

SNS-MKH

SUPER NINTENDO
ENTERTAINMENT SYSTEM

SUPER MARIOKART HORIZONS



INSTRUCTION BOOKLET

A hack by
Gridatttack



The following mod/hack for the base game Super Mario Kart has been developed by Gridatttack over a span of more than a decade, with the utmost care taken to ensure its quality.

Gridatttack would like to thank the Super Mario Kart Workshop and community servers for their continuous support and assistance, as well as friends who contributed and helped with the project.

This mod and all it's components are not endorsed by Nintendo! The hack should also be available free of charge.

Thank you for selecting the Super Mario Kart Horizons ROM hack for your Super Nintendo Entertainment System.

Please read this instruction booklet thoroughly to familiarize yourself with the features of this hack.

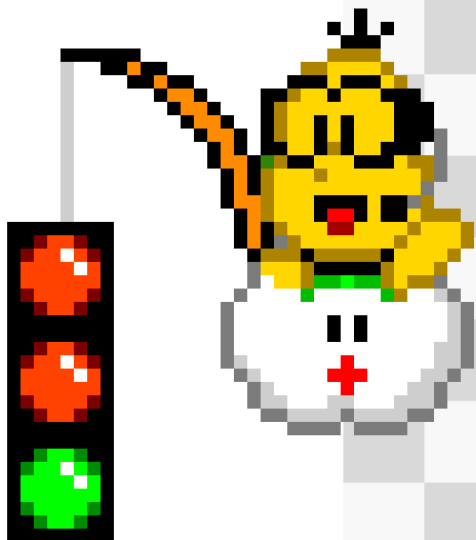
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INTRODUCTION

Welcome to Super Mario Kart Horizons! Mario and company are back in a new racing challenge! Drive through beautiful new locations across 20 race tracks.

This manual aims to provide an overview of the general game mechanics, as well as detailed information about the new locations and additional insights to help you get familiarized.





GETTING STARTED

You can play this hack on SNES emulators or on real hardware. Be sure to correctly apply the patch to a compatible ROM!

Once that is done, load the patched ROM on your favorite emulator or a flashcart and enjoy!

The game modes available in the hack are described on the next page.



If you stay on the title screen for a period of time, a demo will play.



The game modes are listed below:

★ **1P GAME ➡ GRAND PRIX**

The main mode of the game: Race in four different cups, each with five tracks!

★ **1P GAME ➡ TIME TRIAL**

Select any track to practice or set a record!

Press START on the second controller at the character select screen to race against a computer opponent (COM)

★ **2P GAME ➡ GRAND PRIX**

Race with a friend in any of the available cups. Keep in mind that there will be fewer obstacles on the race tracks.

★ **2P GAME ➡ VS MODE**

A one-on-one battle against another player on the track of your choice.

★ **2P GAME ➡ BATTLE MODE**

Battle against another player in four different arenas.

★ **MIRROR MODE**

Get gold in all cups to unlock Mirror Mode! Press the Y button before selecting a cup in Grand Prix or a course in Time Trial to change the direction.

★ **EXTRA DIFFICULTY**

The extra difficulty is unlocked at the same time Mirror Mode is unlocked. In either a 1P or 2P Grand Prix, before selecting a cup, press and hold the R Button while selecting a cup.

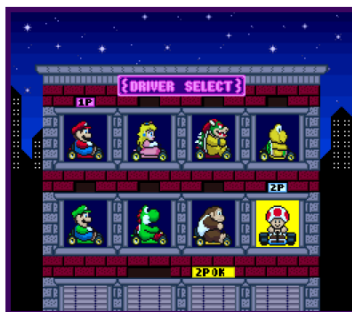
DRIVER SELECT

All the drivers have their assigned stats and are grouped into four groups, with two racers sharing the same exact stats.

For an added challenge, you can hold the Y button and push the A button; this will make the driver small.

Your speed will be slightly reduced, but you will be susceptible to being flattened if you get run over!

The four different kart groups are explained on the following page.





● The Bros ●

Standard performance



Mario and Luigi are the most balanced of the cast, making them great choices for all available game modes!



● The Dragon and the Lady ●

Fast Acceleration



Peach and Yoshi have extremely fast acceleration but poor handling. They are a top choice for Battle Mode!



● The Showdown ●

High Top Speed



Bowser and Donkey Kong Jr. are the fastest racers, perfect for Time Trials and outrunning everyone in Grand Prix!



● The Small Guys ●

Good Control



Toad and Koopa Troopa are the easiest to control with great traction, but they are also the lightest! They are a good choice for beginners.



RACING RULES

The main objective of the race is to place as high as possible. At the start of a cup, you will begin in the 8th place position, but in each subsequent race, you will start in the position you finished previously.

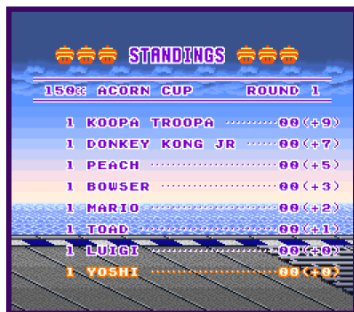
There is a maximum number of attempts you can make to retry the current race. If you fail to qualify for the next round, your remaining lives will be displayed. You can earn an extra life by placing 1st three times.



You can progress through the rest of the cup as long as you place 7th or higher. You will only need to retry the current circuit if you finish in 8th place.

Below is a table showing the points awarded for each qualifying position:

Position	1st	2nd	3rd	4th	5th	6th	7th
Points	9	7	5	3	2	1	0





STUFF ON THE TRACK

All race tracks contain elements scattered across the track, such as obstacles, jump bars, boost panels, coins, and item boxes.

In Time Trial mode, coins, item boxes, boost panels, and certain jump bars are absent.



Boost panels come in the shape of arrows. Drive over one of these, and you will receive a speed boost! These panels come in all four directions, but the boost will apply to your current direction.



Jump bars will force a jump for any driver driving over them. The jump height depends on the speed at which you drive over them.



Item boxes will give you a random item when you drive over them. Press the A button to pause the roulette early so you can use your item as quickly as possible! To use an item, press the A button.



Coins are scattered all over the tracks in Grand Prix and VS. mode. These can be a great source of coins when you aren't able to get them via an item box.

ITEMS

There are multiple items you can possibly get when driving over an item box, and it will become unusable in that spot.

Remember, items don't disappear after a set period of time. Instead, if there are too many items across the track, the oldest one will be replaced with a new one. This means that green shells will continue to bounce indefinitely until they are replaced or they hit a target!

Item boxes don't replenish during a race, but they do in Battle Mode when they are close to running out.





Green Shell

Green shells can be fired in many angles depending on your D-Pad direction, or you can place them on the course as static obstacles. Remember, green shells will bounce indefinitely until they hit a target!



Red Shell

Red shells will home in on the nearest rival racer. Keep in mind that red shells don't take into account walls, so be sure to have a clear line of sight to your target! When you fire one, it will arc for a bit before homing in.



Banana Peel

Banana peels can be placed right behind you or thrown in an arc for a distance. Be sure to practice your aim!



Feather

The feather lets you perform a big jump to skip obstacles and take shortcuts. For best results, be sure to go as fast as you can before using it!



Mushroom

Use a mushroom to get a temporary speed boost! You can use this to cut through terrain. Be on the lookout for jump bars on some courses because with a boost, you'll be sure to perform a shortcut!



Super Star

Use the star to become temporarily invincible, spin out other racers, and destroy obstacles! Keep in mind that the longer you spend cutting off-road with a star, it will end sooner.



Lightning

When you use the lightning bolt, it will shrink all the other racers! While they are small, you can bump into them to spin them out! There is no way to avoid the shock, so this is the most powerful item you can use!



Coin

Coins are essential to collect if you want to avoid being spun out when touching other racers! They also give you a small speed boost every time, counted up to a maximum of 10 coins.



Boo

Use Boo to steal the item of the other player! When facing an opponent with a Boo, keep in mind which item you currently hold. Remember, you turn invisible but are still susceptible to being hit!

NOTE: Lightning and Coin only appear in Grand Prix and in VS. Mode!
Boo appears only in Battle Mode and in VS. Mode!



COURSE LOCATIONS

All the tracks are located in interesting locations across the Mushroom Kingdom and neighboring kingdoms!

Race across awe-inspiring landscapes, abandoned locations, and perilous places!

To better prepare for the upcoming races, be sure to read and understand the environments!

The 8 themes are as follows:

- ***Alpine Pass***
- ***Sparkle Oasis***
- ***Frigid Mine***
- ***Jungle Ruins***
- ***Evening Isles***
- ***Sunrise Ridge***
- ***Rice Terrace***
- ***Rainbow Road***

Check an overview of who is a good choice for each theme in the following chart!



Ranking



Safe
choice



Good



Normal



Challenging

Themes \ Drivers	Mario & Luigi	Peach & Yoshi	Bowser & DK JR.	Koopa & Toad
Alpine Pass	★★	★	★★★	▲
Sparkle Oasis	★★★	★★	▲	★
Frigid Mine	★★	★	▲	★★★
Jungle Ruins	★	★★	★★★	▲
Evening Isles	▲	★★★	★★	★
Sunrise Ridge	★★	▲	★	★★★
Rice Terrace	★★★	▲	★★	★
Rainbow Road	★	★★★	▲	★★

ALPINE PASS



Race across these calming plateaus! The vegetation is lush green here, with a gentle breeze rolling through the grass.

Located on the foothills of a long mountain range that you can appreciate in the distance, these tracks offer the quintessential go-kart racing experience! Fast drivers will be rewarded based on how well they can take the sharp turns that some of these tracks have.

Some patches of dirt might indicate a good place to use a mushroom to cut through parts of the track!

Pipes will block sections of these tracks, but they tend to be grouped together in a pattern, so be sure to plan ahead to avoid bumping into them!

SPARKLE OASIS

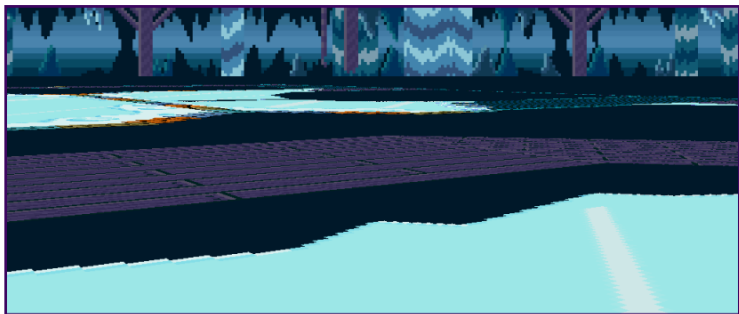


A diamond in the rough, this oasis serves as a breather from the harsh desert conditions! Race across the refreshing waters of this cool oasis, just be sure not to fall into the water!

The first track features pipes that handle the waterworks for this sprawling oasis; be sure to steer clear of them! In the more lush and green sections of the desert where multiple oases reside, take notice of the Monty Moles that call these lands home. Be aware that their burrow holes also affect your kart control!

However, not everything is as bountiful as it looks; rumors have it that some of the older and most remote oases have dried up...

FRIGID MINE



An abandoned mine located in the heart of an icy mountain. The mine has fallen into disrepair once all the ore and minerals were mined up!

The wooden platforms have broken due to icicles falling and crashing down onto them! This continuous process has resulted in a hybrid track layout composed of slippery ice sections with snow and regular drivable road, so be sure to take into account when you're switching between the terrain.

Keep in mind that the darker shade of wood is as slippery as the ice itself, so don't be fooled into a false sense of security when driving over it!

Battle Arena B is located in a section of the multiple constructed mines across the mountain, but it was repurposed and cleaned up to be perfectly divided between wooden planks and ice!



JUNGLE RUINS



It's unknown who built or inhabited these long-forgotten ruins. So much time has passed since then that the tracks are starting to be reclaimed by nature and are beginning to break and fall apart!

The water has also gone foul; falling into this poisonous water will halt all of your movement, and you will be immediately towed back to the track again.

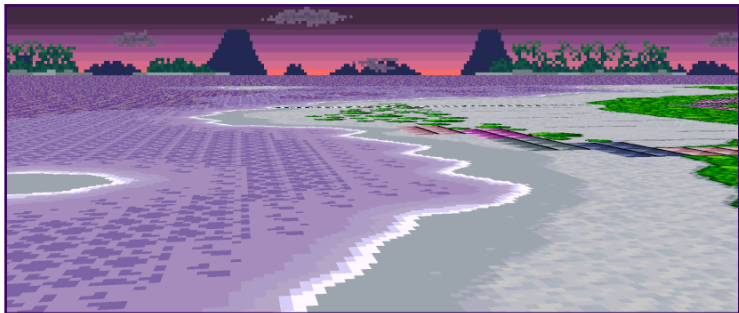
The layout of these tracks features long corridors and squared corners, so be sure to drive as close as possible to the center of the road.

Some remnants of the ancient civilization that once inhabited these premises seem to still be around, as each track has sentient floating tiki heads that like to squash passersby! Perhaps they are the guardians of this place? These ruins certainly give an ominous feeling...

Battle Arena C is located within the compounds of these ruins, appearing to be an arena for some sort of event.



EVENING ISLES



Don't get distracted by this serene and relaxing setting! The mood might be perfect with a beautiful sunset, but that doesn't mean there won't be fierce competition to get first place!

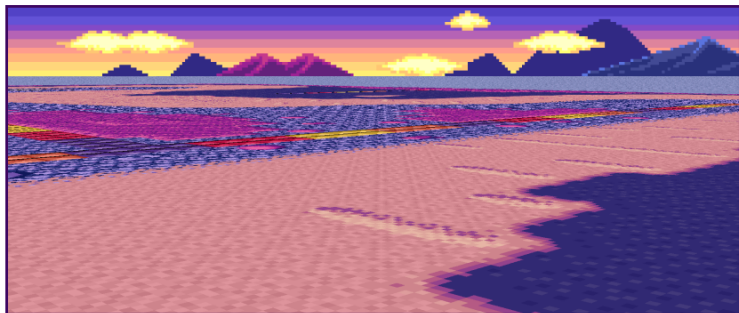
The tracks are composed of atolls and islands that are part of a chain of active volcanoes, which are constantly generating new islands.

Cheep-Cheeps have washed ashore due to the tides and are flopping around trying to return to deeper water! Be sure to avoid them, otherwise, they'll spin you out.

Master water sliding boosting in order to traverse these tracks as fast as possible!



SUNRISE RIDGE



Located high and far in the mountain ridges you saw in Alpine Pass, these tracks built on this unforgiving landscape feature many twists and turns!

The wind never ceases on these tracks, and the later courses are located on higher mountains that aren't as safe, so be sure not to fall into the clouds below.

Piranha plants inhabit these harsh conditions, and they just happen to grow in inconvenient places, so be sure to avoid them; otherwise, you'll spin out if you touch them!

Battle Arena A is located within these mountain ridges. The limited space in this battle arena is due to the rough terrain that doesn't allow much space to build around.

RICE TERRACE



Venture through the Chai Kingdom from Sarasaland as you traverse difficult terrain!

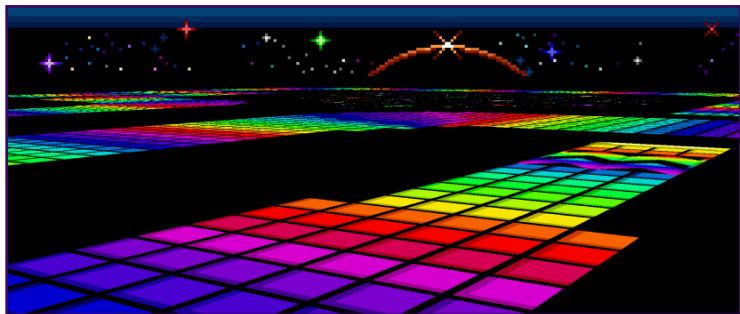
The tracks' layout is made from rice paddies and the surrounding terrain, which means that the course is overall slippery!

There are multiple pipes used for irrigation and maintenance of these rice paddies, so be sure not to bump into them.

Watch out for mud bricks littered across the track! Touching one will crumble them, but in turn, it won't block your path in subsequent laps!



RAINBOW ROAD



The ultimate challenge awaits!

This tough and colorful course is located in the deep confines of space, displaying a beautiful starry landscape, with an eclipse occurring in the distance!

The track can sometimes get narrow, and there are no walls on the main track, so be sure not to fall off! Keep in mind the alien-like tiki heads that can squash you, and unlike their terrestrial counterparts, touching them will spin you out!

Battle Arena D is located near an asteroid belt, close to where the main track is, but worry not, they don't pose a threat to the track itself!

Course Obstacles



Pipe

Pipes are your most basic obstacle and are always in the same spot. They come in multiple colors, but they interact the same.



Tiki Head

Tiki heads will float for a period of time and then come crashing down periodically; don't get squashed, as it will cost you a lot of time!



Cheep-Cheep

Cheep-Cheeps flop around and move in an area, so they won't necessarily be in the same spot when you pass by them in the next lap.



Monty Mole

Monty Moles jump at intervals over an area. If you run into them, they will stick to your kart. Press the R button quickly to shake them off!



Piranha Plant

Piranha Plants are stationary and are the smallest obstacles. If you collide with one, they will spin you out.



Star Tiki Head

Star Tiki Heads behave the same way as the regular ones, except that if you touch them, they will spin you out!

THE CIRCUITS

All the race tracks are divided into four circuits. You need to unlock the final circuit after getting all gold cups in the previous three. This final circuit is only available on 100cc and up.

The four available circuits are as follows:

- ***Turnip Cup***
- ***Acorn Cup***
- ***Moon Cup***
- ***Horizons Cup***

The Battle Mode section is comprised of four different battle tracks, each with its unique approach in play.





Turnip Cup



The first circuit is the Turnip Cup Race, characterized by fun, short tracks to get you familiar with the challenges the tracks present.

The tracks featured here all have alternate paths, so be sure to assess the situation and find the best path to take in order to ensure victory!



Alpine Pass 1

Get acquainted with the setting these alpine tracks offer, featuring long turns to practice your drift.

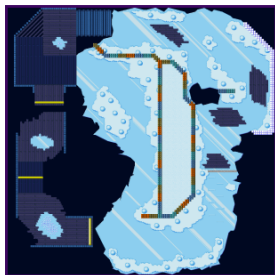
The section in the first turn is blocked off for Grand Prix and VS. races, but is open in Time Trial to take the curve faster!



Sparkle Oasis 1

Before venturing deeper into this sprawling desert, we arrive at this calm oasis, surrounded by pyramid blocks.

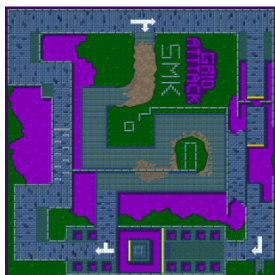
This track might look simple, but there are multiple ways to race around, including shortcuts!



Frigid Mine 1

The first of this series of abandoned mines takes place in the coldest and highest section of the mountain caverns.

The track is mostly made up of a large chunk of ice, but it's wide enough so you shouldn't fall easily.



Jungle Ruins 1

Race across this abandoned villa by taking the main road or the twisted corners in the courtyard!

Be sure to follow the white arrow so you don't accidentally drive out of bounds by crossing the entrance path of this ruin!



Evening Isles 1

This track is composed of a newly formed atoll in this chain of islands.

There is a boost panel hidden somewhere on the track; if you find it, be sure to jump right after taking it to jump over the water!



Acorn Cup



The Acorn Cup Race circuit is up next.

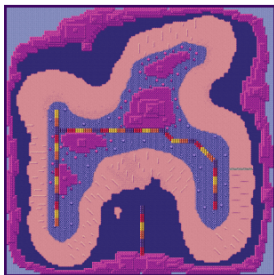
Almost all of the themes from the previous cup return and are featured here, so be sure to have a good feeling for how each theme drives out to have your best chance of winning this circuit!



Sparkle Oasis 2

We've arrived at the lushest part of the desert!

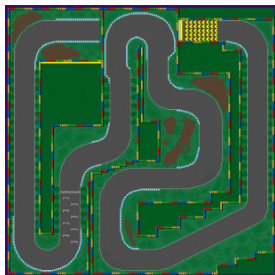
This track goes around a big water source in these oases, so there are many bridges that connect the track sections.



Sunrise Ridge 1

Your first stop in these mountain ridges takes place in what appears to be a caldera.

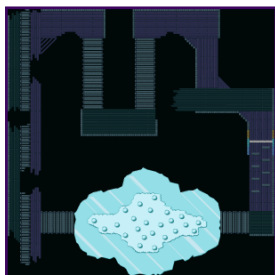
You're surrounded by walls on all sides, so don't worry about falling out of the track when traversing the bumpy terrain here!



Alpine Pass 2

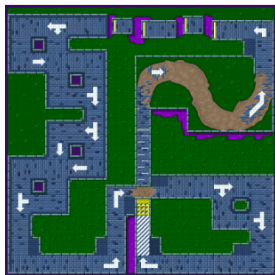
Situated in a pine forest at a higher altitude, this track features multiple twisty turns and long stretches of road.

Be extra careful when driving over the big jump, as a fall here will set you back a lot!



Frigid Mine 2

The second abandoned mine takes place in the lower section of the mountain, so there isn't much ice. However, almost the entire bridge leading to the start has been smashed by an unusually giant icicle that crashed from above!



Jungle Ruins 2

Seems like this track takes place around the water distribution system that once provided the ruined city.

Surprisingly, the road hasn't decayed much, so be sure to follow the arrows around the corners!

Moon Cup

The Moon Cup Race circuit presents itself as a moderate challenge!

Track lengths are progressively longer, so hang on until the end! These tracks feature sharper turns than before, so be sure your drifting skill is well developed.



Rice Terrace 1

A new theme presents itself; this track layout is made out of the mud of the recently harvested rice paddies and features many mud bricks in your way.

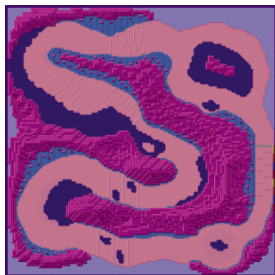
There are still 2 paddies left to harvest, so drive carefully!



Evening Isles 2

This paradisiac track takes place around an entire island. There is more vegetation this time around, so be wary of the amount of space you have on each side.

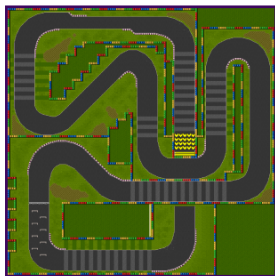
There is also a small reef at one of the edges of the island that you'll have to drive across!



Sunrise Ridge 2

Getting higher in altitude, this track features chasms on some of the edges.

However, the remaining section is surrounded by the remainder of the mountain and is a bit cramped, so watch your driving!



Alpine Pass 3

The longest track across all the circuits, this winding course rests in an open valley with few surrounding forests.

Be sure to stay focused at all times and take advantage of the small shortcuts this track has!



Frigid Mine 3

The oldest and most daunting of the abandoned mines in the mountains, this track is constantly changing between ice and wooden planks.

Be sure to adjust to the terrain accordingly!

H Horizon Cup **H**

After you have conquered the previous 3 circuits, we present you with the final challenge: the Horizons Cup Race circuit!

These tracks are located in recently discovered environments and present the toughest challenges! We couldn't get clear images, but take a guess based on the description available.



Jungle Ruins 3

Seems like we have strayed too deep into the jungle; these unsettling ruins are even older than the ones before, as the course is in worse condition and all broken up!

Don't be fooled by the looks of the ruins in the distance...



Sparkle Oasis 3

Located in the middle of nowhere, these shifting sands seem to have overtaken the oasis that once resided here!

The Monty Moles that somehow still live here will be your only company.



Rice Terrace 2

The rice paddies have been recently planted, so the track is in better shape overall. It might seem simple, but there is an innate difficulty to this track.

There are no mud bricks scattered across this time around, but it features sharper turns!



Sunrise Ridge 3

We've managed to reach the highest explored location in these mountain ridges!

The climate is much colder, and there are not many safe spots on the edges, so be sure not to fall off!



Rainbow Road

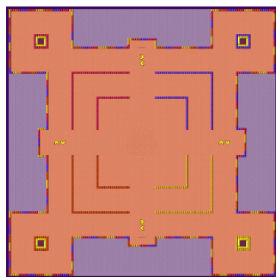
The final challenge! There is no guardrail across the entire track, so be on your highest guard!

While this course is really difficult, take some time to admire the colorful scenery to cool off!

P1 Battle Mode P2

There are 4 battle courses in total. Most of them feature jump bars, so be sure to include them in your strategy!

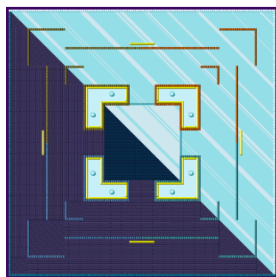
Not all the arenas are the same size, but each can be categorized as small, big, or somewhere in between.



Battle Arena 1

The smallest of all the arenas, this track features boost panels on all four sides, which can be used to move around quickly!

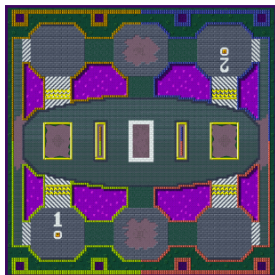
Don't stay too long in the corners, as you might get trapped by your opponent!



Battle Arena 2

The biggest battle arena, this repurposed mine is perfectly split between ice and wooden planks, so be mindful of your driving!

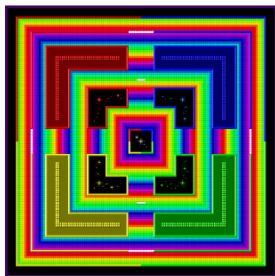
Use the one-sided jump bars to ambush nearby opponents or to escape from a precarious situation!



Battle Arena 3

The arena with the most unique shape. It features an open space in the middle and narrow spaces on the edges, so beware of bouncing shells!

Be sure to check the road you're driving on to get a sense of where you are currently located.



Battle Arena 4

The most frantic of all the arenas! There are tons of item boxes lying around, so you'll likely always have an item at hand!

The main twist of the course is that the edges are comprised of jump bars, so don't fall off! Shells will still bounce off the edges though.

MASTER TIPS

- Master the “Long Boost” technique by using a mushroom or a boost panel. Jump before hitting the wall and then stop accelerating. When you hit the wall, and if there is road ahead, you will extend the boost!
- The way you throw your items is tied directly to the center of your kart, so if you are sharply drifting or spinning out, the item will be used where your character is looking, allowing for new angles.
- If you’re about to hit a wall, jump! Jumping before hitting a wall will make you lose less speed.
- Shallow water and snow have special properties that allow you to slide for longer without speed reduction if you drive into them while drifting at an angle.
- The Extra Difficulty mode is directly tied to how fast you can go; this means the difficulty will be tuned depending on the cc selected and your driver. In a race with 2P, the slowest player will set the speed for how fast the CPU will go. You can also combine this with Mirror mode!

CREDITS & SPECIAL THANKS

Gridatttack

Main hack developer & director, music director, general theme director, custom track graphics & themes, custom track designs, ambience palette designer, custom title screen, box & manual designer, trailer editor, soundtrack release and documentation writer.

DJGrisner

Main assistant & music Composer, custom character & item sprites, custom obstacles sprites, custom driver & cup select screens, custom podium screen.

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You!

Thanks for taking your time to play the hack & read the manual!

*Questions? Feedback? Issues?
Reach Gridattack at Discord*



A hack by
Gridattack



MADE IN EL SALVADOR