

Mario Kart Tracks

					
Mushroom Cup	Flower Cup	Star Cup	Special Cup	Egg Cup	Crossing Cup
					
Mario Kart Stadium	Mario Circuit	Sunshine Airport	Cloudtop Cruise	GCN Yoshi Circuit	GCN Baby Park
					
Water Park	Toad Harbor	Dolphin Shoals	Bone-Dry Dunes	Excitebike Arena	GBA Cheese Land
					
Sweet Sweet Canyon	Twisted Mansion	Electrodrome	Bowser's Castle	Dragon Driftway	Wild Woods
					
Thwomp Ruins	Shy Guy Falls	Mount Wario	Rainbow Road	Mute City	Animal Crossing

4.1 Lobby Settings: Official matches must use the following settings

- 150cc race
- Teams On
- Normal Items
- No COM (No computer bots. There should only be a max of four racers in each match)
- All Vehicles
- 4 Races
- Auto/Smart Steering and Auto Forward are allowed to be on

4.2 Track Selection

Note: The game randomizes which track is chosen at the start of each race. All four players should select the same track to ensure it is selected chosen based on the process below

- Home team selects first two tracks
- Away team selects last two tracks
 - **Once a track has been raced on, it cannot be re-selected or used later in any of the following games for the duration of the match.** This means if one team selected Rainbow Road and it was chosen as the first track to race on in game 1, Rainbow Road cannot be selected again for the rest of the match.
 - All base game tracks are playable for official matches.

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Shell Cup	Banana Cup	Leaf Cup	Lightning Cup	Triforce Cup	Bell Cup
 Wii Moo Moo Meadows	 GCN Dry Dry Desert	 DS Wario Stadium	 DS Tick-Tock Clock	 Wii Wario's Gold Mine	 3DS Neo Bowser City
 GBA Mario Circuit	 SNES Donut Plains 3	 GCN Sherbet Land	 3DS Piranha Plant Slide	 SNES Rainbow Road	 GBA Ribbon Road
 DS Cheep Cheep Beach	 N64 Royal Raceway	 3DS Music Park	 Wii Grumble Volcano	 Wii Ice Ice Outpost	 Wii Super Bell Subway
 N64 Toad's Turnpike	 3DS DK Jungle	 N64 Yoshi Valley	 N64 Rainbow Road	 Wii Hyrule Circuit	 Wii Big Blue

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