

Gaslands: Mario Kart Edition Grand Prix Rules

Synopsis: These rules allow players to race several different courses, keep an ongoing Points total, and crown an eventual Champion.

Tracks should vary in design. Very curvy tracks will favor lighter cars with better handling and wide tracks with gradual turns will favor heavyweights that can get into higher gears. Getting a mixture of tracks will prevent one type of kart from dominating the whole race series.

You may set the Grand Prix at any number of races you desire, but five to seven will allow the chance of some karts to be upgraded via collected coins (see below).

Points Awarded Per Race:

1st Place: 8 points

2nd Place: 6 Points

3rd Place: 4 Points

4th Place: 2 Points

Gates Cleared: 1 point per gate cleared in the proper order

Coins Collected: 1 point per Coin collected

Every 10 Coins can be redeemed for a Kart Upgrade.

Kart Upgrades:

Increase Handling by 1.

Increase Max Gear by 1.

These are permanent upgrades that last the duration of the Grand Prix. Handling can never go above 4 and Gear can never go beyond 6.

Coins:

Place 3 Coins per Kart in each race. At least half of the Coins should be off the track. No coins may be placed a distance of less than a Long Range template from a kart's starting location.

Each driver gets to place 3 coins, beginning with that last driver to place their kart and sequentially to the first driver to place, who will place 2 coins, and then back down to last, and so on.