

LAN Play

Once the Nintendo GameCube systems are connected each player must press the A Button or Start/Pause to begin. Choose your player and board, then select a course. The game will check any present Memory Cards, and any boards or features that are available on any of the cards will be made available to all players.

Up to four players can participate in LAN multiplayer. You can use the LAN in various combinations. Using two Nintendo GameCube systems, up to two players can race on each system. If three or more Nintendo GameCube systems are used, only one player may race per system.

Connecting Multiple Nintendo GameCubes Systems With a Hub

By using an over-the-counter 10BASE-T hub and LAN cables, you can connect a maximum of **4 Nintendo GameCubes** to enjoy racing with friends using up to **4 boarders**.

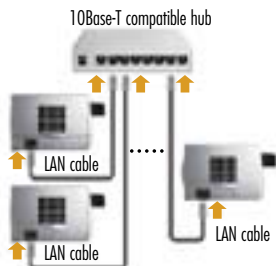
Required Equipment

- Nintendo GameCube system with Broadband Adapters **2 to 4**
- **1080: Avalanche** Game Discs **1 per system**
- Memory Card with **1080: Avalanche** save data **0 to 4**
- Nintendo GameCube Controller **1 per player**
- 10BASE-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 connect the LAN cables to the Broadband Adapter of each Nintendo GameCube.
2. Turn the hub ON.
3. Place the 1080: Avalanche 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

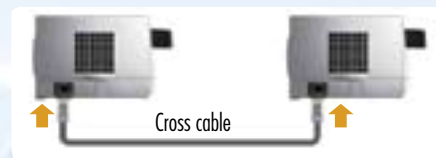
You can connect two Nintendo GameCube game systems using a cross-cable compatible with an over-the-counter 10BASE-T hub.

Required Equipment

- Nintendo GameCube system with Broadband Adapters **2**
- 1080: Avalanche Game Discs **2**
- Memory Card with 1080: Avalanche save data **0-2**
- Nintendo GameCube Controller **1 per player**
- 10BASE-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 1080: Avalanche 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 10BASE-T standard is being used.
- When more than 4 Nintendo GameCube systems are connected.