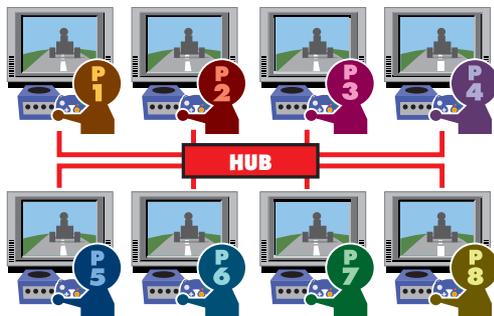


# LAN Setup

If you have Broadband Adapters (sold separately), an over-the-counter hub, and LAN cables, you can set up a LAN system so that each player will be able to play Mario Kart: Double Dash!! on his or her own television.

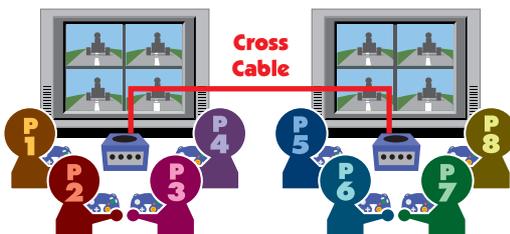
## USING A HUB TO PLAY

Use multiple TVs to have a multiplayer match with up to 8 player-controlled karts.



## USING A CROSS CABLE SETUP TO PLAY

This setup allows for up to eight players to play on split-screens on two TVs.



Mario Kart: Double Dash!! is not just for 1-kart-on-1-screen multiplayer game play. By using split-screens and co-op play, there are lots of variations you can explore.

## PLAYING VS. USING LAN

After connecting the Nintendo GameCube systems to be used, press all the systems' POWER Buttons.

The LAN Mode option will appear on each title screen. Once LAN Mode has been selected and confirmed on all participating game systems and the connections have been established, the Select Mode screen will display. Press **A** after completing game setup to display the LAN Mode title screen. Select **START GAME**, complete the entry process, and start racing!



## VS. LAN Menu

Use **↑** to choose a menu item, set up that item with **←** and **→** and press **A** to confirm. Once this is finished, you'll move to the LAN Mode title screen.

**Start Game:** Begin Versus LAN play.

**Select Mode:** Adjust LAN setup options.

**Game Mode:** Choose the mode you want to play:  
Versus, Balloon Battle, Shine Thief.

*You can only choose the number of laps and engine size in Versus Mode.*

**Order of Courses (Stages):** Choose the way in which courses (stages) will be selected.  
Random, All Courses (Stages)

1 Course (Stage), All Cups (Versus only)

**Co-op:** Turn Co-op ON or OFF.

**Screen Division:** The option for splitting up the screen will be available if there are more than 4 Nintendo GameCube systems in use.

**Quit LAN Mode:** Stop playing LAN Mode.

With the Nintendo GameCube, you can create a LAN system by connecting game systems and a hub with Broadband Adapters and LAN cables. **You cannot use this for internet play.**

If an error occurs during setup, follow the on-screen instructions and try connecting again.

## Connecting Multiple Nintendo GameCubes With a Hub

By using an over-the-counter TOBASE-T hub and LAN cables, you can connect a maximum of **8** Nintendo GameCubes to enjoy racing with friends using up to **8 player-controlled karts**.

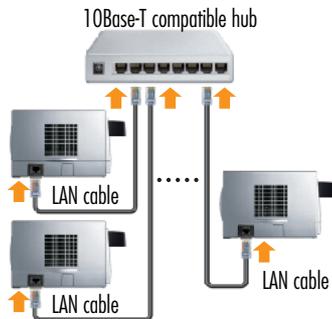
### Required Equipment

- Nintendo GameCube system with Broadband Adapters: ..... **2 to 8**
- **Mario Kart: Double Dash!!** Game Discs: ..... **1 per system**
- Memory Card with **Mario Kart: Double Dash!!** save data: ..... **0 to 8**
- Nintendo GameCube Controller: ..... **1 per player**
- TOBASE-T Hub: ..... **1**
- LAN cables compatible with the hub to be used: ..... **1 per system**

Standard LAN cables are straight cables, but some hubs use cross cables. For details see the instruction manual of the hub you are using, and use the appropriate LAN cables.

### Connection Instructions

1. Turn all game systems OFF and then connect the LAN cables to the Broadband Adapter of each Nintendo GameCube.
2. Turn the hub ON.
3. Place the Mario Kart: Double Dash!! Game Discs in each of the Nintendo GameCube systems.
4. Turn all the game systems ON.



### Nintendo GameCube and Hub Connections

Be sure to read your hub instructions, too. Do not connect any Nintendo GameCube systems to the hub unless they will be used.

## Instructions for Connecting Nintendo GameCube Game Systems With a Cross Cable

You can connect two Nintendo GameCube game systems using a cross cable compatible with an over-the-counter TOBASE-T hub.

### Required Equipment

- Nintendo GameCube system with Broadband Adapters: ..... **2**
- Mario Kart: Double Dash!! Game Discs: ..... **2**
- Memory Card with Mario Kart: Double Dash!! save data: ..... **0-2**
- Nintendo GameCube Controller: ..... **1 per player**
- TOBASE-T Hub compatible cross cable: ..... **1**

### Connection Instructions

1. Turn both game systems OFF and then connect the LAN cable to the Broadband Adapter of each Nintendo GameCube.
2. Place the Mario Kart: Double Dash!! Game Discs in each of the Nintendo GameCube systems.
3. Turn all the game systems ON.



### Troubleshooting

You may experience malfunctions or be unable to connect in any of the following situations:

- When you are using a LAN cable that is not compatible with the hub in use, or when using a cable other than a cross cable when connecting two Nintendo GameCube systems directly.
- When any LAN cable is not fully inserted into the hub or any game system.
- When any LAN cable is removed during the transfer of data.
- When any game system is turned OFF or any game system's RESET button is pressed during the transfer of data.
- When something other than a Nintendo GameCube is connected to the hub.
- When a hub or LAN cable not compatible with the TOBASE-T standard is being used.
- When more than 8 Nintendo GameCube systems are connected.