OVERSCALE RC RACING

INSTRUCTION BOOKLET · MANUAL V1.0 · OCT 28, 2026

COVER: CHARACTER ART





CRESPONIA STORY WORKS

RACING · GRAND PRIX · ARCADE

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.

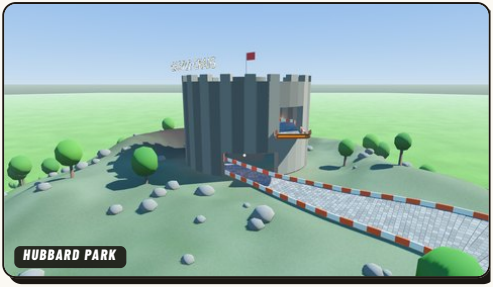
- Play in a well-lit room, a comfortable distance from the screen.
- Take a 10 to 15 minute break every hour.
- Don't play when you're tired, and rest sore hands, wrists or eyes.

ABOUT THIS BOOKLET

This booklet covers **Racing**, one of the modes in Overscale RC, as it is in **October 2026**. The game is still being built, so names, numbers 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.

Pictures of the tracks are the game's own track-select pictures. Character art and the cover are art made for the game, not screenshots.



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THE STORY

Win all five cups, take home a $500,000 bonus.

Anthony and Vincenzo Viento dreamed up a giant cross-country race. First, they have to prove the idea to their father, Ernesto Viento, who runs El Viento Heavy Industries. So they're starting small: RC cars, racing on tracks all over Connecticut, streamed live on VIM, Viento Influencer Media.

Anthony built every track. Vincenzo is streaming the whole thing. And when the invitations went out, all kinds of people turned up: streamers, a barista, a cable guy, a millionaire, and a few people who just wanted their own back.

Five cups, five tracks each. IN PROGRESS Every cup ends with a **boss race** against a rival who has a score to settle. Beat them, and they join the field (page 35).

Twelve drivers. Twelve cars. One bonus.



> ***Bring your A-game.***
> CHASE WRIGHT, TO VINCENZO

GETTING STARTED

TWO WAYS TO RACE

From the main menu choose **Racing**, then:

GRAND PRIX

Five cups of five tracks, points after every race, trophies for the top three (page 10).

ARCADE

Any track: a quick race, or a time trial against your own ghost (page 11).

THEN PICK

A **driver** (each tunes the car their own way), a **car** and its paint in the Garage, and a cup or a track. Press A to race.



MORE PLAYERS

Split screen: plug in up to four controllers. Each player presses a button to join.

LAN racing: race up to four PCs on your home network. One player hosts and everyone else joins. Internet play isn't available yet.

PAUSE AND SAVING

Press **Start** to pause. The game saves your best laps, ghosts, records and cup trophies for you.

FREE DEMO

The demo has the Initiate Cup and its five tracks, with Amelia, Chase, Tabitha and Noah. Everything else is in the full game: Early Access on Steam is planned by December 2026.

CONTROLS

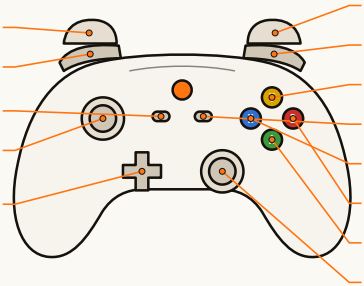
LT
Brake / reverse

LB
Drift (hold)

Back
Back to the track

Left stick
Steer
In the air: flip · aims items

D-pad
Down: throw your item away



RT
Gas

RB
Drift (hold)

Y
Not used in a race

Start
Pause

X
Boost

B
Use your item

A
Jump · hold: hover

Right stick
Camera · click: look back

THE BASICS

RT to go, LB or RB to drift, X to boost, B to use your item, A to jump. Off the road or upside down? **Back** puts you back on the track.

AIMING ITEMS

Hold the left stick **down** as you use a Foam Dart to fire it behind you. Water Balloons and Gum Drops drop behind you; hold the stick **up** to throw them ahead.

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

THE RACE SCREEN



1. **Lap**, race time, and your split against your best lap.
2. **Your item.** Here: a Shield, with its timer.
3. **Your place** in the race.
4. **Your driver**, reacting to the race.
5. **Moves** as you pull them off: drift, drift boost, hyper boost.
6. **Boost meter.** Drift, draft and land flips to fill it.
7. **Track map**, with every car on it.

Go the wrong way or miss a checkpoint and the screen tells you. Press **Back** to return to the last checkpoint.

HOW IT DRIVES

DRIFT TO BOOST

Hold LB or RB through a corner to powerslide. Drifting fills your **boost meter**, and the longer you hold the slide, the bigger the speed kick when you let go: three sizes of kick.

BOOST

X burns the meter for speed. Chain a drift kick, a boost pad and the boost button together for a **hyper boost**.

DRAFT

Tuck in right behind another car: you go faster and your meter fills. Then pull out and slingshot past.

JUMP, HOVER AND FLIP

A jumps; hold it in the air to **hover** on boost. Push the left stick up or down in the air to flip. Land a full flip and you get boost back for every turn.

WALLS, CEILINGS AND LOOPS

Some surfaces are **magnetic**: the car sticks to them, so you can ride walls, ceilings and loops. Slam toward a wall in mid-air to drive along it.

GRIND RAILS

Jump onto a rail and steer to keep your balance. Fall off and you lose the line.





DRIVER FEEL

Every driver tunes their car their own way: **control**, **drift**, **boost** and **speed**, from 1 to 10 (see their pages).

ITEMS



FOAM DART
Fires straight ahead and bounces off walls (up to 7 times). Spins out the car it hits. Hold the stick down to fire it behind you.



SHIELD
A bubble that blocks the next hit, for a while.



TOP OF DOOM
A spinning top that hunts down the car ahead of you (hold the stick down: the car behind).



DRONE ATTACK
A drone flies to the leader and knocks them into a spin. The fuller your boost meter, the longer.



TORNADO
A twister runs down the track ahead and throws up every car it meets.



WATER BALLOON
Dropped behind you, or thrown ahead. Bursts into a slippery puddle, or soaks a car directly.



GUM DROPS
Three trail behind you: they stop darts and balloons and gum up cars that hit them. Use again to throw or drop one.



BATTERY SURGE
A fresh battery: faster than boost for a few seconds, a full meter, and any car you touch gets zapped.



SEISMIC SLAM
Hop and slam: every car close around you spins out and is shoved away.



TRACK-SUS
A fedora and a gold glow: perfect handling, huge top speed, and cars you hit are knocked out. Rare.



ITEM BOXES
Drive through a "?" box to get an item, if you're not holding one.

LUCK OF THE DRAW

What you get depends on your place: the further back you are, the better the item. Leaders mostly get shields and darts.

Throw an item away with **down on the D-pad**. Toy weapons: cars get wrecked, nobody gets hurt.

GRAND PRIX

Five cups. Five tracks each. Every track used once.

The **Initiate**, **Aspirant**, **Contender**, **Champion** and **Elite** Cups each get harder than the last, and the whole field gets a little quicker cup by cup. Inside a cup, the easier tracks come first.

THE FIELD

Six cars: you and five others. Three are real rivals who race flat out; the other two are a step slower. **One rival is your nemesis**: they stay close to you and race you hardest, all cup long. The field, their cars and paints are picked when the cup starts and kept for all five races.

TROPHIES

Most points after five races wins the cup: **gold** for 1st, **silver** for 2nd, **bronze** for 3rd. Your best finish in every cup is saved.

PLACE	POINTS
1st	15
2nd	12
3rd	10
4th	9
5th	8
6th	7

Points after every race.



ARCADE

Any of the 25 tracks, any time.

RACE

A quick race against AI racers from a starting grid.

TIME TRIAL

Just you and the clock, with a **ghost** of your best lap to chase. Your records are saved. On the track select, LB switches between Race and Time trial.

SPLIT SCREEN AND LAN

Up to four players on one PC, or up to four PCs on your home network. One player hosts, everyone else joins, and AI racers fill the grid.



LAPS

Most tracks are three laps. **Elm City Spiral** is point to point: one run from the start to the finish. Miss a checkpoint and the game tells you you're going the wrong way.

THE DRIVERS

Twelve drivers, each with a car of their own. **Seven are ready at the start**; the other five are the cup bosses, and you'll have to beat them first **IN PROGRESS** . Four are in the free demo.



AMELIA WINTERS
Bee Mobile



CHASE WRIGHT
Silver Striker



TABITHA SUMMERS
Silent Knight



NOAH WINTERS
Bungler



TYRONE BARRENS
Childish Typhoon



ANTHONY VIENTO
Fix-N-Go



VINCENZO VIENTO
Top Dollar



SAMANTHA SPRINGER
Velvet Assassin



OLIVIA S.
FaxDuntKare



CASANDRA ESTLEWOOD
Shot Caller

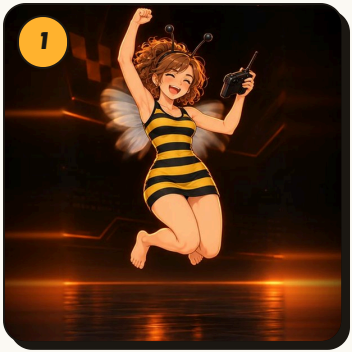


WILSON F.
Olfuddud



SNAKES
Sneak Trick

AMELIA WINTERS



LIGHTWEIGHT / NIMBLE · BEGINNER

CONTROL	8
DRIFT	8
BOOST	6
SPEED	7

Light, friendly and easy to save when a line goes wrong.

Streams as ABeeWin

FREE DEMO VIM STREAMER



BEE MOBILE

The little toy RC car Amelia had as a kid. Chase wanted her to buy a new hobby-grade car. She gave him her best pouty face, so he upgraded the Bee Mobile instead.

WHO IS AMELIA?

Amelia streams on VIM, Viento Influencer Media, as **ABeeWin**. Yes, that's her in the bee costume. She and her boyfriend Chase stream from the same apartment, one on each side of the wall. Her best friend Tabitha works at Summers Brew, their favorite coffee place.

WHY AMELIA RACES

VIM's email says she can race, and that she has to do it in the bee costume, because it's a VIM event. She rolls her eyes and goes with it. If she wins the $500,000 bonus, she wants to help out Summers Brew. She'd do anything to put a smile on Tabitha's face.

CHASE WRIGHT



Streams as SilverTongue

FREE DEMO VIM STREAMER



SILVER STRIKER

A hobby-grade rally car Chase has upgraded to perfection. A single 540 motor in a smallish body is a winning combination.

WHO IS CHASE?

Chase streams on VIM as **SilverTongue**. Most days that means complaining about the games industry. He has raced RC cars since high school. His girlfriend Amelia streams on the other side of the wall.

WHY CHASE RACES

VIM's email offers a $500,000 bonus to whoever wins all five cups. Chase's ears perk up. His old friend Vincenzo runs VIM. Chase calls him with a message: bring your A-game.

ADAPTABLE / RECOVERY · BEGINNER

CONTROL	8
DRIFT	7
BOOST	7
SPEED	7

No crippling weakness, and unusually good at recovering from mistakes.

TABITHA SUMMERS



DEFENSIVE GRIP · INTERMEDIATE

CONTROL	■■■■■■■■■■	10
DRIFT	■■■■■□□□□□	5
BOOST	■■■■■■□□□□	6
SPEED	■■■■■■■□□□	7

Planted and grippy. She holds her line and refuses to be moved.

Barista at Summers Brew

FREE DEMO



SILENT KNIGHT

One of her dad's old model cars, turned into an RC car with Chase and Amelia's help. The body is cast iron, so it's heavy and tough. The motors came out of her sister Erica's professional hair dryer. Erica is not happy about that.

WHO IS TABITHA?

Tabitha works at Summers Brew. Her family doesn't own it. Winona White does. The name is a big coincidence. She is known for her dry humor. She also doesn't trust the Viento family one bit.

WHY TABITHA RACES

Amelia and Chase come into the shop and tell her about the race. Once they leave, Tabitha decides those two are going to get played by VIM. She could use the $500,000, and maybe share some with Winona. But mostly, someone has to keep an eye on Amelia and Chase.

NOAH WINTERS



Cable internet tech

FREE DEMO



BUNGLER

Noah took a model van from a display at his cable company and slapped the body on an old RC monster truck he found at a thrift store.

WHO IS NOAH?

Noah is Amelia's big brother. He's eight years older, and he fixes cable internet for a living. When they were kids, they watched cartoons together. Then Noah got to high school, got into paintball, and spent his time with his friends instead of his little sister. He still feels bad about it.

WHY NOAH RACES

He's fixing the internet at the RC hobby shop when he spots Amelia and Chase buying parts. Noah wants to win the $500,000 and give half of it to Amelia. It's his way of making up for the past, and starting fresh as family.

HEAVY / HONEST POWER · BEGINNER

CONTROL	8
DRIFT	4
BOOST	8
SPEED	7

Big, strong and dependable. Easy to understand, hard to push around.

TYRONE BARRENS



Millionaire

READY AT THE START



CHILDISH TYPHOON

Tyrone ordered the most expensive RC car he could find online. Then he found out he had to build it himself. He did his best, and it's fast. He just has some extra parts left over, and no idea where they go.

WHO IS TYRONE?

Tyrone is already a millionaire, and he's been on adventures of his own. In college he was in a study crew with Chase and Amelia. He misses them, and this race is his excuse to come see them.

WHY TYRONE RACES

Tyrone has promised to give any winnings to the Wilson Fund for Kids Who Can't Do Math Good. It's named after Wilson, an old friend from their study crew.

FLOW / DRIFT · BEGINNER

CONTROL	7
DRIFT	10
BOOST	7
SPEED	8

Pure flow. The car rotates on its own and drifting just feels right.

ANTHONY VIENTO



TECHNICAL TUNER · ADVANCED

CONTROL	10
DRIFT	6
BOOST	8
SPEED	8

A gearhead's tune: instant response, hard drive out of corners and no slop.

The host

READY AT THE START



FIX-N-GO

A mini replica of a battle car Anthony won in a contest, a long way from home. He was proud of that car. This one has dual 390 motors and a magnetic suspension, and should handle anything thrown at it.

WHO IS ANTHONY?

Anthony runs El Viento Automotive, one of the companies in his family's El Viento group. His garage at home is full of hobby-grade RC cars. He built every track in the race.

WHY ANTHONY RACES

Anthony and his brother Vincenzo dreamed up a giant cross-country race. First, they have to prove the idea to their father. So they're starting small: RC cars, racing all over Connecticut, streamed live on VIM. If this one works, maybe their father will let them take it nationwide.

VINCENZO VIENTO



AGGRESSIVE SPEED · ADVANCED

CONTROL	7
DRIFT	7
BOOST	9
SPEED	10

The most assertive fast tune on the grid. He expects to be in front.

Runs VIM

READY AT THE START



TOP DOLLAR

Vincenzo spent an untold amount of money copying Chase's car, but goofed on the motor: three 180s, to stay light. He took the top off to make it look cooler. He thinks money buys speed.

WHO IS VINCENZO?

Vincenzo runs VIM, Viento Influencer Media, and El Viento Securities. He's Anthony's brother. VIM streams the whole race, and Chase and Amelia are two of his up-and-coming streamers.

WHY VINCENZO RACES

The race was his idea and Anthony's. If it gets enough attention, they can take it to their father and go nationwide. And when Chase calls to say bring your A-game, Vincenzo unwraps a brand-new, top-of-the-line RC car.

SAMANTHA SPRINGER



BALANCED ATHLETE · BEGINNER

CONTROL	8
DRIFT	8
BOOST	8
SPEED	8

A natural behind the wheel. Smooth, adaptable and always racing with a smile.

Activity streamer

UNLOCK: BOSS RACE



VELVET ASSASSIN

The first RC car Samantha ever built. It has four 180 motors, one for each wheel, plus a 240 booster motor in the middle that sends power to all four wheels when needed. Built for rally, usually on the beach.

WHO IS SAMANTHA?

Samantha streams sports: volleyball, tennis, soccer and staying healthy. Back in high school, Chase and Vincenzo both tried to impress her. She raced RC cars with them, and beat them both.

WHY SAMANTHA RACES

She's out shopping at the mall when an RC race tears right through it. She spots Chase and Vincenzo in the pack. She digs out her old RC car from high school. She beat them back then, so it should still be the best. Then she challenges them to a race in the mall.

IN PROGRESS **Unlock:** Beat her in the Initiate Cup, at The Merry Den Mall.

OLIVIA S.



PRECISION / ENGINEERING · EXPERT

CONTROL	■■■■■■■■■■	10
DRIFT	■■■■■■■□□□	7
BOOST	■■■■■■■□□□	7
SPEED	■■■■■■■■■□	9

Surgically exact and very fast in skilled hands. Sloppy steering shows.

Master of Tech, El Viento Securities

UNLOCK: BOSS RACE



FAXDUNTKARE

Olivia built this RC truck to run on Cresponium. The truck is the first step to proving it as a power source.

WHO IS OLIVIA?

Olivia is the Master of Tech at El Viento Securities, and a scientist. She's creating a brand-new element called Cresponium.

WHY OLIVIA RACES

She's on vacation, relaxing in a hot tub at Flurry Ridge, when a pack of RC cars races past and splashes her with snow. Furious, she enters the race with her own Cresponium-powered truck. These kids messed with the wrong scientist.

IN PROGRESS **Unlock:** Beat her in the Aspirant Cup, at Flurry Ridge.

CASANDRA ESTLEWOOD



High roller

UNLOCK: BOSS RACE



SHOT CALLER

A custom-built derby car, made by her friend Mr. E as a gift. It uses ancient technology and runs on ether energy.

WHO IS CASANDRA?

Casandra is mysterious, and she likes a night at the casino. Nobody messes with the people she looks after.

WHY CASANDRA RACES

She's out gambling with her friend Jeff when an RC race comes through. One of the cars hits Jeff's leg hard, and now he's limping. Casandra is not having it. She sends for her own RC car to show everyone what RC racing is really about.

IN PROGRESS **Unlock:** Beat her in the Contender Cup, at Wolf Forest Casino.

KNIFE-EDGE BURST · EXPERT

CONTROL	7
DRIFT	9
BOOST	10
SPEED	8

Explosive response and aggressive rotation. Little forgiveness once you commit.

WILSON F.



STRATEGIST / MOMENTUM · INTERMEDIATE

CONTROL	8
DRIFT	6
BOOST	8
SPEED	7

Rewards planning: reliable pace and clever use of boost over pure reflex.

Businessman, between homes

UNLOCK: BOSS RACE



OLFUDDUD

Wilson's old RC car from college, when he raced Tyrone and Chase. It still works. It runs on D-cell batteries, and the remote takes 14 watch batteries. He just has to find them all.

WHO IS WILSON?

Wilson grew up pampered by his parents. He wanted to see what real life was like. He did, and he hates it. These days he lives in a van. He has a sharp head for business. He also has a secret he's been keeping from his old college friends.

WHY WILSON RACES

Wilson figures he could turn $500,000 into $5 billion in a few weeks. More than that, he wants to come clean with his old friends and rejoin the crew.

IN PROGRESS **Unlock:** Beat him in the Champion Cup, at Gillette Castle.

SNAKES



TRICKSTER / UNORTHODOX · ADVANCED

CONTROL	■■■■■■□□□□	6
DRIFT	■■■■■■■■■□	9
BOOST	■■■■■■■■□□	8
SPEED	■■■■■■■□□□	7

Strange at first. Learn its hidden strengths and it bites.

Janitor

UNLOCK: BOSS RACE



SNEAK TRICK

Snakes' custom-built RC truck runs on a gasoline motor that takes up most of the body. It's the heaviest truck in the race.

WHO IS SNAKES?

Snakes is a mysterious janitor who turns up where you least expect him. He's been bugging Chase since the day they met.

WHY SNAKES RACES

He's doing a side job at a hospital. His floors are perfectly clean. Then an RC race tears right through them. Snakes grabs his dirty, gas-powered RC truck. He'll race the winner, one on one, at a museum with a secret door only he knows about.

IN PROGRESS **Unlock:** Beat him one on one at the end of the Elite Cup, at the GumsWorth Museum of Art.

INITIATE CUP

CUP 1 OF 5

Three easy ones to warm up, then two with teeth.



IN PROGRESS

BOSS: SAMANTHA SPRINGER

Race Samantha at The Merry Den Mall to end the cup. Win, and she joins the field.

1



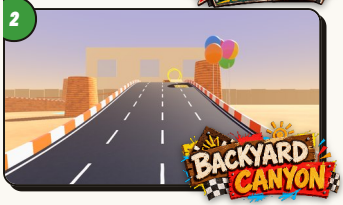
67 BERLIN TURNPIKE

BERLIN, CT · 3 LAPS · ★★☆☆☆

The easy speed course: wide commercial highway, parking lots, roadside attractions and the interchange.

Music: "You Gotta Believe"

2



BACKYARD CANYON

A BACKYARD, 1/18 SCALE · 3 LAPS · ★★★☆☆

Climb to the balloon crest, pick the main road, the plank high road or the grind cable, then the party zone, the bucket tunnel and the big jump.

Music: "Good Disasters"

INITIATE CUP

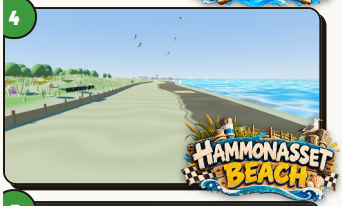


SEAGULL CROSSING

CLINTON, CT · 3 LAPS · ★★★☆☆

A relaxed seaside run: the old town center, the outlets, the harbor and the beach.

Music: "Salt & Honey"



HAMMONASSET BEACH

MADISON, CT · 3 LAPS · ★★★☆☆

Hold the wet sand at the waterline, cross the salt marsh, slalom Meigs Point's boulders and race the boardwalk.

Music: "Aquarium Hell"



THE MERRY DEN MALL BOSS RACE

MERIDEN, CT · 3 LAPS · ★★★★☆

A fading mall: the department store, the concourse, the food court, up the dead escalator and down the service spiral.

Music: "Beautiful Trade"

ASPIRANT CUP

CUP 2 OF 5

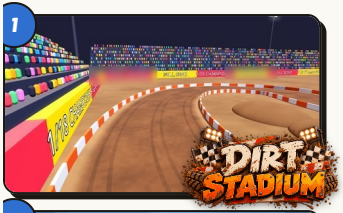
Two easy openers, then the hazards start to bite.



IN PROGRESS

BOSS: OLIVIA S.
Race Olivia at Flurry Ridge to end the cup. Win, and she joins the field.

1



DIRT STADIUM

INDOOR RC DIRT ARENA · 3 LAPS · ★★★☆☆

Rollers, tabletops, a mogul field and whoops under the floodlights, finished off by the crossover jump.

Music: "Off-Script Hoedown"

2



MYTHIC BAY AQUARIUM

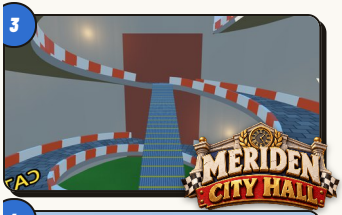
MYSTIC, CT · 3 LAPS · ★★★☆☆

A flowing scenic run: the coast road, under the tanks, past the belugas and the sea lions, the river walk and the drawbridge.

Music: "Upgraded Kicks"

ASPIRANT CUP

3



MERIDEN CITY HALL

MERIDEN, CT · 3 LAPS · ★★★★½

Through the lobby and up the hollow tower (or across the catwalk), the library, the donut shop and the old cemetery.

Music: "Flower in the Wrong Garden"

4



CAPTAIN KIDD'S TREASURE LANE

MILFORD, CT · 3 LAPS · ★★★★½

Across the tidal causeway to Charles Island: ruins in the woods, the sea cave and a pirate ship. Mind the tide.

Music: "Physics Won"

5



FLURRY RIDGE BOSS RACE

MIDDLEFIELD, CT · 3 LAPS · ★★★★½

Downhill momentum and tricks: summit, snow tunnel, half-pipe, terrain park and night skiing.

Music: "Want You Toxic"

CUP 3 OF 5

One breather, then four tracks that fight back.



IN PROGRESS

BOSS: CASANDRA ESTLEWOOD

Race Casandra at Wolf Forest Casino to end the cup. Win, and she joins the field.

1



INDA-ZONE SHOP

MERIDEN, CT · 3 LAPS · ★★★½☆

A clean retail store that turns into giant leaf platforms and glowing organic tunnels.

Music: "Small Things & Hard Lessons"

2



CONTINENTAL SILVER COMPANY

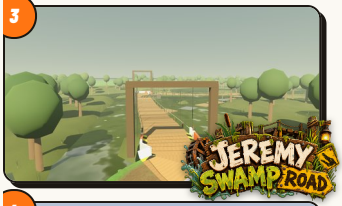
MERIDEN, CT · 3 LAPS · ★★★★½

A factory that never stopped: conveyors, the giant presses, the foundry and the polishing wing. Time it right.

Music: "Life on Pause"

CONTENDER CUP

3



JEREMY SWAMP ROAD

SOUTHBURY, CT · 3 LAPS · ★★★★☆

A backwoods road the swamp is taking back: rickety bridges, the old mill, flooded stretches and something in the water.

Music: "Daemons"

4



JESTER'S COURTYARD 2001

MERIDEN, CT · 3 LAPS · ★★★★☆

A dead family fun center after dark: the arcade, the ball pit, the back lot, a giant pinball machine and the animatronic stage.

Music: "Where Is My Head"

5



WOLF FOREST CASINO BOSS RACE

MASHANTUCKET, CT · 3 LAPS · ★★★★☆

Quiet forest roads into total sensory overload: the casino floor, the bingo hall, the hotel atrium, the roof and the garage.

Music: "Sparks for Stars"

CHAMPION CUP

CUP 4 OF 5

No easy tracks left: long, high and dangerous.



IN PROGRESS

BOSS: WILSON F.

Race Wilson at Gillette Castle to end the cup. Win, and he joins the field.

1



HUBBARD PARK

MERIDEN, CT · 3 LAPS · ★★★★☆

Up the mountain past boulders, rope bridges and a volcano, round the spiral inside Castle Craig, then launched across the lake.

Music: "No Brakes, Basic"

2



GREENWICH PANTHEON

GREENWICH, CT · 3 LAPS · ★★★★☆

Old money at speed: Greenwich Avenue, the backcountry, the polo grounds, the marina and an impossible private rotunda.

Music: "Hero in a Box"

CHAMPION CUP

3



ELM CITY SPIRAL

NEW HAVEN, CT · POINT TO POINT · ★★★★★

Point to point from Long Wharf through downtown and up the campus hill, inside, up the parking helix and onto the roof.

Music: "Just Smile for the Heathens"

4



CHESHIRE CLIFFS

CHESHIRE, CT · 3 LAPS · ★★★★★

Ordinary suburbia turns into a severe mountain road: the Sleeping Giant climb, ravine bridges, cliffside switchbacks and the quarry.

Music: "Broken Like We're Human"

5



GILLETTE CASTLE BOSS RACE

EAST HADDAM, CT · 3 LAPS · ★★★★★

River road, the castle reveal, a grand hall of hammers and fire, the tower, the conservatory and the old railway tunnel.

Music: "Sanctuary Closed"

CUP 5 OF 5

The hardest five, ending in the GumsWorth Museum's void.



IN PROGRESS

BOSS: SNAKES

Race Snakes at the GumsWorth Museum of Art to end the cup. Win, and he joins the field.

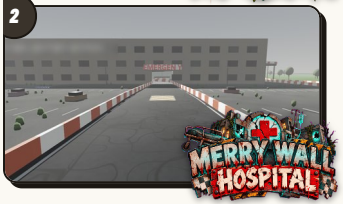


DUDLEYTOWN

CORNWALL, CT · 3 LAPS · ★★★★★

An abandoned village under the canopy: foundations, a rotting boardwalk, the manor ruins and the flooded cellar. Something is watching.

Music: "Bury the Bright One"



MERRY WALL HOSPITAL

MERIDEN, CT · 3 LAPS · ★★★★★

A deserted hospital coming apart around you: the ER, the corridors, the flooded basement, the service shaft and the fire escape.

Music: "They Didn't Come With Me"

ELITE CUP

3



FALCON FIELD

MERIDEN, CT · 3 LAPS · ★★★★★

Off the runway and into the sky: drone to drone on floating decks, through a flying airliner, down to the rooftop.

Music: "Paper Lies"

4



I-84 WATERBURY

WATERBURY, CT · 3 LAPS · ★★★★★★

The hardest road course: interstate traffic, downtown streets, a crumbling mall, the parking garage and back onto the highway.

Music: "Tricks Are for Kids"

5



GUMSWORTH MUSEUM OF ART BOSS RACE

HARTFORD, CT · 3 LAPS · ★★★★½

Marble halls, old masters and the sculpture court, until a door in the modern wing opens onto the void.

Music: "Read Past Commas"

THE CUP BOSSES

IN PROGRESS Every cup ends with a boss race. Beat the boss and they're unlocked, ready to drive in every race. Story Mode and the boss races are being built now, for Early Access.



SAMANTHA SPRINGER

INITIATE CUP · THE MERRY DEN MALL

She beat Chase and Vincenzo in high school, and wants to prove she still can.



OLIVIA S.

ASPIRANT CUP · FLURRY RIDGE

The race splashed snow all over her vacation. Now it's personal, and Cresponium-powered.



CASANDRA ESTLEWOOD

CONTENDER CUP · WOLF FOREST CASINO

An RC car hurt her friend Jeff. Nobody does that to her friends.



WILSON F.

CHAMPION CUP · GILLETTE CASTLE

An old college friend with a secret, and a car that still runs on D-cell batteries.



SNAKES

ELITE CUP · THE GUMSWORTH MUSEUM OF ART

The race wrecked his freshly mopped floors. He'll race the winner, one on one.

And they say someone else is always watching. Finish every story in the game, and you might find out who.

HINTS AND TIPS

- Drift every corner you can. A full meter wins races.
- Hold the drift a little longer for a bigger kick, but don't hold it into a wall.
- Leading? Keep a shield or gum drops ready for what's coming from behind.
- A Drone Attack hits harder with a full boost meter. Save it.
- Stuck behind someone? Draft them, then slingshot past.
- Land your flips. Every full turn gives you boost back.
- Learn the high roads and the rails. They're often shorter.
- Watch your nemesis in a Grand Prix. They want your points.

CREDITS

OVERSCALE RC

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

SOUND

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

THIS BOOKLET

Written and laid out with Claude (Anthropic), from the game and Rauel's design documents. Type: Barlow Condensed (SIL Open Font License). Made with the Godot Engine.

RACING MUSIC

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

- "You Gotta Believe" · 67 Berlin Turnpike
- "Good Disasters" · Backyard Canyon
- "Salt & Honey" · Seagull Crossing
- "Aquarium Hell" · Hammonasset Beach
- "Beautiful Trade" · The Merry Den Mall
- "Off-Script Hoedown" · Dirt Stadium
- "Upgraded Kicks" · Mythic Bay Aquarium
- "Flower in the Wrong Garden" · Meriden City Hall
- "Physics Won" · Captain Kidd's Treasure Lane
- "Want You Toxic" · Flurry Ridge
- "Small Things & Hard Lessons" · Inda-Zone Shop
- "Life on Pause" · Continental Silver Company
- "Daemons" · Jeremy Swamp Road
- "Where Is My Head" · Jester's Courtyard 2001
- "Sparks for Stars" · Wolf Forest Casino
- "No Brakes, Basic" · Hubbard Park
- "Hero in a Box" · Greenwich Pantheon
- "Just Smile for the Heathens" · Elm City Spiral
- "Broken Like We're Human" · Cheshire Cliffs
- "Sanctuary Closed" · Gillette Castle
- "Bury the Bright One" · Dudleytown
- "They Didn't Come With Me" · Merry Wall Hospital
- "Paper Lies" · Falcon Field
- "Tricks Are for Kids" · I-84 Waterbury
- "Read Past Commas" · GumsWorth Museum of Art

MADE WITH AI TOOLS

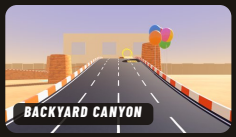
Overscale RC is made by one developer working with AI tools. Every song was written by the developer, based on chapters from his own books; he directed the instrumentation, and Suno performed the vocals and instruments. Logos were generated with ChatGPT and Qwen-Image. Driver portraits, track thumbnails, 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.

NOTES

Your best laps, your trophies, and who your nemesis was.

NOTES

OVERSCALE RC RACING









TINY RC CARS. GIANT CONNECTICUT.

- 25 tracks across Connecticut, in five Grand Prix cups
- 12 drivers, each with their own car and tune
- Drift, boost, jump, hover, flip, wall ride and grind
- Toy weapons: darts, balloons, gum drops, tornadoes
- 1 to 4 players: split screen or LAN racing

Overscale RC is in development. Early Access on Steam is planned by December 2026. Internet play isn't available yet. cresponia.com/gaming/racing · © 2026 Cresponia Story Works. All rights reserved. Booklet v1.0, Oct 28, 2026.