OVERSCALE RC

INSTRUCTION BOOKLET
MANUAL V2.1 · OCT 28, 2026



CRESPONIA STORY WORKS
COVER: CONCEPT ART

1-4 PLAYERS

BEFORE YOU PLAY

HEALTH WARNING Read this before playing.

A very small number of people can have a seizure when they see certain flashing lights or patterns, including those in video games. This can happen even to people with no history of seizures or epilepsy. If you, or anyone in your family, has ever had epilepsy or a seizure, talk to a doctor before playing.

Stop playing at once and see a doctor if you feel dizzy, see blurred or changed vision, have eye or muscle twitches, lose awareness, feel confused, or have any movement you can't control.

- Play in a well-lit room, and sit a comfortable distance from the screen.
- Take a 10 to 15 minute break every hour.
- Don't play when you're tired or short of sleep.
- If your hands, wrists or eyes get sore, stop and rest.

ABOUT THIS BOOKLET

This booklet covers **Battlesville**, one of the modes in Overscale RC, as it is in **October 2026**. The mode is almost finished but still being tuned, so numbers, names and other details may change in later versions of the game and of this booklet. Anything marked ***IN PROGRESS*** is planned, but not in the game yet.

Every screenshot is from the game itself. The cover and anything marked **concept art** is art made while designing the game, not a screenshot.


ROOFTOP


MISSILE SITE


WASHINGTON PARK

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FLURRY RIDGE



DAFFODIL FESTIVAL

THE CONNECTICUT TOUR

Somebody has turned Connecticut into a battleground.

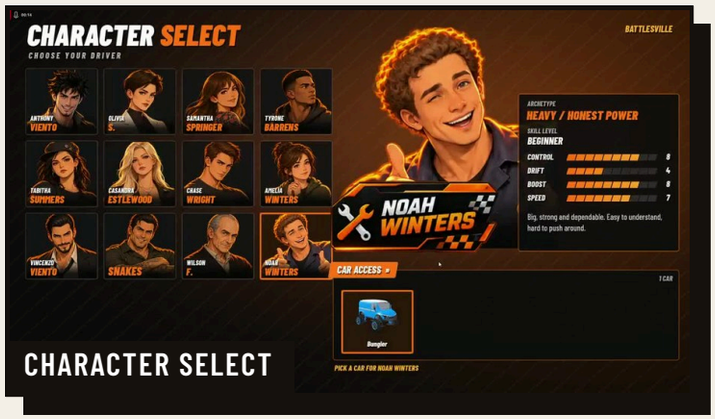
A condemned mall roof. An abandoned missile base. A city park whose monuments are coming down. A trailer park where the grills never go out. Eight places across the state, rebuilt for a tournament of weaponized RC cars.

The man behind it is **Shen Viento**, who runs El Viento Technics. He overheard his brothers Anthony, Vincenzo and Lucius, and Lucius's wife Jozi, planning contests of their own, and vowed to build a better one. More action. More intensity.

He didn't build it alone. His sister **Eliza Viento** helped, for 400 pounds of donuts and 18 barrels of iced cappuccino lattes. She'd also love to see her other siblings' contests flop. Shen doesn't say much about her, except that she doesn't enjoy playing with her food.

The prize? Survive all eight battlegrounds, and Shen promises the winner **his own chair**: a year at the head of El Viento Technics. Every server, every satellite, every studio.

There is, he says, one final requirement.



CHARACTER SELECT

> ***Multiple contestants. One rooftop. No returns, no refunds. Let the Connecticut Tour begin!***
>
> ***SHEN VIENTO***



WHERE IT ENDS: LORD HIGHTMEIN MUSEUM

GETTING STARTED

ARENAS

Four cars, one arena: you and three others. From the main menu choose **Battlesville › Arenas**. With controllers plugged in, each player presses a button to join (up to **four players**, split screen). Then everyone picks a driver, and you pick an arena.

On the arena screen, X switches between **Free for all** and **Team battle** (2 v 2). Press A to fight.

CONNECTICUT TOUR

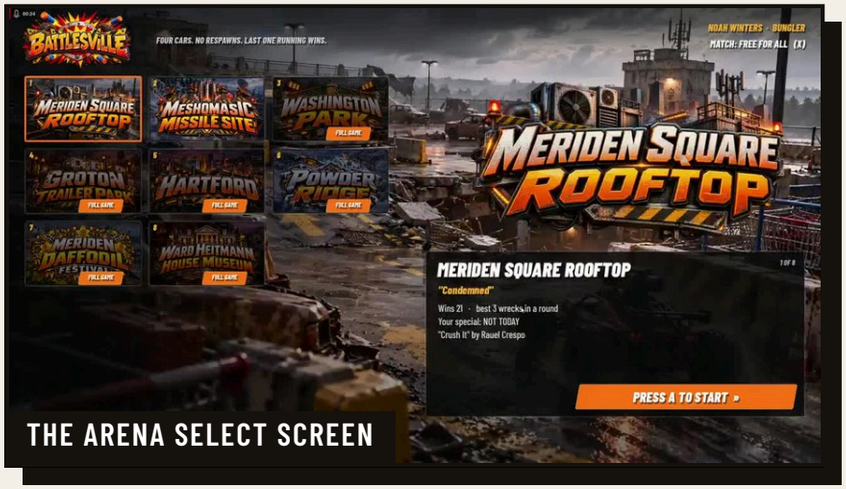
One player, eight levels, Shen Viento's tournament. Choose **Battlesville › Connecticut Tour**, pick your driver, then a level. X switches the difficulty (page 14).

PAUSE

Press **Start**. Resume, get back on your wheels, restart the round, change settings, or go back to the arena select or main menu.

SAVING

The game saves your wins, best rounds and tour progress for you.



THE ARENA SELECT SCREEN

DEMO The free demo has Arenas in the first two arenas. The Connecticut Tour and the other arenas are in the full game: Early Access on Steam is planned by December 2026.

CONTROLS Every control can be changed in **Settings › Controls**. This booklet shows the standard controller layout.

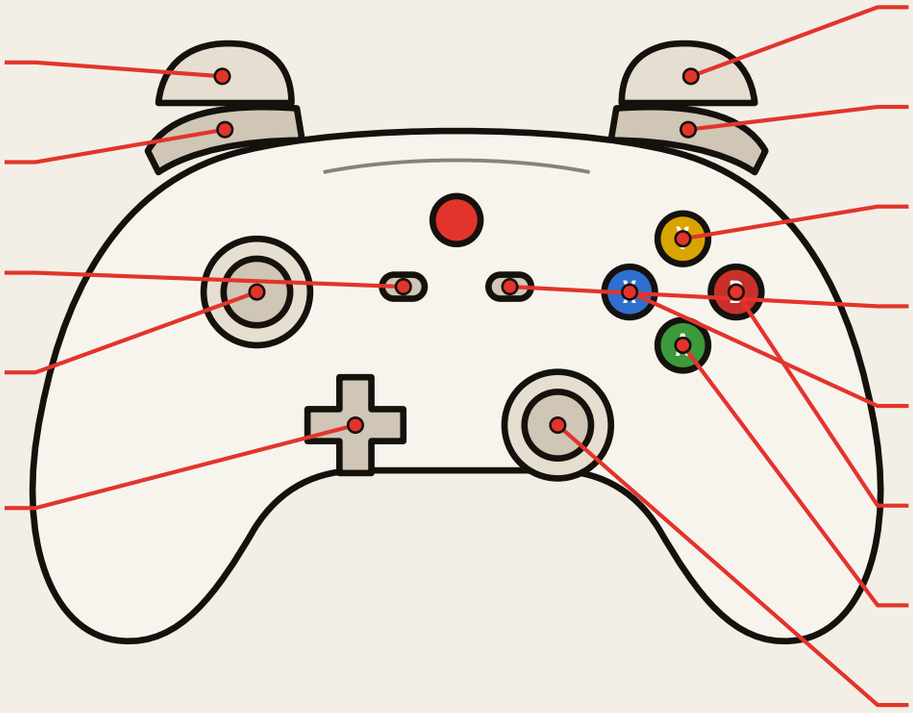
LT
Brake / reverse

LB
Drift

Back
Back on your wheels

Left stick
Steer
Up: gas · down: brake

D-pad
Left / right: switch weapon
Wrecked: watch another car



RT
Gas

RB
Machine gun

Y
Special (when its meter is full)

Start
Pause

X
Turbo

B
Fire the selected weapon

A
Hop

Right stick
Camera · click: look back

Standard controller layout, shown along the bottom of the screen during a round. In split screen, every player uses the same layout on their own controller.

THE BASICS RT to drive, RB to shoot, B to fire what you've picked up, Y when your special is ready, X to get away. Upside down? Back puts you on your wheels.

THE GAME SCREEN



ARENAS · MERRY DEN MALL ROOFTOP

1. **Radar.** Enemies are red dots.
2. **Opponents left** in the round.
3. **A pickup**, sitting on its ring. Nearby cars also show a name tag and health bar.
4. **Lives** left.
5. **Health.** Lose it all and you lose a life.
6. **Turbo meter.**
7. **Your special** and its meter. Full = ready on Y.
8. **Weapon** selected and its ammo, then the others you carry.
9. **Gun heat.** Let it cool if it fills.

HOW A ROUND WORKS

LAST CAR RUNNING WINS

Every round starts with a short countdown: no damage until it says **FIGHT!** Then it's every car for itself, with **no time limit.** Run out of health and you lose a life; run out of lives and you're out. The last car (or team) still running wins.

LIVES

- **One player:** you have 5 lives, the three AI cars have 1 each.
- **Split screen:** everyone has 5 lives.
- **Connecticut Tour:** 3 lives per level.

TEAM BATTLE

Two against two: **Team Blue** and **Team Orange**. One player teams up with an AI car; two players team up together against two AI cars. There's no friendly fire. When one team is out, the other wins.

OUT OF THE ROUND?

Watch the rest: left and right on the D-pad switch between the cars still fighting.

RESULTS

At the end you see who placed where, everyone's wrecks, damage and specials, and the finishing blow. Then **Rematch**, or back to Battlesville.



THE COUNTDOWN



VICTORY

WEAPONS



MACHINE GUN · RB

Always loaded, never runs out. Hold it too long and it overheats; let it cool down.



MISSILE · B

Flies straight ahead. Hard hitting, so line it up.



HOMING ROCKET · B

Locks on and follows its target.



MINE · B

Drop it and leave it for someone to drive over.



REAR MISSILE · B

Fires out of the back of your car, at whoever is chasing you.

PICKING UP WEAPONS

Drive through a **weapon crate** for a bundle of ammo. Crates hold mostly mines, but missiles and homing rockets turn up often too.

SWITCHING

Left and right on the D-pad choose which weapon B fires. The panel at the bottom right shows the one you've chosen, its ammo, and what else you carry.

RICOCHET MISSILE

Only in the **Connecticut Tour**: a missile that bounces off walls.

RAMMING

Your car is a weapon too. In a crash, the **heavier** car hits harder and takes less damage. Light cars should hit and run.



MISSILE SITE · SNAKES' TORNADO ON THE LEFT

PICKUPS AND HAZARDS

PICKUPS



HEALTH

Repairs 25 health.



TURBO

Refills 40 turbo.



WEAPON CRATE

A bundle of ammo for one weapon.



SPECIAL CHARGE

Adds to your special meter.

The first car through a pickup takes it. It comes back after a while; a ring on the ground shows where.

TURBO

X burns turbo fast. Stay off it for two seconds and it starts to refill on its own.

HAZARDS

Every arena has its own (see the arena pages). They come in three kinds:

- **Fatal:** marked shafts, deep water, drops off the edge. Fall in and you lose a life, whatever your health.
- **Damage:** fire, live wires, rebar, steam. They hurt for as long as you stay in them.
- **Jam:** smoke and flooded pockets. Your weapons and special won't fire for a second after you leave. The gun still works.

The big hazards (avalanches, mudslides, rides, collapsing floors, fireworks) always **warn you first**: a rumble, a glow, a bell, a flashing light.

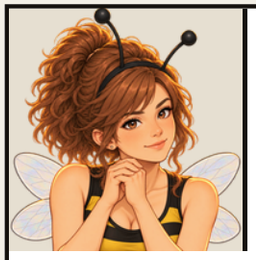
BACK ON YOUR WHEELS

Upside down or stuck? Press **Back**.



A RING MARKS WHERE A PICKUP COMES BACK

SPECIALS Every driver has one special. Its meter fills over time (and faster with special charge pickups); when it's full, press Y. Bigger specials take longer to charge. A car that's been frozen, pinned or knocked out by an EMP can't be stunned again for 3 seconds.



AMELIA WINTERS

BEE MOBILE · LIGHTWEIGHT / NIMBLE

HONEY BEE (charges in 22 s) A bee hovers over her car for 8 seconds and fires eye lasers at any enemy it can see within 14 m.

ARMOR ■■■□□ SPEED ■■■□□

WEIGHT ■■■□□



ANTHONY VIENTO

FIX-N-GO · TECHNICAL TUNER

DOWNTIME (charges in 40 s) Spikes fly up and rain down on every enemy within 20 m, damaging them and pinning them in place for 7 seconds.

ARMOR ■■■■■ SPEED ■□□□□

WEIGHT ■■■■■



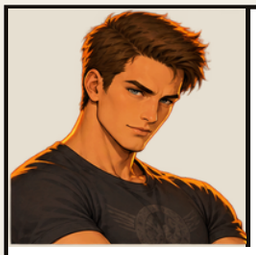
CASANDRA ESTLEWOOD

SHOT CALLER · KNIFE-EDGE BURST

SLAP DOWN (charges in 36 s) A giant hand slams down; its shockwave freezes every enemy within 16 m for 8 seconds.

ARMOR ■■■■□ SPEED ■■□□□

WEIGHT ■■■■□



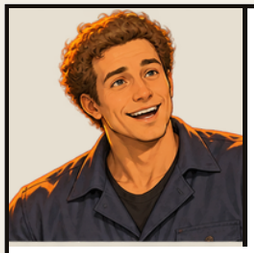
CHASE WRIGHT

SILVER STRIKER · ADAPTABLE / RECOVERY

AIM-BOT (charges in 20 s) For 10 seconds every weapon he fires homes in, and does 20% more damage.

ARMOR ■■■□□ SPEED ■■■□□

WEIGHT ■■■□□



NOAH WINTERS

BUNGLER · HEAVY / HONEST POWER

NOT TODAY (charges in 30 s) His car doubles in size for 7 seconds. It jumps higher, and every landing sends out a shockwave.

ARMOR ■■■■■ SPEED ■□□□□

WEIGHT ■■■■■



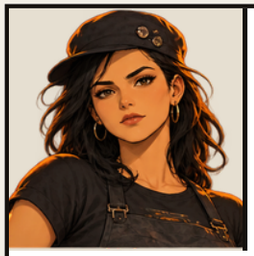
SAMANTHA SPRINGER

VELVET ASSASSIN · BALANCED ATHLETE

HOPPER DRONE (charges in 34 s) A ghostly grasshopper sweeps the area round her (15 m): it halves each enemy's health, or takes a life from anyone already down to 1 health.

ARMOR ■□□□□ SPEED ■■■■□

WEIGHT ■□□□□



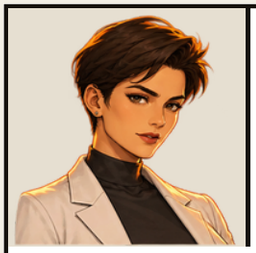
TABITHA SUMMERS

SILENT KNIGHT · DEFENSIVE GRIP

BLACK HEART (charges in 32 s) A heart follows an enemy, stops, warns, then instantly wrecks every enemy within 12 m. Get clear when it warns.

ARMOR ■■■□□ SPEED ■■■□□

WEIGHT ■■■□□



OLIVIA S.

FAXDUNTKARE · PRECISION / ENGINEERING

SYSTEMS DOWN (charges in 42 s) An EMP: for 9 seconds, enemies within 22 m crawl, and can't shoot, boost or use their specials.

ARMOR ■□□□□ SPEED ■■■■■

WEIGHT ■□□□□



SNAKES

SNEAK TRICK · TRICKSTER / UNORTHODOX

FRIDGE IS OPEN (charges in 26 s) A green tornado tears across the arena for 6.5 seconds.

ARMOR ■■■□□ SPEED ■■■□□

WEIGHT ■■■□□



TYRONE BARRENS

CHILDISH TYPHOON · FLOW / DRIFT

HAMMER THYME (charges in 28 s) A huge hammer drops ahead of him, and he can't be hurt for 5 seconds.

ARMOR ■■■■■ SPEED ■■□□□

WEIGHT ■■■■■



VINCENZO VIENTO

TOP DOLLAR · AGGRESSIVE SPEED

FUNDED CHAOS (charges in 24 s) A gold-plated turret rises from his car and fires for 7 seconds.

ARMOR ■■■□□ **SPEED** ■■■□□

WEIGHT ■■■□□



WILSON F.

OLFUDDUD · STRATEGIST / MOMENTUM

OLD MAN SPEECH (charges in 38 s) A cane whirls above him for 6 seconds: the whirlwind pulls in enemies within 18 m and damages them.

ARMOR ■■□□□ **SPEED** ■■■■□

WEIGHT ■■□□□

ARMOR, SPEED AND WEIGHT

In Battlesville each driver's car is built for the fight. **Armor**: how little damage it takes. **Speed**: how fast it drives. **Weight**: how hard it rams, and how hard it is to push around. Heavy cars soak up hits; light, fast cars are hard to catch.



MISSILE SITE · AIRBORNE

Eight levels, in order, against waves of enemy cars. Shen Viento talks to you before each level and after it.

HOW A LEVEL WORKS

- Wreck **every** enemy car to win the level. A few start the level; the rest arrive as you wreck them, up to a limit at once.
- You have **3 lives** per level.
- Groton Trailer Park and the Lord Hightmein Museum end with a **boss**.
- Win a level to open the next one.

DIFFICULTY

Easy, **Normal** or **Hard**. Harder means better drivers and tougher enemy cars, not more of them.

REWARDS

- Win a level **without losing a life** to unlock a new paint for the car you drove (each level has its own colour; see the level pages). Do it in all eight for **Champion Gold**. Paints are chosen in the Garage.
- A **Connecticut license plate** is hidden in every level. Can you find all eight?
- Each level hides **secrets**, and a big destruction event Shen won't be happy about. Some earn achievements.
- ***IN PROGRESS*** Beat **Eliza** to unlock her and Mr. Lumpy in every mode. Finish the Tour to unlock **Shen** and his Blood Hornet.



GROTON TRAILER PARK

> ***Three locations. Three opportunities to turn back. And yet, here you are.***
>
> *SHEN VIENTO*

1 "CONDEMNED" MERRY DEN MALL ROOFTOP



MERRY DEN MALL ROOFTOP

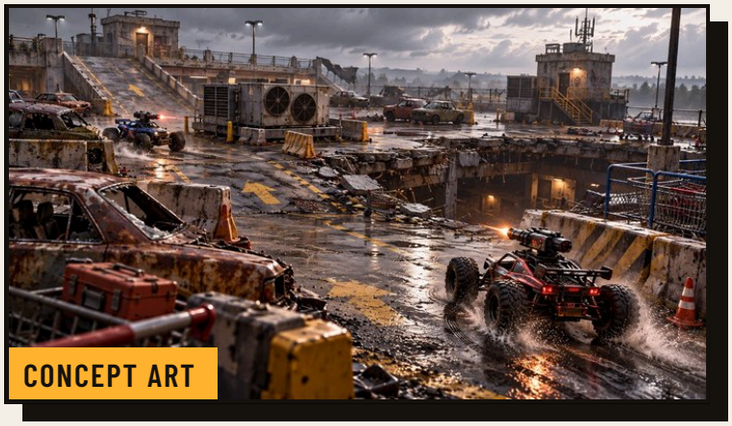
The condemned roof of a shopping mall under a grey sky: parking decks, stairwell penthouses, rusted abandoned cars and the shopping-cart corrals.

PLACE	Meriden, Connecticut
TOUR LEVEL	1 of 8 · Beginner
TOUR ENEMIES	6 cars (3 at the start, up to 4 at once)
NO-DEATH PAINT	Midnight Black
MUSIC	"Crush It"

> ***Welcome to Meriden, Connecticut. Where the stores are abandoned, the parking is empty, and the bargains are to die for. No returns, no refunds. Let the Connecticut Tour begin!***
>
> **SHEN VIENTO**

WATCH OUT

- A collapse trench splits the south side. Its shelf is safe to drive; the dark shaft under it isn't.
- HVAC units: hard cover, a launch ramp, steam and a live wire.
- Broken gaps in the parapet open onto a fatal drop.

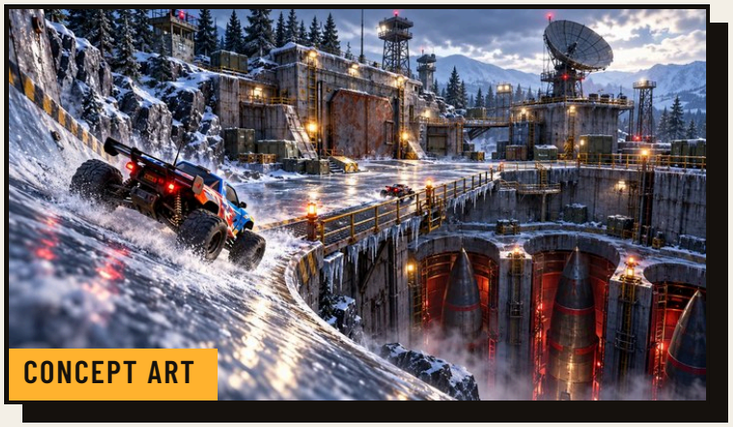

CONCEPT ART

2 MESHOMASIC MISSILE SITE



MESHOMASIC MISSILE SITE

> ***Welcome to Meshomasic. The military abandoned this place years ago. Unfortunately for you, they left a few things behind. Try not to push the wrong button.***
>
> *SHEN VIENTO*


CONCEPT ART

A decommissioned missile base in a state forest, late on an autumn afternoon, with black ice on the old concrete.

PLACE	Portland, Connecticut
TOUR LEVEL	2 of 8 · Easy-Moderate
TOUR ENEMIES	7 cars (4 at the start, up to 5 at once)
NO-DEATH PAINT	Missile Red
MUSIC	“Gold Doesn't Rust”

WATCH OUT

- Black ice: less grip, longer stops.
- Two silos, each with a spiral ramp down the wall. The open shaft in the middle is fatal; cross on the catwalk.
- A flooded dip in the service tunnel jams your weapons (the gun still works).

3 "MONUMENTAL DISASTER" WASHINGTON PARK



WASHINGTON PARK

Welcome to Washington Park. A little culture, a little history, and a towering monument to human ambition. Enjoy the scenery while it lasts.

SHEN VIENTO


CONCEPT ART

A city park on a hill after the rain, its monuments coming down. A toppled obelisk makes a long ramp up to the high pedestal.

PLACE	Meriden, Connecticut
TOUR LEVEL	3 of 8 · Moderate
TOUR ENEMIES	8 cars (4 at the start, up to 5 at once)
NO-DEATH PAINT	Cherry Blossom
MUSIC	"Psychic Socials"

WATCH OUT

- Tennis courts with sagging nets that slow you down, and puddles and wet rubber that make you slide.
- Rusted cars in the parking lot leak fuel and go up when you get close: watch for the smoke and the hiss.
- The railing above the street is broken in two places, over a fatal drop.

4 "FIRE WALK" GROTON TRAILER PARK

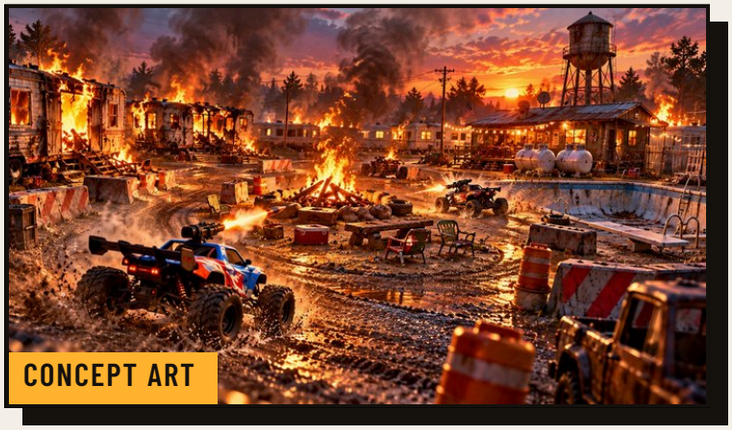


GROTON TRAILER PARK

A trailer park on a hot evening: string lights, smoke, grills still burning, and a communal bonfire in the middle of it all.

PLACE	Groton, Connecticut
TOUR LEVEL	4 of 8 · Hard
TOUR ENEMIES	9 cars (4 at the start, up to 5 at once)
BOSS	Eliza Viento · Mr. Lumpy
NO-DEATH PAINT	Pitmaster Orange
MUSIC	"The Cabin Has Ears"

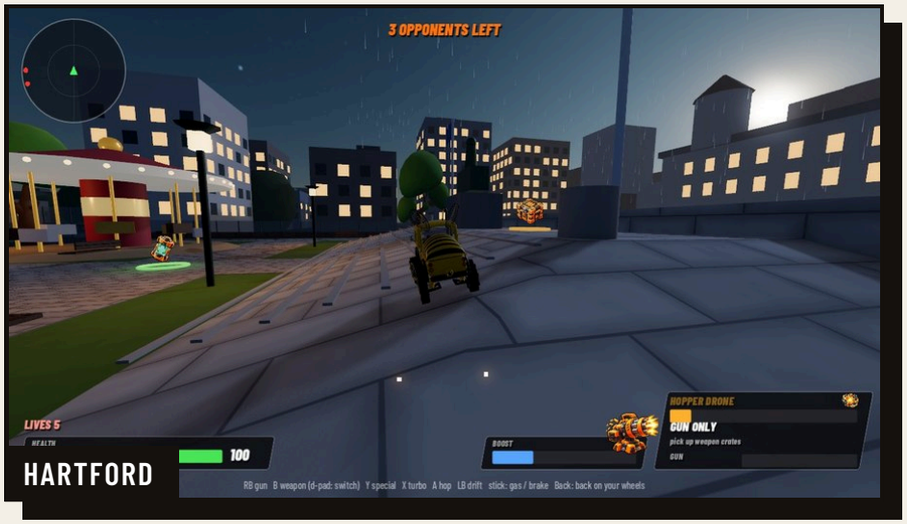
> ***Welcome to Groton! A charming little community where the neighbors are friendly, the grills are hot, and the property values are about to plummet. And my dear sister Eliza has been dying to meet our guests.***
>
> **SHEN VIENTO**


CONCEPT ART

WATCH OUT

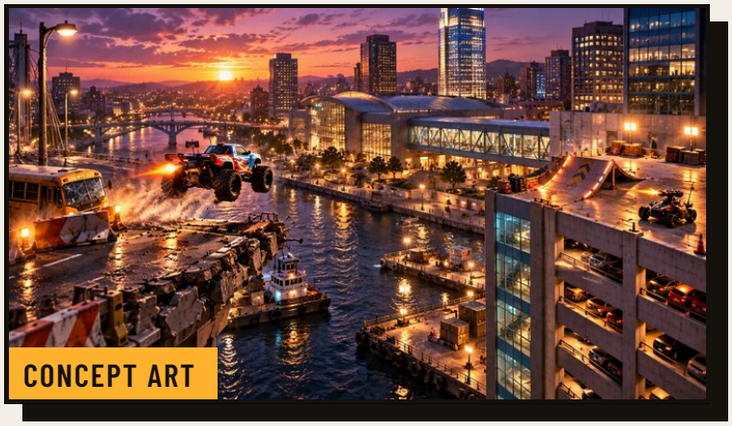
- Fires show their heat before they hurt. The bonfire burns all the time; keep to the edge of its heat.
- A brush fire creeps up the west back lane.
- In the tour: after the ninth car, Eliza Viento arrives (page 23).

5 "THE BIG LEAP" HARTFORD



HARTFORD

> ***Welcome to Hartford! Connecticut's proud capital. Just remember: it's not the fall that gets you. It's the sudden stop at the bottom.***
>
> *SHEN VIENTO*


CONCEPT ART

The capital at night in a thunderstorm, split by the river. Downtown streets, Bushnell Park, the convention centre, and a broken bridge.

PLACE	Hartford, Connecticut
TOUR LEVEL	5 of 8 · Very Hard
TOUR ENEMIES	10 cars (5 at the start, up to 6 at once)
NO-DEATH PAINT	Hartford Gold
MUSIC	"Hero With a Body Count"

WATCH OUT

- The river is fatal.
- The Big Leap: the old bridge breaks off mid-river and its last slab is a launch ramp. Commit, and aim for the garage roof across the gap.
- Flooded pockets jam your weapons. Broken parapets on the roofs are fatal.

6 "THE DROP ZONE" FLURRY RIDGE



FLURRY RIDGE

A ski mountain in a snowstorm that gets heavier the longer the round goes, from the summit down the runs to the access road.

PLACE	Middlefield, Connecticut
TOUR LEVEL	6 of 8 · Extreme
TOUR ENEMIES	11 cars (5 at the start, up to 6 at once)
NO-DEATH PAINT	Ice Blue
MUSIC	"I Crashed My Own Memorial"

> ***Welcome to Flurry Ridge! Connecticut's winter wonderland. Unfortunately, I seem to have misplaced the solid ground. Don't worry, I'm sure the ice will hold. Probably.***
>
> **SHEN VIENTO**


CONCEPT ART

WATCH OUT

- Avalanches: the crack at the top glows and rumbles first. Get off the strip.
- The gorge and the outer cliff are fatal. Ice slicks steal your grip; dark rocks hurt.
- The snow thickens after the first minute and a half.

7 "FIELD OF SCREAMS" MERIDEN DAFFODIL FESTIVAL



MERIDEN DAFFODIL FESTIVAL

> ***Welcome back to Meriden! Beautiful, isn't it? The flowers are blooming, the birds are singing, and nine very unpleasant people are waiting to blow you into tiny pieces.***
>
> *SHEN VIENTO*


CONCEPT ART

The spring festival in the park: a daffodil hill, the rides, the midway and the water. Small, packed, and nowhere to hide.

PLACE	Meriden, Connecticut
TOUR LEVEL	7 of 8 · Nightmare
TOUR ENEMIES	9 cars, all at once
NO-DEATH PAINT	Daffodil Yellow
MUSIC	"Better Than That"

WATCH OUT

- The mud lane on the daffodil hill lets go now and then: a rumble and dust first, then the mudslide.
- The teacup ride is cover until it wakes up. Bulbs flash and a bell rings before it spins.
- Thin ice in the middle of the fountain is fatal (the rim is safe). So is the broken cliff fence.

8 "HONG KONG KRUNCH" LORD HIGHTMEIN MUSEUM

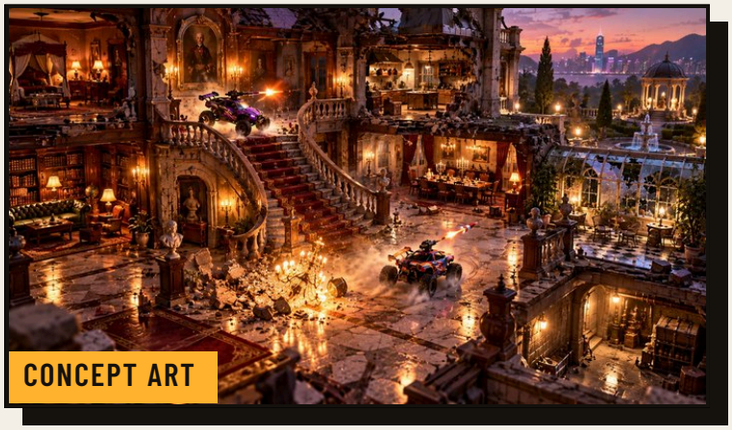


LORD HIGHTMEIN MUSEUM

A fire-blackened old house on a lantern-festival night, fireworks overhead, with gardens behind the moon-gate wall.

PLACE	West Haven, Connecticut
TOUR LEVEL	8 of 8 · Final
TOUR ENEMIES	12 cars (6 at the start, up to 6 at once)
BOSS	Lord Shen · Blood Hornet
NO-DEATH PAINT	Royal Purple
MUSIC	"Spark beyond the Flesh"

> ***I promised the winner my chair. One year at the head of El Viento Technics. The keys to the whole kingdom. There is, however, one final requirement. You'll have to take it from me.***
>
> **SHEN VIENTO**


CONCEPT ART

WATCH OUT

- Weak floors upstairs creak, sag and shed dust, then drop you to the room below.
- The firework rack fires at the lawn. Its lamps flash and red rings glow where shells will land.
- A live wire, and flooded pockets that jam your weapons. In the tour, Shen waits at the end.

THE BOSSES

ELIZA VIENTO · MR. LUMPY

Groton Trailer Park, after the ninth car. Shen's sister, who helped him build Battlesville. Her car takes three times the punishment of a normal one.

> ***So, you're the one who's been making all this noise. Hope you like your defeat with extra cream.***
>
> ELIZA VIENTO

PHASE	WATCH FOR
The Cookout	Grill Seeker: two homing rockets. Hot Coals dropped behind her.
Turn Up the Heat	From 65% health. Flame Feast: a cone of fire ahead of her. More coals.
It's Coffee Time	From 30%. She's faster. Family Recipe: a ring of boiling coffee spreads out from her.

Jump the ring (A **):** it only hits cars on the ground. After each one her engine is open for 3 seconds, and takes double damage.

LORD SHEN · BLOOD HORNET

Lord Hightmein Museum, after the twelfth car. When the host steps in to play, his dark side takes over: Lord Shen, in a car more than five times as tough as yours.

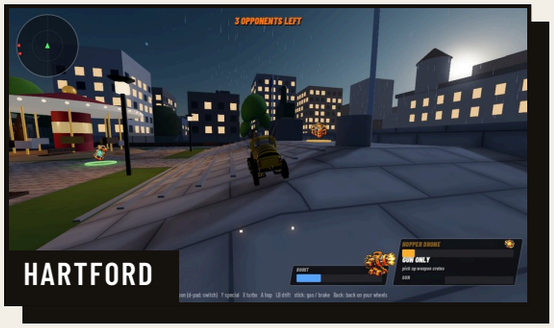
> ***No more host. Lord Shen plays now. And Lord Shen does not hand over his kingdom.***
>
> LORD SHEN

PHASE	WATCH FOR
The Welcome Committee	Executive Order: six homing rockets.
From 70%	Royal Decree: a heavy shell. Power Grab: drains your special meter.
From 45%	Hostile Environment: live floor patches round you.
From 20%	Checkmate: shielded for 4 seconds while a barrage comes down. Don't waste shots on the shield; get out from under it.

BOSS TIPS Bosses drive like the other cars, so keep moving and keep the gun on them. Grab health between phases. Against Lord Shen, use your special before he gets to 70%: after that, Power Grab can drain your meter.

HINTS AND TIPS

- *Keep moving. A car that sits still is a car that gets hit.*
- *Watch the gun's heat. Short bursts keep it firing.*
- *Save a homing rocket for the car that keeps running away.*
- *Being chased? A rear missile or a mine behind you settles it.*
- *Apart from a couple of specials, health pickups are the only way to heal. Know where they are.*
- *Light car? Don't trade rams with Noah or Anthony. Hit and run.*
- *When Tabitha's heart warns you, turbo out of there.*
- *Use the arena. Lure a chaser past an avalanche strip or a teacup ride that's waking up.*
- *A level-ending boss in the tour? Clear the waves without wasting your special.*
- *Stuck on your roof? Back puts you on your wheels.*



HARTFORD



GROTON TRAILER PARK



FLURRY RIDGE

CREDITS

OVERSCALE RC

Created by Rauel Crespo
Cresponia Story Works
Game design, arenas, characters, cars and modes by Rauel Crespo.

BATTLESVILLE MUSIC

All songs written by Rauel Crespo, from chapters of his books. Vocals and instruments performed with Suno, to Rauel's direction.

- “Crush It” · Merry Den Mall Rooftop
- “Gold Doesn't Rust” · Meshomasic Missile Site
- “Psychic Socials” · Washington Park
- “The Cabin Has Ears” · Groton Trailer Park
- “Hero With a Body Count” · Hartford
- “I Crashed My Own Memorial” · Flurry Ridge
- “Better Than That” · Meriden Daffodil Festival
- “Spark beyond the Flesh” · Lord Hightmein Museum
- “Snap / Push” · menus

SOUND

Engine sounds recorded by Rauel from local cars. Other sounds and textures: see the Credits screen in the game.

MADE WITH AI TOOLS

Overscale RC is made by one developer working with AI tools. Every song was written by the developer, based on chapters from his own books; he directed the instrumentation, and Suno performed the vocals and instruments. Logos were generated with ChatGPT and Qwen-Image. Driver portraits, track thumbnails, menu art, concept art and some 3D models (such as Falcon Field's flying fortress and the driver characters) were generated with ChatGPT, then selected, edited and placed by the developer. The drivers' 3D cars were modelled with ChatGPT and Claude (Anthropic) from the developer's own concept designs. Much of the game's code and level construction was written with Claude, under the developer's design and direction. Engine sounds were recorded from local cars. Other sounds and textures come from credited libraries or were made for the game. All game design, tracks, characters, cars and modes are the developer's own.

THIS BOOKLET

Written and laid out with Claude (Anthropic), from the game and Rauel's design documents. Screenshots are from the game (Oct 14–15, 2026 builds); some show the HUD from before the game was renamed. Cover: concept art. Type: Barlow Condensed (SIL Open Font License). Made with the Godot Engine.

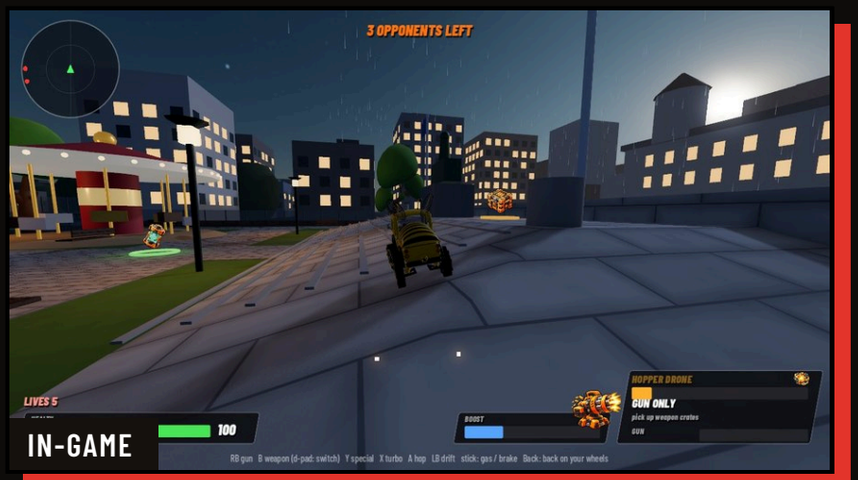
NOTES

Your wins, your best rounds, and where you found the plates.

NOTES



IN-GAME · NOAH'S NOT TODAY



IN-GAME

BATTLESVILLE

Four cars. No mercy. Last one running wins.

- Eight arenas across Connecticut, each with its own hazards
- Twelve drivers, each with their own special
- Free for all or 2 v 2 team battles, for 1 to 4 players, split screen
- The Connecticut Tour: eight levels, two bosses, and Shen Viento's prize: his own job

Overscale RC is in development. Early Access on Steam is planned by December 2026. cresponia.com/gaming/battlesville

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