

| Name | Latest Version | Download |
|----------------|----------------|---|
| Akita Line | 1.1 | http://sharemods.com/9816966/akita_line_1.1.zip.html |
| Usui Circuit | 1.0 | http://sharemods.com/5734656/usui_circuit_1.0.zip.html |
| Miyagi | 1.1 | http://sharemods.com/3066666/miyagi_1.1.zip.html |
| Aomori | 1.0 | http://sharemods.com/4832000/aomori_1.0.zip.html |
| Akita | 1.0 | http://sharemods.com/4832000/akita_1.0.zip.html |
| Akita Shiro | n/a | n/a |
| Inohazaka | 1.0 | http://sharemods.com/7431666/inohazaka_1.0.zip.html |
| Hakone Tumpka | n/a | n/a |
| Tsukuba | 1.3 | http://sharemods.com/3066666/tsukuba_1.3.zip.html |
| Tsukuba Snow | 1.0 | http://sharemods.com/3066666/tsukuba_snow_1.0.zip.html |
| Sudamae | 1.2 | http://sharemods.com/3066666/sudamae_1.2.zip.html |
| Tsurihaka | 1.0 | http://sharemods.com/3066666/tsurihaka_1.0.zip.html |
| Tsurihaka Snow | n/a | n/a |
| Mori Line | 1.1 | http://sharemods.com/3066666/mori_line_1.1.zip.html |
| Happoohara | 1.0 | http://sharemods.com/3066666/happoohara_1.0.zip.html |
| Narumagari | 1.0 | http://sharemods.com/3066666/narumagari_1.0.zip.html |
| Nagao | 1.0 | http://sharemods.com/3066666/nagao_1.0.zip.html |
| Tsukahi Line | 1.0 | http://sharemods.com/3066666/tsukahi_line_1.0.zip.html |

| Info |
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| This is an archive of all of the tracks covered by Euro and Kazuro, from the 'Arcade Stage' series made by SEGA. This archive hopefully prevents requests and should keep everyone up to date on the latest versions. |
| Credits |
| SEGA - Model source, textures and assets |
| Kazuro - Main conversion, modeling, files, materials and optimization |
| Euro - Shaders, UI, CSP Config, AI and additional text/network |
| Leonardo Pateira - Replay TV Camera (if available) |
| Extra Worlds from Euro |
| This is a pure passion project which we work on in our free time. Therefore, please don't see it as more important and some tracks take longer than others. We will convert every DB track to AC and provide it as a free and public mod. Also, older tracks will continuously keep receiving updates. |
| The tracks were designed by SEGA to work with their game physics, not to be a 1:1 replica of the real thing. Please take the "realism" with a grain of salt. |