatever reason). Other than those few things, this level's pretty easy.

Mario Circuit 2

```
മെമെ
                 @ @ @ @
0000
                 0000
0000
                 മമെ
0000
                  @ @ @ @
             @ @ @ @
999
    0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
                           0000
               മെമെമെ
0000
    0000
               1 | 0 0 0 | |
                           0000
000000000000000
                           0000
               | | @ @ @ | |
0000000000000
               1 | 0 0 0 1 |
                           0000
       1100011
0000000000000000
               | | 0 0 0 | |
0000
                0000
00000
                9999
00000
               6666666
```

The follow-up course to Mario Circuit. This course is no different. It might even be easier. The pipes from Mario Circuit return, and there are more of them, but nothing unavoidable. There's one jump in the middle in which you'll fly into the air over a small area onto the other side. This happens because of a mini-ramp. If the jump off the ramp isn't done correctly, one may end up back, on another part of the track. As for the turns, none of them need to be that sharp to succeed, and there aren't many tough turns you'll have to make to begin with.

>=~=~=~=~=< | [h.] Flower Cup | >=~=~=~=

Choco Island 1

| | 000000000000000000000000000000000000000 | 000000000000000000000000000000000000000 | 0000 |
|---------|---|---|---|
| @ @ @ @ | @ @ @ @ @ @ @ @ @ | | 0000 |
| 0000 | | | 000000000000000000000000000000000000000 |
| 0000 | | | 00000 |
| 0000 | | | 000000000000000000000000000000000000000 |
| @ @ @ @ | | | 000000000000000000000000000000000000000 |
| 0000 | | | @ @ @ @ |
| 0000 | | | 000 |
| 0000 | | | 0000 |
| 0000 | | | 0000 |
| 0000 | | | 0000 |
| 0000 | | | 0000 |
| 0000 | | | 0000 |
| 0000 | | | 0 0 0 |
| 0000 | @ @ | | 0 0 0 |
| 0000 | 0 0 0 | | 0 0 0 |
| 0000 | 000000000000000000000000000000000000000 | 9 0 0 0 | @ @ @ @ |
| 00000 | 000000000000000000000000000000000000000 | 0 0 0 0 0 | @ @ @ @ |
| 0000 | @ @ | 000000000000000000000000000000000000000 | 0 0 0 0 0 0 |
| | | 000000000000000000000000000000000000000 | 0 0 0 0 0 0 0 0 0 |
| | | 000000000000000000000000000000000000000 | 000000000000000000000000000000000000000 |

A new level for a new cup. This level isn't like any of the previous. It takes place on a dirt track. The track itself is simple to navigate. The two things that may make for a difficult race are the Pirahna Plants, randomly scattered among the track. Secondly, there are puddles of mud that interfere with your kart. Both the plants and the mud are easily avoidable, so there should not be much trouble with this level.

Ghost Valley 2

| 000000000000000000000000000000000000000 | 989999999999999999999999999999999999999 | 000000 |
|---|---|--------|
| 000000000000000000000000000000000000000 | 999999999999999999999999999999999999999 | 000000 |
| 0000 | 0 | 0000 |
| @ @ @ @ | 999999999999999999999999999999999999999 | 0000 |
| @ @ @ @ | | 00000 |
| 0000 | | 00000 |
| @ @ @ @ | | 0000 |
| @ @ @ @ | | 0000 |
| @ @ @ @ | 0 | 000000 |
| 0000 | 000000000000000000000000000000000000000 | 000000 |
| @ @ @ @ | @ @ @ @ | |
| @ @ @ @ | @ @ @ @ | |
| @ @ @ @ | @ @ @ @ | |
| @ @ @ @ | @ @ @ @ | |
| 1/999999999999999 | camp\@@@@@@@@@@@@@@@ | |
| 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 | camp\@@@@@@@@@@@@@@ | |

The sequel to Ghost Valley 1. And a simple one. You can fall off at only a select few sections of the level, and can avoid doing so by shifting to the opposite side. The turns you'll have to make are simple and can be done at even a fast pace. If you're mixed in with a bunch of other racers, I highly suggest getting away from them at all costs because it's more likely to be knocked off the course if you have to battle just to keep yourself in a safe position.

Donut Plains 2

| 0 0 0 0 0 0 0 0 0 0 0 0 0 0 | 000000000000000000000000000000000000000 | 999999999999999999 | 0000000 |
|---|---|---|---|
| 0 | 000000000000000000000000000000000000000 | 9 9 9 9 9 9 9 9 9 9 9 9 9 | 000000000000000000000000000000000000000 |
| @ @ @ @ | | | @ @ |
| @ @ @ @ | 00000 | 9 0 0 | @ @ |
| @ @ @ @ | 0000 | 0000 | 0 0 0 |
| @ @ @ @ | 0000 | 0 0 0 0 | 000 |
| @ @ @ @ | 000 | 0000 | 0 0 0 |
| @ @ @ @ | 0000 | 000 | 0 0 0 |
| @ @ @ @ | 0000 | 000 | 0 0 0 |
| @ @ @ @ | 0 0 0 0 | 000 | 9 9 9 |
| @ @ @ @ | 0 0 0 | 000 | 000 |
| @ @ @ @ | @ @ @ @ | 0000 | 000 |
| @ @ @ | 0 0 0 0 | 0000 | 000 |
| 000 | @ @ @ | 9 0 0 0 0 | @ @ @ @ |
| 0 0 0 | 0 0 0 0 | @ @ @ | @ @ @ @ |
| 0 0 0 | 0 0 0 | @ @ @ @ | @ @ @ @ |
| 0 0 0 | @ @ @ @ | @ @ @ @ | @ @ @ @ |
| @ @ @ @ | 0 0 0 0 | @ @ @ @ | 000 |
| @ @ @ @ | 0 0 0 0 | @ @ @ @ | 000 |
| 0 0 0 | 0 0 0 0 | @ @ @ @ | 000 |
| @ @ @ @ | 0 0 0 0 | @ @ @ @ | 000 |
| @ @ @ @ @ | @ @ @ @ | @ @ @ @ | 000 |
| @ @ @ @ | @ @ @ @ | @ @ @ @ | 000 |
| 0 | 00000000000 | 0 0 0 | 0000 |
| 0 | 000000000000000000000000000000000000000 | 000000000000000000000000000000000000000 | 00000000000 |

This level can be tough. The turns you're going to have to make are tough. There large body of water on the left side of the map can be a problem if you drive into it. In addition, there's a whole arsenal of Monty Moles that pop up, out of the ground. Avoid these. They're unnesscary trouble. What I find is that around the body of water, a lake, if you will, there's a need to jerk away from these moles which results in plunging into the water. The Monty Moles are your basic pain in the ass. They jump up and go in front of your kart, slowing you down. The only way I found of losing the moles is to take a dive into the water. It'll pay off in the long run. This is the toughest course so far, I'd say.

Bowser Castle 2

| | | | | 00000 |
|---|---|---|---|---------------|
| 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 | 1 6 6 6 6 6 6 6 6 6 6 6 | 000000000000000000000000000000000000000 | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 | व व व व व व व |
| 000000000000000000000000000000000000000 | 000000000000000000000000000000000000000 | 000000000000000000000000000000000000000 | 000000000000000000000000000000000000000 | 9 9 9 9 9 9 |
| 000 | | | | 0000 |
| 0 0 0 0 | | | | 0000 |
| 0000 | 00000000 | 000000000000000000000000000000000000000 | 000000 | 0000 |
| 0000 | 00000000 | 000000000000000000000000000000000000000 | 000000 | 0000 |
| @ @ @ @ | 0000 | 000 | 000000000000000000000000000000000000000 | 9 0 0 0 0 0 |
| 0 0 0 0 | 0 0 0 0 | @ @ @ @ | 000000000000000000000000000000000000000 | 9 0 0 0 0 0 |
| @ @ @ @ | 0000 | 000 | | |
| @ @ @ @ | @ @ @ @ | DEAD END | | |
| @ @ @ @ | @ @ @ @ | | | |
| @ @ @ @ | @ @ @ @ | | | |
| @ @ @ @ | @ @ @ @ | 000000000000000000000000000000000000000 | 000000000000000000000000000000000000000 | 9 0 0 0 0 |
| @ @ @ @ | @ @ @ @ | 000000000000000000000000000000000000000 | 000000000000000000000000000000000000000 | 9 0 0 0 0 |
| @ @ @ @ | @ @ @ @ | @@@@LL@@@@@@@@@@@@ | @@@@@@@@LLLL@ | 9 0 0 0 0 |
| @ @ @ @ | 000000000000000000000000000000000000000 | 000000000000000000000000000000000000000 | @@@@@@LLLL@ | 9 0 0 0 0 |
| @ @ @ @ | 000000000000000000000000000000000000000 | 000000000000000000000000000000000000000 | 000000000000000000000000000000000000000 | 9 0 0 0 0 |
| @ @ @ @ | | | | 0000 |
| @ @ @ @ | | | | 0000 |
| | | | | |

The "L"s are to represent lava. Ramps are placed infront of each segment of lava. Use them to get across the lava safely.

The second castle of everyone's favorite...Mario boss, Bowser! Okay, this is the hardest level thus far. But it's still easy. There are seveal Thwomps throughout the level. These aren't that much of a problem. I find that they strike a second or two after you pass. There are several ramps in the level as well. The ramps are placed right in front of lava. You _must_ go off the ramp in such a way that you'll land on the next part of the track as opposed to landing in the lava. Also, several Thwomps can be found by these ramps, so they can prove a big problem if you don't move quickly. Don't use a big driver for this level, such as Bowser and Donkey Kong. Stick with someone small who can move fast. As one last note, there is something that looks like a short cut. An extension of the track carries itself out deep into the lava. At first, it may seem like if you take a turn and go down this extension, there will be a ramp of somesort to take you to another part of the track. It's a dead end. Do not take it, it leads to lava!

Mario Circuit 3

An easy course with nothing but sharp turns. There's not strategy here, just drive along.

>=~=~=~=~=< | [i.] Star Cup | >=~=~=~=~=<

Koopa Beach 1

0000

| | 000000000000000000000000000000000000000 | 0000000 | @ @ @ @ |
|---------|---|---|---|
| 0 0 | 0 | 0000 | 00000 |
| 0 0 0 0 | 0 0 0 0 0 0 0 0 0 0 0 | | 000000000000000000000000000000000000000 |
| 0000 | 10 | @ @ @ | 00000 |
| 0000 | 10 | | |
| 00000 | 10 | | |
| @ @ @ @ | 10 | | @ @ @ @ |
| 0000 | 10 | | 000000000000000000000000000000000000000 |
| 0000 | 10 | | 000000 |
| 00000 | 10 | | 000000000000000000000000000000000000000 |
| 000000 | 10 | | 000000000000000000000000000000000000000 |
| 00000 | 1000 | | 000000000000000000000000000000000000000 |
| | | | 000000000000000000000000000000000000000 |
| | 000000000000000000000000000000000000000 | 000000000000000000000000000000000000000 | 000000 |

9 9 9 9 9 9 9

000000000000

0000000000000

There's no real track, so I just drew out the islands.

A cool level. The track doesn't really exist; you simply race around a bunch of islands. There are a couple of things to note: You go slower on the water than you do on the sand. There are Rip Van Fish in the water. Rip Van Fish are simply fish. Don't let them get in your way. Lastly, the seaweed right before the island with the Start/Finish line will slow you down, so travel along side that island as opposed to right on it.

Choco Island 2

| | 9 9 9 9 9 9 9 9 9 9 9 | 999999999999999999999999999999999999999 | 0000 |
|---------|---|---|---|
| | 000000000000000000000000000000000000000 | 9 6 9 6 9 6 9 6 9 6 9 6 9 6 9 6 9 6 9 6 | 0000 |
| 0 0 0 0 | 0 0 0 0 0 0 0 0 0 | | 0 0 0 0 |
| 0000 | | | $0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \$ |
| 0000 | | | 0 0 0 0 0 0 0 |
| 0000 | | | 0 0 0 0 0 0 |
| 0000 | | | 0 0 0 0 0 0 0 0 |
| 0000 | | 0 0 0 | 000000000000000000000000000000000000000 |
| 0000 | | 0 0 0 0 0 0 | 000000000000000000000000000000000000000 |
| 0000 | | 000000000000000000000000000000000000000 | 000000000000000000000000000000000000000 |
| 0000 | | 000000000000000000000000000000000000000 | 000000000000000000000000000000000000000 |
| 0000 | | 000000000000000000000000000000000000000 | 000000000000000000000000000000000000000 |
| 0000 | | 000000000000000000000000000000000000000 | 0 |
| 0000 | | 999999 | 000000000000000000000000000000000000000 |
| 0000 | | 0000 | 000000000000000000000000000000000000000 |
| 0000 | 9 9 | @ @ @ | 000000000000000000000000000000000000000 |
| 0000 | 0000 | | 000000000000000000000000000000000000000 |
| 0000 | 000000000000000000000000000000000000000 | 9 0 0 0 | 0 0 0 0 0 0 |
| 000000 | 0 | 00000 | @ @ @ @ |
| 00000 | @ @ | 000000000000000000000000000000000000000 | @ @ @ @ @ @ |
| | | 000000000000000000000000000000000000000 | 000000000000000000000000000000000000000 |
| | | | |

Like Choco Island 1, Choco Island 2 is the same thing but with more of a challenge. The track itself is much narrower at certain parts. There are more Piranha Plants scattered about. There are several speed bumps set around the level, too. I haven't mentioned these before but they make your kart bounce up into the air for a moment and you pick up speed. I bring them up now because you go much faster. There are so many that you'll be going through most of the level at top speed. My suggestion is to only get them when you need to. One of the other things I'd like the mention that is also helpful is the big puddle of mud on the right side of the course. It can help you slow down, so don't be afraid of driving straight through it if you're going so fast you barely have control (of your kart).

Vanilla Lake 1

| | 000000000000000000000000000000000000000 | 0 | 00000000 | 000000000000000000000000000000000000000 |
|------------|---|---|----------|---|
| | 000000 | 0 0 0 0 0 0 0 0 0 | 000000 | 0000 |
| | 0000 | | | 000000000000000000000000000000000000000 |
| @ | 00000 | | | 0000 |
| | 0000 | | | 000000000000000000000000000000000000000 |
| <u>@</u> @ | 0 0 0 0 0 0 | | | 00000000 |

0000000 0000000000000 00000000 00000 000000000000 00 00 **@ @** 0000000000000 **@ @** 00000000000000000 @ @ @ മമെ 00000000000000000 000000 000000000 00000 00000000000 00000000000

A very cool, snow-based level. The track itself is short, however, there are various challenges in the way. There are many pipes lying around in the middle of the track, as well as ice blocks. The ice blocks can be broken if crashed into. These blocks are in horizontal lines and some are randomly arranged on the track. I suggest navigating about these blocks of ice. While breaking it will get rid of it for good, it will slow you down. If that doesn't sound good, I may suggest crashing in to one on your first and second laps so that the last 3 are easy, and there's no risk of you losing first place. The only other thing that can be a pain in this level is the one break in the ice. You can fall into the water there. Simply stick to the right of the track to avoid that.

000000000

Bowser Castle 3

The third castle. This one is much like the second, in that there are the same type of ramp/Thwomp situations. I suggest following the same strategy here. If you follow the same thing, all the ramp jumping should be easy. To summarize what I said in the previous strategy: 1) Make sure you jump clearly to the next part of the track when hoping off of a ramp; 2) Thwomps can be easily avoided by traveling under them or in between them; 3) Lava is bad.

Mario Circuit 4

Like the other Mario Circuits, there's no real strategy, except for avoiding the pipes. Avoid the pipes by going through or to the side of them. Easy.

>=~=~=~=~=~< | [j.] Special Cup | >=~=~=~=~=~=~=~

I'm not going to include maps for this section, because if you've made it this far, you don't need them.

Donut Plains 3

I'm not a big fan of the Donut Plains levels. You'll have to hop at one point of the level, which is cool. The water pretty much consumes the entire track, so be prepared to avoid falling in. Monty Moles also make an appearance. If you recall, Monty Moles pop up out of the ground. They stay in front of your kart and slow you down. Again, if you take a dive into the water you will get rid of that Monty Mole. Avoid the Monty Moles so you don't have to do so.

Koopa Beach 2

| | There's a very nifty shorcut by one of the walls. ap of this place when I don't feel as lazy. |
|--|---|
| Ghost Valley 3 | |
| | bunch of holes on various parts of the track. Also, much the whole thing. Stay in the center and avoid |
| Vanilla Lake 2 | |
| | water is pretty much the main thing that makes it so water, but do not go in! |
| Rainbow Road | |
| levels, you'll have troupart of the level. If y have touble with this. | game. If you had trouble with the Ghost Valley ble with this. This is because you can fall off any ou had trouble with the Bowser Castle levels, you'll Why? Thwomps. They return. I suggest driving in the when Thwomps get in your way, take a risk and shift ROTIP: Win. |
| After that, you can safe racing game! | ly say you've beaten Super Mario Kart, the greatest |
| | ===+ [IV.] Appendix |
| >=~=~=~< [k.] FAQ >=~=~=~=~< | |
| Q. What's the hardest c | ourse? |
| A. Rainbow Road is cons course in the game b | |
| ~ | |
| Q. How do I unlock the | Special Cup? |
| A. Complete all 3 cups Star) on 100cc. | |
| | |
| Q. How do I unlock 150c | c? |
| A. Complete the Mushroo | m, Flower, Star, and |

| Special Cups. |
|---|
| |
| ~~ |
| |
| ~~ |
| |
| Q. I can't beat! |
| |
| A. Check the guide! |
| ~ |
| ~~ |
| |
| >=~=~=~=~=~=~=~=< |
| [1.] Course Listing |
| >=~=~=~=~=~=~=~=~=~= <u>~</u> |
| Mario Circuit 1Mushroom Cup |
| Donut Plains 1 |
| |
| Ghost Valley 1 |
| Bowser Castle 1 |
| - |
| Choco Island 1 |
| Ghost Valley 2 |
| Donut Plains 2 |
| Bowser Castle 2 |
| Mario Circuit 3 |
| Koopa Beach 1 |
| Choco Island 2 |
| Vanilla Lake 1 |
| Bowser Castle 3 |
| Mario Circuit 4Star Cup |
| Donut Plains 3Special Cup |
| Koopa Beach 2Special Cup |
| Ghost Valley 3Special Cup |
| Vanilla Lake 2Special Cup |
| Rainbow RoadSpecial Cup |
| +===~ |
| [V.] Closing |
| +===~ |
| |
| >=~=~=~=~=~=~=~=~=~< |
| [m.] Legal Information |
| >=~=~=~=~=~=~=~=~=~< |
| |
| This may be not be reproduced under any circumstances except for personal, |
| private use. It may not be placed on any web site or otherwise distributed |
| publicly without advance written permission. Use of this guide on any other |
| web site or as a part of any public display is strictly prohibited, and a |
| violation of copyright. |
| |
| This guide may only appear on: |
| |
| -www.gamefaqs.com |
| -www.ign.com |
| |
| Super Mario Kart is property of Nintendo. All characters are (c) Copyright |
| Nintendo. |

This document is copyright Astro Blade and hosted by VGM with permission.