COVER: CHARACTER ART

WHEEL-BALL



YOUR HOSTS
LUCIUS & JOZI VIENTO

CRESPONIA STORY WORKS
MANUAL V1.0 · OCT 28, 2026

1 PLAYER · VS AI

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.

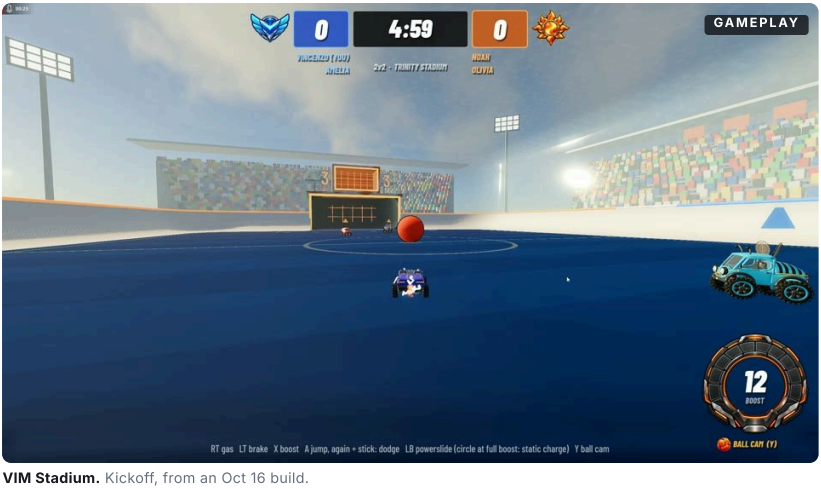
- Play in a well-lit room, a comfortable distance from the screen.
- Take a 10 to 15 minute break every hour.
- Don't play when you're tired, and rest sore hands, wrists or eyes.

ABOUT THIS BOOKLET

This booklet covers **Wheel-Ball**, 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. That includes the Wheel-Ball tournament story: the twelve arenas are all in the game today.

Pictures marked **gameplay** are from the game. Arena pictures and character art are art made for the game.



VIM Stadium. Kickoff, from an Oct 16 build.

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YOUR HOSTS



Meet Lucius and Jozi Viento. Wheel-Ball is their game, and they'd like it to be everybody's.



EL VIENTO POWER

Lucius Viento

Lucius runs El Viento Power. Off the clock he's warm and charming. At work he's all numbers, and he means every one of them. Anthony, Vincenzo, Shen and Eliza are his brothers and sister.



FROM PAHVAHL

Jozi Viento

Jozi is from PahVahl, a faraway place. Lucius met her there and brought her home, and they married. She's smart, quick and very hard to fool, with a dry sense of humor. She loves the beach, because that's where she feels free.

TOGETHER

Lucius still runs El Viento Power, and together he and Jozi run Wheel-Ball. When they compete, Lucius drives and Jozi calls the shots, like a rally co-driver.

Look for Lucius and Jozi's notes on every arena page.

A game from far away. While Anthony and Vincenzo planned their race, their brother Lucius and his wife Jozi had an idea of their own.

Lucius had called his brothers about new home power, and they were too busy planning their race to listen. Then Jozi remembered home: back in PahVahl, kids threw a ball onto a field and had their cars play games with it.

That game became **Wheel-Ball**. Lucius and Jozi run it together, from Sectionals to Regionals to Nationals. They need players to prove the league is real, so they can make it a national sport. That's where you come in.

> *Cars. One giant ball. Two goals. How hard can it be?*
>
> JOZI VIENTO

IN PROGRESS **THE TOURNAMENT**

Twelve matches in three tiers: four in **Sectionals**, four in **Regionals**, four in **Nationals**. Every arena is in the game now for single matches; the tournament and its story are being built (page 13).



VIM Stadium, where it all starts.

GETTING STARTED

STARTING A MATCH

1. On the main menu, choose **Wheel-Ball**. You play with the driver and car you've already chosen.
2. Pick an **arena**: any of the twelve.
3. Pick the **match** with LB / RB, and how good the AI is with X.
4. Press A to play.

MATCHES






1 v 1, 2 v 2 and **3 v 3** against AI teams: in team matches, the rest of your team is AI too. **Practice** is just you and the ball, with unlimited boost and no clock.

AI SKILL





Rookie, **Pro** or **All-Star**: how quickly the AI reacts, boosts, jumps and lines up its shots.

TEAMS

Blue is your team. **Orange** is the other. Every car's paint turns to its team's colour, keeping as much of its own as it can.

> **FREE DEMO**
>
> The demo has Wheel-Ball in **VIM Stadium**. The other eleven arenas are in the full game: Early Access on Steam is planned by December 2026.

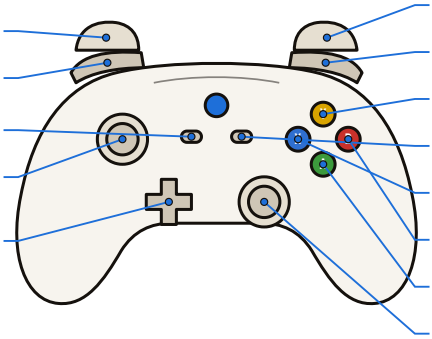
LT
Brake / reverse

LB
Powerslide · air: roll

Back
Practice: reset

Left stick
Steer
In the air: pitch and turn

D-pad
Practice: up sets up a shot



RT
Gas

RB
Powerslide · pass the ball

Y
Ball camera on / off

Start
Pause

X
Boost

B
Not used

A
Jump · again: dodge

Right stick
Look around

Standard controller layout. Every control can be changed in Settings › Controls.

THE SAME BUTTONS AS RACING

RT gas, LT brake, X boost, LB / RB powerslide, A jump. If you can race, you can play.

NEW HERE

A again in the air: a second jump, or a **dodge** with the stick. Y turns the **ball camera** on and off. Hold LB / RB in the air to roll.

THE MATCH SCREEN



VIM Stadium, gameplay from an Oct 16 build.

1. **The clock.** Five minutes. In overtime it says OVERTIME and counts up.
2. **Blue's score**: your team.
3. **Orange's score.**
4. **Boost dial.** 100 is a full tank, about three seconds of boost. An orange ring around it fills as you build a **static charge**.
5. **Ball camera**: on or off (Y).
6. **Big messages**: the 3-2-1 countdown, GOAL!, DEMOLITION!

Five minutes. Put the ball in their goal.

KICKOFF

Everyone starts in their kickoff lane facing the ball, with **33 boost**. 3, 2, 1, go. You can hold the controls through the countdown.

GOALS

A goal counts when the **whole ball** is over the line: **1 point**. Then everyone resets for the next kickoff.

3-POINTERS

Above each goal is a smaller mouth in the wall. Put the whole ball through it for **3 points**.

VICTORY ROLL

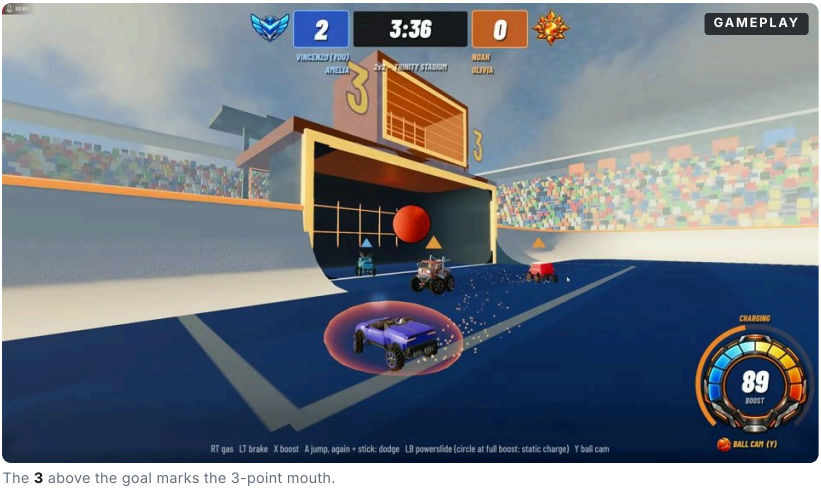
Score, and you keep driving until the next kickoff: boost, jump, flip, show off. Everyone else coasts.

TIME UP

At 0:00 play goes on until a goal, or until the ball next touches the floor. Still tied? **Sudden-death overtime**: the next goal wins.

DEMOLITION

Hit another car at **supersonic** speed and it's demolished. It's back three seconds later in its own half, with 33 boost.



The **3** above the goal marks the 3-point mouth.

BOOST

X pushes the car along its nose, on the ground or in the air. There are no boost pads: boost comes from the 33 you start each kickoff with, from **powersliding**, and a little from every flip.

POWERSLIDE

Hold LB or RB at speed with the stick at full lock. The tighter and faster the slide, the faster your boost fills.

SUPERSONIC

Boost all the way to top speed: a sonic boom and a trail. The shockwave shoves the ball and nearby cars away.

JUMP AND DODGE

A jumps; hold it for a little more height. Once you're in the air, press A again for a second jump, or push the stick as you press it for a **dodge**: a flip that way with a burst of speed. Pull the stick the other way straight away to cancel it.

FLIP RESET

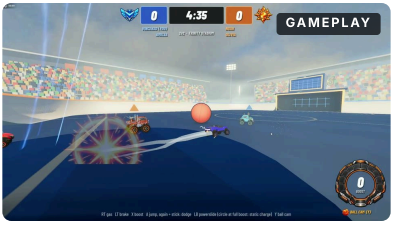
One dodge per time in the air, unless your wheels land on the ball.

WALLS

The walls hold your car: drive up them, along them, even toward the ceiling, until you slow right down or jump off.



Riding the wall.



A dodge into the ball: the hardest shot.

STATIC CHARGE AND CARRYING

Wheel-Ball has a trick of its own. Build a charge, and the ball sticks to your nose.

CHARGING

With a **full boost tank**, powerslide round in circles. An orange glow grows around your car, and the ring around your boost dial fills. About two and a half seconds of circling fills it.

THE CHARGE

Full, it lasts **five seconds**. Get near the ball and it pulls the ball in, onto your nose.

CARRYING

While you carry the ball, the charge holds until someone knocks the ball away, rams you hard enough, or you **pass it on** with the powerslide button.

TACKLES

A **boosting** opponent who rams the carrier may knock the ball loose: the harder the hit, the likelier. Without boost, a tackle never works.

EXHAUST

Boosting next to the ball blows it away, strongest straight behind your car.



The orange ring: a charged car.

PRACTICE

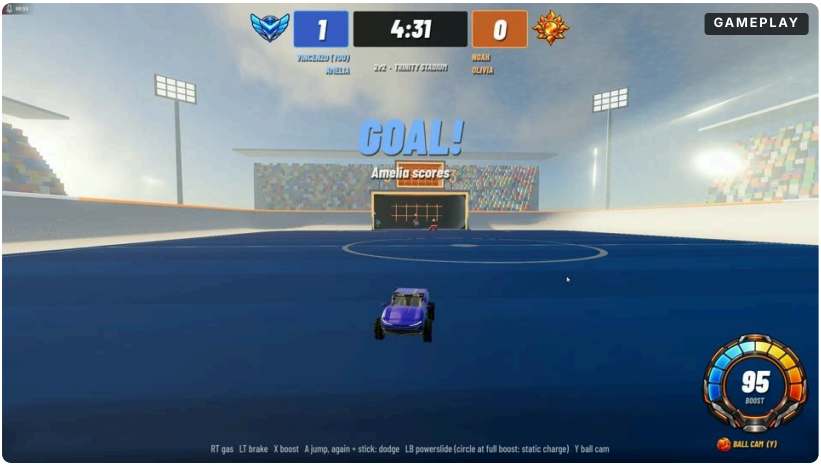
Just you and the ball: unlimited boost, no clock. **Back** resets to a kickoff, and **up on the D-pad** sets up a shot for you to hit. It's the best place to learn dodges, wall shots and the static charge.

YOUR AI TEAM-MATES

In 2 v 2 and 3 v 3, your team-mates (and the other team) play like this:

- The car nearest the ball **attacks**: it lines up behind the ball and drives through it toward the goal.
- The next car **supports**, between the ball and its own goal.
- The last one **covers**, back near its own goal.
- Low on boost, they powerslide through turns to charge up. Now and then they go for the 3-point mouth, or tackle a carrier.

> *Let them attack. You be where the ball is going.*
> LUCIUS VIENTO



GOAL! Amelia scores.

THE TOURNAMENT

IN PROGRESS Lucius and Jozi's league runs in three tiers. Win your way through Sectionals and they open Regionals; win Regionals and you're off to Nationals. The tournament is being built now; every arena is already in the game for single matches.

SECTIONALS

1. **VIM Stadium**
   vs The VIM HR-Express
2. **Butternut Hollow Park**
   vs The local softball team
3. **Spartan's Field**
   vs The high school football team
4. **Middletown Industrial**
   vs Olivia S. and her mini-me's

REGIONALS

1. **Cresponia Coliseum**
   vs The Crespoville Crespos
2. **Neo Canada**
   vs The Neo-Canadians
3. **Meriden Transfer Station**
   vs The owner, Cletus and Magragoor
4. **Mythic Bay Aquarium**
   vs A team that always plays in costume

NATIONALS

1. **VanDrek Observatory**
   vs A team from PahVahl
2. **Wallingford Farm**
   vs Winona White's team
3. **Secret Temple**
   vs A match for the council
4. **East Haven Beaches**
   vs A team you already know

IN PROGRESS **UNLOCKS**

Beat **Olivia S.** at Middletown Industrial, and she joins the field in every mode.





SECTIONALS · MATCH 1 OF 12

ARENA 1

VIM Stadium



OPPONENTS	The VIM HR-Express
MUSIC	“The Ghost Story Holds”
TOURNAMENT	IN PROGRESS Sectionals

Vincenzo built a stadium right in the middle of VIM Plaza, with cameras pointing down to stream every match. Lucius picked the first opponents himself: the VIM HR-Express, a team from the HR office at El Viento Financial.



LUCIUS'S NOTE
Kickoffs decide early games. You start with 33 boost: spend it getting to the ball first.

SECTIONALS · MATCH 2 OF 12

ARENA 2

Butternut Hollow Park



OPPONENTS	The local softball team
MUSIC	“Spark With a Gas Tank”
TOURNAMENT	IN PROGRESS Sectionals

The local softball team, full of dads. They're confident in their Wheel-Ball, and they want to impress their families.



JOZI'S NOTE

The dads have been practising. Not very well. There are no boost pads: powerslide to fill up.

SECTIONALS · MATCH 3 OF 12

ARENA 3

Spartan's Field



OPPONENTS	The high school football team
MUSIC	“Such a Pretty Reason”
TOURNAMENT	IN PROGRESS Sectionals

Wheel-Ball takes over the local high school field. The football team isn't happy about it, and joins in to show you what's what.



LUCIUS'S NOTE
Football players love a tackle. Without boost, nobody can knock the ball loose from you.

SECTIONALS · MATCH 4 OF 12

ARENA 4

Middletown Industrial



OPPONENTS	Olivia S. and her mini-me's
MUSIC	“Visible”
TOURNAMENT	IN PROGRESS Sectionals

Olivia finally found some peace in an old factory in Middletown, where she can do her science experiments. Then a ball came through her window. That's it: she's playing, with copies of her own truck on the field.



OLIVIA S.
Master of Tech at El Viento Securities, and a scientist. Her truck runs on Cresponium, the element she's creating. IN PROGRESS Beat her here and she joins the field.



JOZI'S NOTE
She brought copies of her own truck. Of course she did. Watch the walls: the ball comes off them fast.

REGIONALS · MATCH 5 OF 12

ARENA 5

Cresponia Coliseum



OPPONENTS	The Crespoville Crespos
MUSIC	“Edit to Life”
TOURNAMENT	IN PROGRESS Regionals

Lucius and Jozi are impressed, and open up Regionals. First up: the Crespoville Crespos, cheerful creatures who love a good competition.



LUCIUS'S NOTE
The Crespos jump for everything. Let them, then take the ball off the floor.

REGIONALS · MATCH 6 OF 12

ARENA 6

Neo Canada



OPPONENTS	The Neo-Canadians
MUSIC	“Don't Look Back, Elvis”
TOURNAMENT	IN PROGRESS Regionals

A high-tech town that broke away from Canada and settled in Connecticut. Lucius and Jozi want to know about their technology, and the Neo-Canadians will share it, but only if you beat them.

JOZI'S NOTE
All those lights. Ignore them and watch the ball. Y turns the ball camera on and off.

REGIONALS · MATCH 7 OF 12

ARENA 7

Meriden Transfer Station



OPPONENTS	The owner, Cletus and Magragoor
MUSIC	“Teenagers Stink”
TOURNAMENT	IN PROGRESS Regionals

Jozi's favorite photo from home ended up at the transfer station. The owner and his sons, Cletus and Magragoor, will play you for it. Win, and Jozi gets it back. Lose, and he rips it up.



JOZI'S NOTE

It's the only photo I have from home. No pressure. Aim high: the small mouth above the goal is worth 3.

REGIONALS · MATCH 8 OF 12

ARENA 8

Mythic Bay Aquarium



OPPONENTS	A team that always plays in costume
MUSIC	“Dead to the World”
TOURNAMENT	IN PROGRESS Regionals

A day at the aquarium, with pizza after. Then a team that always plays in costume starts making fun of Jozi. Lucius is not happy. Win this one, and it counts as the last game of Regionals: you're off to Nationals.



LUCIUS'S NOTE
Pizza after. Win first. Hit a car at supersonic speed and it's out for three seconds.

NATIONALS · MATCH 9 OF 12

ARENA 9

VanDrek Observatory



OPPONENTS	A team from PahVahl
MUSIC	“Not Just the Ride”
TOURNAMENT	IN PROGRESS Nationals

Jozi always loved looking at the stars. This time, they looked back. A team from PahVahl wants to take Jozi home. Before Lucius starts a war, they offer a deal: win the match, and they'll leave her be.



JOZI'S NOTE
They came a long way to take me home. Make it a short trip. Dodge into the ball for your hardest shot.

NATIONALS · MATCH 10 OF 12

ARENA 10

Wallingford Farm



OPPONENTS	Winona White's team
MUSIC	“Concord Night”
TOURNAMENT	IN PROGRESS Nationals

Winona White has heard all about Wheel-Ball from Tabitha, who works at her coffee shop, Summers Brew. She opens up her farm for a friendly match, with a team of her own: a rabbit with a monocle named Bunny Hunches, a living light bulb named Watson, and a robot named CrespoBot.



LUCIUS'S NOTE
A rabbit, a light bulb and a robot. Don't laugh: they're good. Circle-slide at full boost and the ball sticks to your nose.

NATIONALS · MATCH 11 OF 12

ARENA 11

Secret Temple



OPPONENTS	A match for the council
MUSIC	“Golden Cages”
TOURNAMENT	IN PROGRESS Nationals

Wheel-Ball has caught the attention of Ernesto Viento, the family's father. He sets up a match in front of a council he respects, and Lucius and Jozi want to show their very best.



JOZI'S NOTE

Ernesto is watching. So, no pressure. Carrying the ball? Pass it on with the powerslide button.

NATIONALS · MATCH 12 OF 12

ARENA 12

East Haven Beaches



OPPONENTS	A team you already know
MUSIC	"Basic Little Apocalypse"
TOURNAMENT	IN PROGRESS Nationals

The last match of Nationals, on the beach. It's a celebration, and a friendly final. But the team standing between you and the title is one you already know.



LUCIUS'S NOTE
The final, on the beach. You know this team. And believe me, they know you.

Some of the people you'll meet on the way to Nationals.



VIM STADIUM

Vincenzo Viento

Lucius's brother, who runs VIM. He built the stadium in the middle of VIM Plaza, and streams every match.



MIDDLETOWN INDUSTRIAL

Olivia S.

A scientist who just wanted some peace and quiet. She didn't get it.



SUMMERS BREW

Tabitha Summers

She told her boss, Winona White, all about Wheel-Ball. Winona is now very interested.

WHO	WHERE
The VIM HR-Express	VIM Stadium
The Crespoville Crespos: cheerful creatures who love a competition	Cresponia Coliseum
The owner, Cletus and Magragoor	Meriden Transfer Station
Winona White, **Bunny Hunches**, **Watson** and **CrespoBot**	Wallingford Farm
Ernesto Viento, the family's father, and his council	Secret Temple

HINTS AND TIPS

> *Don't all chase the ball. One attacks, one supports, one covers.*
> LUCIUS VIENTO

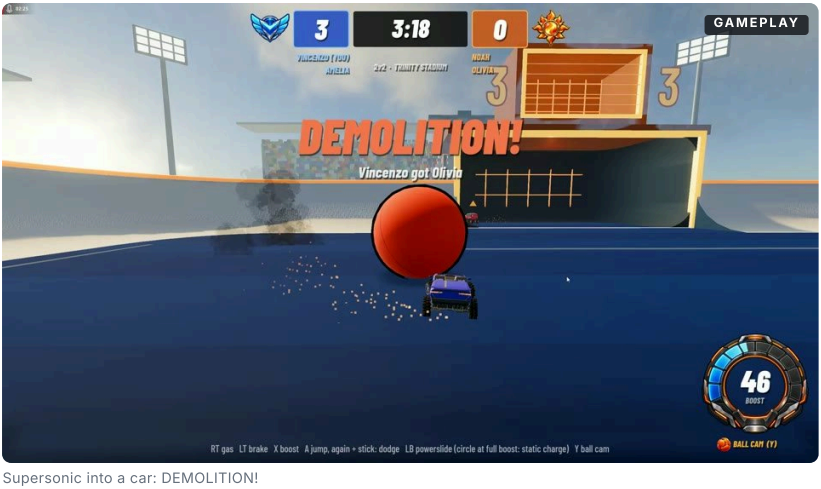
> *Powerslide whenever you're turning anyway. Free boost.*
> JOZI VIENTO

> *Save boost for defence. An empty tank can't catch anyone.*
> LUCIUS VIENTO

> *A charged car is easy to spot. So is a boosting tackler. Watch for the glow.*
> JOZI VIENTO

> *The 3-point mouth is high. Jump, then dodge up into the ball from below.*
> LUCIUS VIENTO

> *Practice mode exists. Use it. I'm not saying that for my health.*
> JOZI VIENTO



Supersonic into a car: DEMOLITION!

OVERSCALE RC

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

WHEEL-BALL MUSIC

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

“The Ghost Story Holds”	VIM Stadium
“Spark With a Gas Tank”	Butternut Hollow Park
“Such a Pretty Reason”	Spartan's Field
“Visible”	Middletown Industrial
“Edit to Life”	Cresponia Coliseum
“Don't Look Back, Elvis”	Neo Canada
“Teenagers Stink”	Meriden Transfer Station
“Dead to the World”	Mythic Bay Aquarium
“Not Just the Ride”	VanDrek Observatory
“Concord Night”	Wallingford Farm
“Golden Cages”	Secret Temple
“Basic Little Apocalypse”	East Haven Beaches

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.

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. Lucius and Jozi's notes are written for this booklet. Gameplay pictures from an Oct 16 build. Type: Inter and Barlow Condensed (SIL Open Font License). Made with the Godot Engine.

NOTES

Your scores, your best goals, and which tier you got to.

NOTES

NOTES

Overscale RC

Wheel-Ball

Cars. One giant ball. Two goals.

- Twelve arenas, from VIM Stadium to East Haven Beaches
- 1 v 1, 2 v 2 and 3 v 3 against AI teams, and Practice
- Boost, dodges, wall rides, 3-pointers and static charge
- Hosted by Lucius and Jozi Viento









Overscale RC is in development. Early Access on Steam is planned by December 2026.

cresponia.com/gaming/wheelball · © 2026 Cresponia Story Works. All rights reserved. Booklet v1.0, Oct 28, 2026.