

| Track | Approx. Time | Power Ups | Features | Biome/Area | Coordinates (x y z) |
| --- | --- | --- | --- | --- | --- |
| 1 | 1 minute | 1 xtra speed | 1 Shortcut  1 Cobweb Trap | Jungle | x=-113, y=66, z=233, f=-178  -113 66 233 |
| 2 | 1 minute | 2 xtra speed 1 snowballs | 1 Shortcut  1 Jump | Beach | 4657, 75, 26  DESERT: 468 90 2080  DESERT 23400 ? 3800 |
| 3 | 1 minute | 2 xtra speed 2 snowballs | 2 Shortcuts  1 Jump  1 Moving Bridge  1 Cobweb Trap | Tundra (Ice Plains) | Spikes: 7000, ?, 1000  Snow Mountains: 10100 100 -4100  Frozen Lakes: 10100 100 -8000 |
| 4 | 1 ½ minutes | 3 xtra speed 2 snowballs 1 tnt drop | 2 Shortcuts  2 Jumps  1 Waterfall Climb  1 Fire Trap  1 Tunnel | Plains / Taiga | X=-180, y=63, z=-2890 (by river) x=-247, y=64, z=-4113 (plains by hills to north)  3000 100 0 (big plains) |
| 5 | 1 ½ minutes | 2 xtra speed 2 snowballs 2 tnt drop | 2 Shortcuts  2 Jumps  1 Moving Bridge  1 Dropper  1 Cobweb Trap | Ocean/underground | X=-355 y=69 z=3822 (lake)  16 90 -90 (jungle lake)  **MAPPED: 3959, 70, -128  (ocean near beach and snow cliffs)** |
| 6 | 1 ½ minutes | 3 xtra speed  2 tnt drop | 3 Shortcuts  2 Jumps  2 Moving Bridges  2 Fire/Lava Traps  2 Tunnels | Extreme Hills | 14500 ? 6444 |
| 7 | 2 minutes | 3 xtra speed  2 tnt drop  1 ice drop | 3 Shortcuts  3 Jumps 1 Waterfall Climb  2 Cobweb Traps | Mine/underground | Heart shaped hole: 1100 100 -4100 |
| 8 | 2 minutes | 4 xtra speed  2 tnt drop  2 ice drop | 3 Shortcuts  4 Jumps  1 Dropper Tunnel  1 Moving Bridge | Sky/Ocean | 23500 ? 9222 (islands to west) |
| 9 | 4 minutes | 4 xtra speed  4 tnt drop  2 ice drop | 4 Shortcuts  5 Jumps  1 Moving Bridges  1 Tunnel  2 Cobweb Traps | Jungle/underground | Forest: 1000 100 4000  Mushroom forest: 4000 100 -4000 |
| 10 | 5 minutes | 5 xtra speed  (Superfast for big areas)  4 tnt drop  2 ice drop | 5 Shortcuts  6 Jumps  2 Moving Bridges  1 Dropper Tunnel  2 Fire/Lava Traps  2 Tunnels | Mixture (using teleports as running?) |  |

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| Redstone:  Map setup:   1. Add scoreboard objectives    1. LOGOUT    2. RACES    3. CHECKPOINTS    4. CURRENT    5. VARS 2. gamerules    1. Don’t show command output    2. Don’t log command output 3. meh   Players join:   1. Check for players not on “LOGOUT” list    1. Add player to all objectives required       1. LOGOUT       2. RACES       3. CHECKPOINTS       4. CURRENT       5. VARS    2. Add player to setup list 2. Go to lobby area   Sounds   * Player loses: IronGolem Death |
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| Track 2: Beach |