OVERSCALE RC

INSTRUCTION BOOKLET
MANUAL V2.2 · NOV 7, 2026



CRESPONIA STORY WORKS
COVER: CONCEPT ART

1 PLAYER

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.

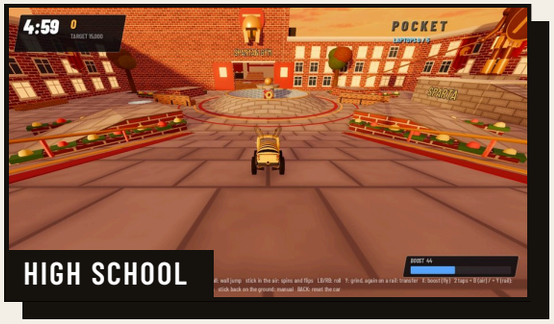
Stop playing at once and see a doctor if you feel dizzy, see blurred or changed vision, have eye or muscle twitches, lose awareness, feel confused, or have any movement you can't control.

- 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 **Basher Park**, one of the modes in Overscale RC, as it is in **November 2026**. The mode is almost finished but still being tuned, so scores, 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.



HIGH SCHOOL



MALL



DAFFODIL FESTIVAL

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SAM L. CLEMENS ESTATE



EAST HAVEN

WELCOME TO BASHER PARK

Every town has a place nobody uses after five o'clock. An airport hangar with its big door rusted open. A schoolyard after the last bell. A mall that has been dying for thirty years and hasn't finished yet.

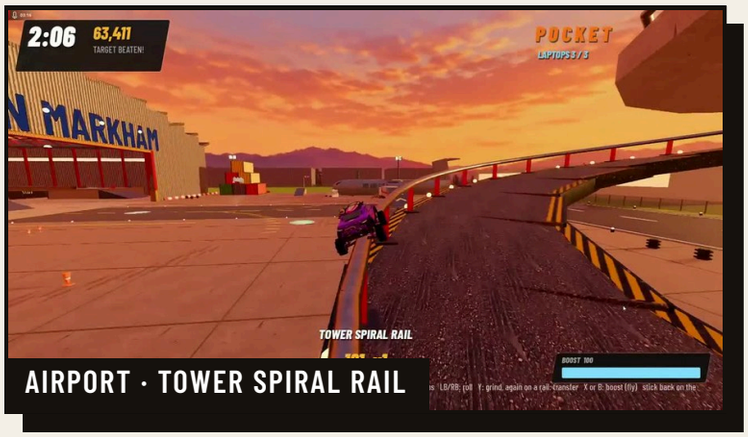
IN PROGRESS It started at the local college. One student, **T-Henny**, kept driving the Vice Dean, **James Starmer**, up the wall with his strange RC stunts, until the day the Vice Dean went to stop him and T-Henny dodged him perfectly. The Vice Dean was impressed. He heard all about bashing, and announced an RC stunt competition. If enough people turn up, he might even make it a class.

Plenty turned up. RC drivers have taken their basher rigs, built for big jumps, flips and hard landings, on a tour of nine places across Connecticut. A few towns have put up signs about it. The drivers came anyway.

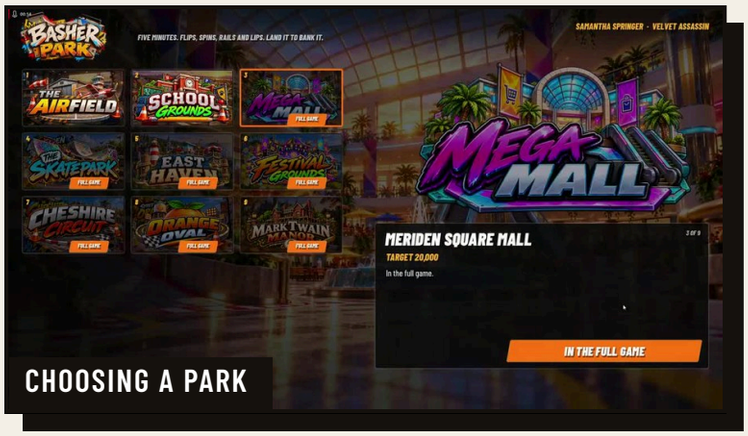
The rules are simple. **Five minutes.** Every flip, spin, grind and wall ride you land adds to your combo, and the combo only counts when you're back on your wheels. **Land it to bank it.**

In every park there are letters to find, **S-C-A-L-E**, laptops someone left behind, and a **Hidden Hard Drive** in the hardest place to reach. Then there are the judges, waiting at Meriden Skatepark, Cheshire Circuit and, at the very end, the Sam L. Clemens Estate.

The parks don't care. But for five minutes, they're yours.



AIRPORT · TOWER SPIRAL RAIL



CHOOSING A PARK

YOUR HOSTS



VICE DEAN JAMES STARMER AND T-HENNY · CHARACTER ART

T-HENNY

A student at Orangeside Community College. He's loud, theatrical and full of energy: he doesn't walk into a room, he makes an entrance. He also works at Summers Brew two nights a week.

VICE DEAN JAMES STARMER

Vice Dean of Academic Operations & Chaos Management. He can't stand boring paperwork, and he competes very, very aggressively. T-Henny drives him up the wall.

GETTING STARTED

STARTING A RUN

1. On the main menu, choose **Basher Park**.
2. Choose **Free Play** or **Career** (see page 9).
3. Pick your **driver**. Each driver has a car, a feel and three special tricks of their own.
4. Pick a **park** and press A to start.

THE COUNTDOWN

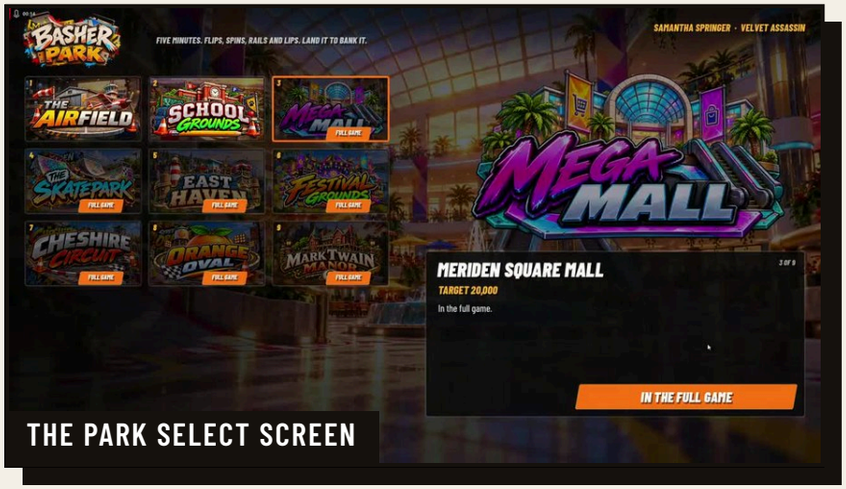
Your car starts at the top of the park's start ramp. When the countdown ends, the five-minute clock starts. (A competition run lasts two minutes.)

PAUSE

Press **Start** to pause. The pause menu lets you resume, reset the car, restart the run, change settings, or go back to the park select or the main menu.

SAVING

The game saves for you. Letters, laptops, goals, medals and best scores are kept between runs. In Career, each driver has their own progress.



THE PARK SELECT SCREEN

DEMO The free demo has Free Play in the first two parks. Career, competitions and the other parks are in the full game: Early Access on Steam is planned by December 2026.

CONTROLS Every control can be changed in **Settings › Controls**, for a controller or the keyboard. This booklet shows the standard controller layout.

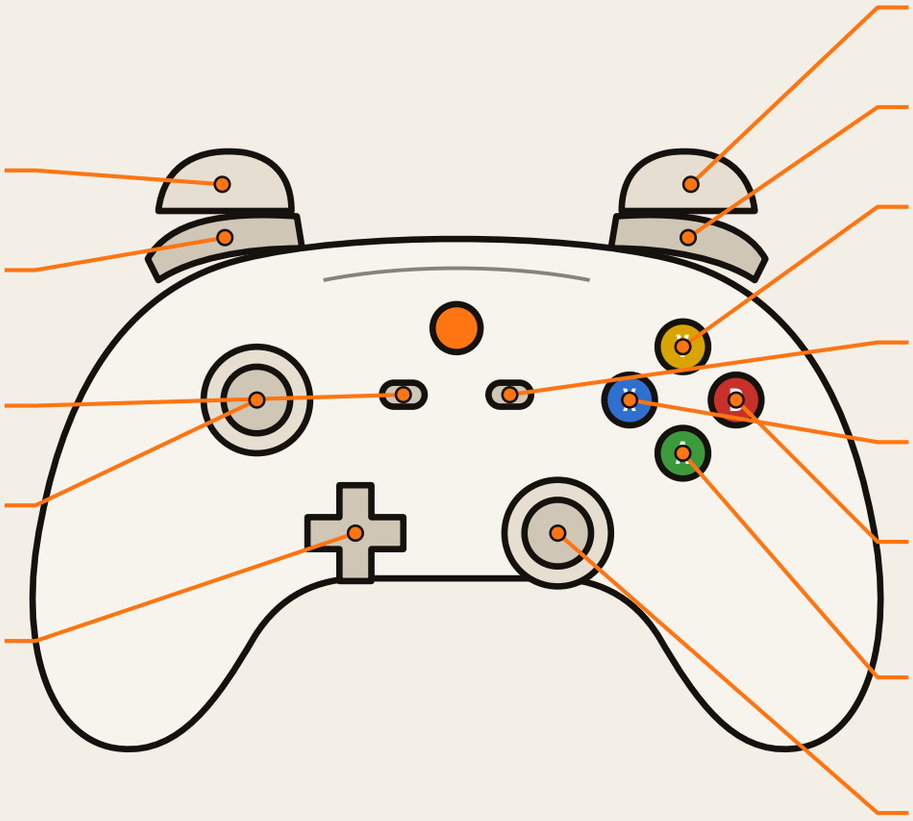
LT
Brake / reverse

LB
Ground: drift (powerslide)
Air: roll

Back
Reset the car

Left stick
Steer · air: spins and flips
Pull back on the ground: manual

D-pad
Two taps: start a special



RT
Gas

RB
Ground: drift · Air: roll

Y
Grind a rail, lip or edge
Again on a rail: transfer

Start
Pause

X
Boost (fly)

B
After two taps, in the air: special trick

A
Jump · again + stick: dodge
Hold: hover · at a wall: wall jump

Right stick
Camera · click: look back

Standard controller layout. The game shows this list along the bottom of the screen during a run. Change any control in Settings › Controls.

YOUR FIRST RUN RT to drive, A to jump, the left stick to flip and spin, Y to grab a rail. Land on all four wheels to bank the points. Then add a manual (stick back) to link the next trick.

THE GAME SCREEN



1. **Clock.** Time left in the run.
2. **Banked score.** Points you've landed this run.
3. **Target.** The score to beat (in Career, the next goal).
4. **S-C-A-L-E.** Letters light up as you find them. (Older screenshots show P-O-C-K-E-T.)
5. **Laptops** found in this park.
6. **Boost meter.** Boost (X) and hover use it up.
7. **Controls** reminder.
8. **Combo** (middle, lower down): the tricks in your combo, its points and the multiplier.

WAYS TO PLAY

FREE PLAY

Five minutes in any park. Beat the park's **target score**: 10,000 at the airport, going up 5,000 a park to 50,000 at the Sam L. Clemens Estate.

Letters, laptops and the signature rail are tracked here too, and your best run is saved.

CAREER

Take one driver through all **nine parks**, in order. Each park has its own goals (page 18). Score the park's higher target to open the next one.

Every driver has their own career.

COMPETITION

Parks 4, 7 and 9 are competitions: a **two-minute run** scored by three judges, against five rivals. Win **Gold** to open the next park.

Gold at the Sam L. Clemens Estate completes the career.



FREE PLAY · TRIPLE BACKFLIP, BIG AIR, POWERSLIDE

FREE ROAM IN A COMPETITION PARK

In Career, a competition park asks **Free roam** or **Competition**. Free roam is a normal five-minute career run with the park's letters, laptops and Hidden Hard Drive. It's great practice, but only the competition's medal opens the next park.

GAPS

Every park has **named gaps**: big jumps between two places. Make one and it scores as a trick in any kind of run.

COMBOS AND SCORING

LAND IT TO BANK IT

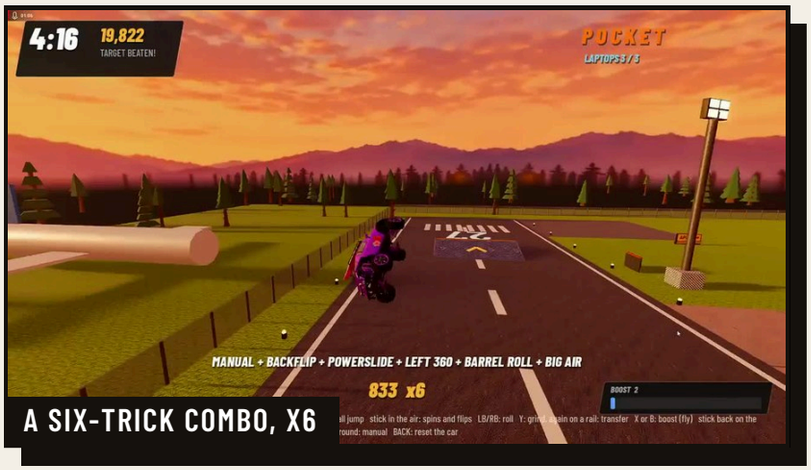
Every trick goes into your **combo**. The combo counts up while you keep tricking, and is added to your score (**banked**) when you're back on all four wheels.

THE MULTIPLIER

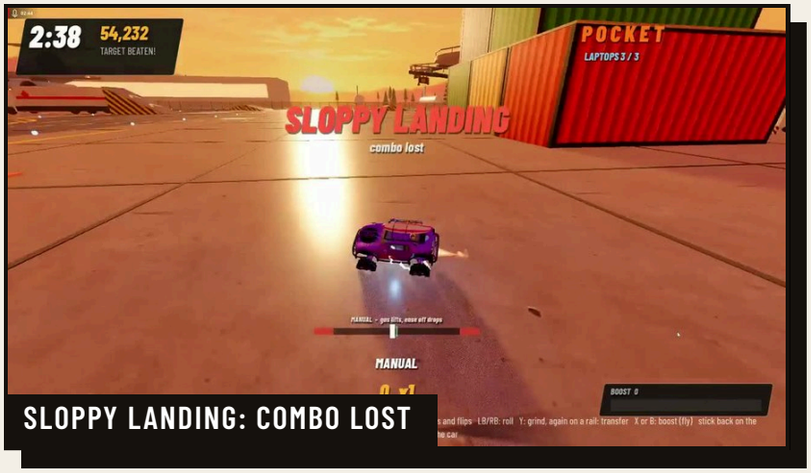
Each **new kind** of trick in a combo raises the multiplier by one. A flip, a spin, a grind, a wall ride, a manual and a powerslide in one combo is worth far more than six flips.

WHAT SCORES

- Each full **flip**, front or back, and each half turn of **spin**
- **BIG AIR**, and vert air off the top of a quarter pipe
- **Grinds** on rails and **lips** (points every second)
- **Wall rides**, wall plants and wall jumps
- **Manuals**, reverts, dodges, transfers and boost flights
- A **powerslide** straight out of a landing
- **Named gaps** and your driver's **specials**



A SIX-TRICK COMBO, X6



SLOPPY LANDING: COMBO LOST

LOSE IT You lose the whole combo if you land a flip only half way round (a **sloppy landing**), fall off a rail, tip over in a manual, or reset the car. Bank big combos before you push your luck.

JUMP, DODGE, HOVER

A jumps. Press it again in the air for a second jump; push the stick as you do and it's a **dodge**, a quick flip that way with a burst of speed. **Hold** A to hover: the stick and the gas fly the car about.

SPINS, FLIPS AND ROLLS

In the air, the left stick spins and flips the car. LB and RB roll it. Get all the way round before you land.

GRINDS, LIPS AND EDGES

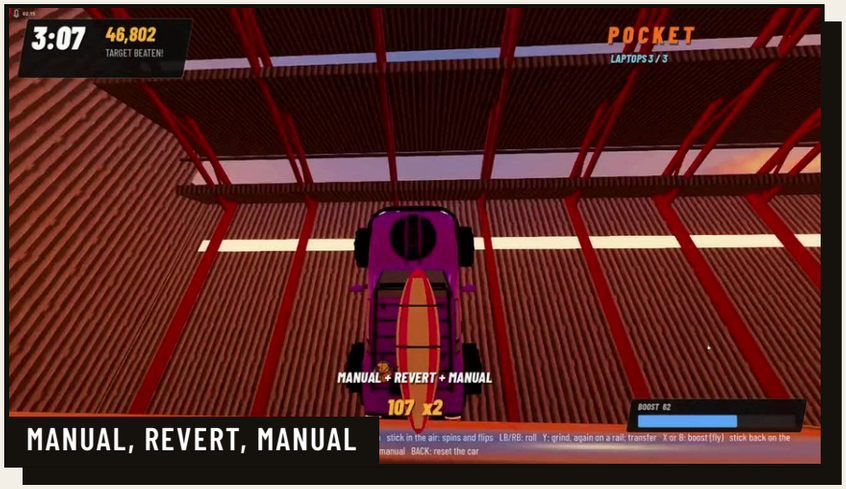
Rails catch you as you land on them. Y grabs the nearest rail, lip (a ramp's top edge) or edge and grinds it; hold Y in the air to catch lips and edges too. On a rail, Y again hops across to a rail nearby: a **transfer**.

WALLS

Skim a wall at speed to **ride** it. Jump onto a wall to **plant** on it for a moment, then A to jump off. Wall jumps chain from one wall to the next, so you can climb between two walls.

MANUAL AND REVERT

On the ground, pull the stick back and hold it for a **manual**: a wheelie that keeps your combo alive. Balance it with the gas (more lifts the nose, less drops it). Let go to bank. Straight out of a landing, it's a **revert**.



MANUAL, REVERT, MANUAL

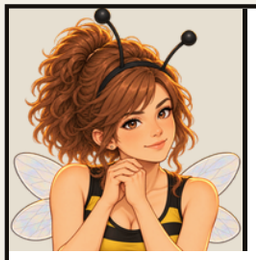
BOOST FLIGHT

X fires the jet along the car's nose. Point the tail at the ground and it lifts you; the stick steers. Boost and hover use the meter faster the higher you are.

LOST? STUCK?

Back resets the car (it costs your combo). Drive past the park's fence and the **rescue drone** picks you up and puts you back in the park.

HOW TO DO A SPECIAL Make **two quick taps** on the D-pad (or two flicks of the left stick), then press **B** while you're in the air, or **Y** while you're grinding a rail. Do it all within about half a second. **B** specials are air tricks; **Y** specials are skid slides on a rail. Specials score big and count in your combo.



AMELIA WINTERS

BEE MOBILE · LIGHTWEIGHT / NIMBLE

Double Barrel Roll	→ ← B	4,000
Frontflip to 360 Chassis Spin	↑ ← B	4,000
Two-Wheel Slide	← ↑ Y	2,750



CASANDRA ESTLEWOOD

SHOT CALLER · KNIFE-EDGE BURST

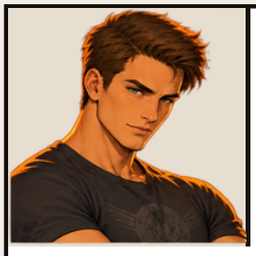
Frontflip to Barrel Roll	↑ → B	4,000
Front Skid Slide to Pivot	→ ← Y	3,750
Knife-Edge Slide	→ ↓ Y	4,250



ANTHONY VIENTO

FIX-N-GO · TECHNICAL TUNER

540 Chassis Spin	← ← B	3,000
900 Chassis Spin	↓ → B	4,500
Corkscrew Backflip	→ ↓ B	3,500

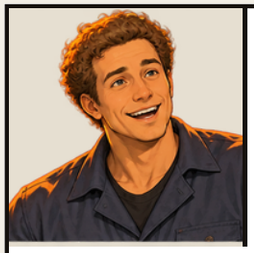


CHASE WRIGHT

SILVER STRIKER · ADAPTABLE / RECOVERY

Double Backflip	↓ ↓ B	4,500
Switch-Side Skid Slide	← → Y	3,250
Wheelie Skid Slide	↓ ↓ Y	3,500

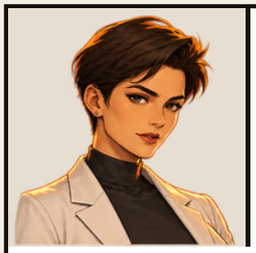
DRIVERS AND SPECIALS



NOAH WINTERS

BUNGLER · HEAVY / HONEST POWER

Heavy-Duty Frontflip	↓ ↑	B	3,000
Backflip to Flat Landing	↓ ↓	B	2,500
Sidewall Slide	↓ →	Y	3,500



OLIVIA S.

FAXDUNTKARE · PRECISION / ENGINEERING

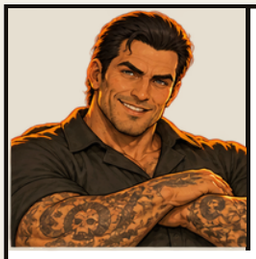
Stalled Backflip	↑ ↓	B	3,500
Whip to Flat Landing	← →	B	3,000
Offset Skid Slide	→ →	Y	2,500



SAMANTHA SPRINGER

VELVET ASSASSIN · BALANCED ATHLETE

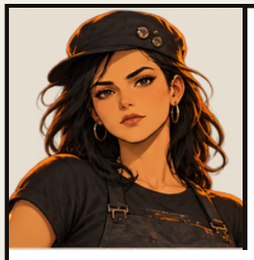
Floating Frontflip	↓ ↑	B	3,000
Barrel Roll to Backflip	→ →	B	4,000
Roof Slide	↓ ↑	Y	4,000



SNAKES

SNEAK TRICK · TRICKSTER / UNORTHODOX

Sidewinder Spin	← ↓	B	4,500
Snake Skid Slide	↓ ←	Y	3,250
Rail Roll	→ ↑	Y	4,500



TABITHA SUMMERS

SILENT KNIGHT · DEFENSIVE GRIP

Corkscrew Flip	→ →	B	3,500
Double Frontflip	↑ ↑	B	4,500
Front Skid Slide	↑ →	Y	2,750



TYRONE BARRENS

CHILDISH TYPHOON · FLOW / DRIFT

Nose-Down Backflip	↑ ↓	B	3,250
Rear Bumper Slide	← ↓	Y	3,500
Reverse Skid Slide	↑ ↓	Y	3,000



VINCENZO VIENTO

TOP DOLLAR · AGGRESSIVE SPEED

Backflip to 540 Chassis Spin	↓ ← B	4,750
Triple Barrel Roll	→ ↑ B	5,000
Nose Slide	↑ ↑ Y	3,250



WILSON F.

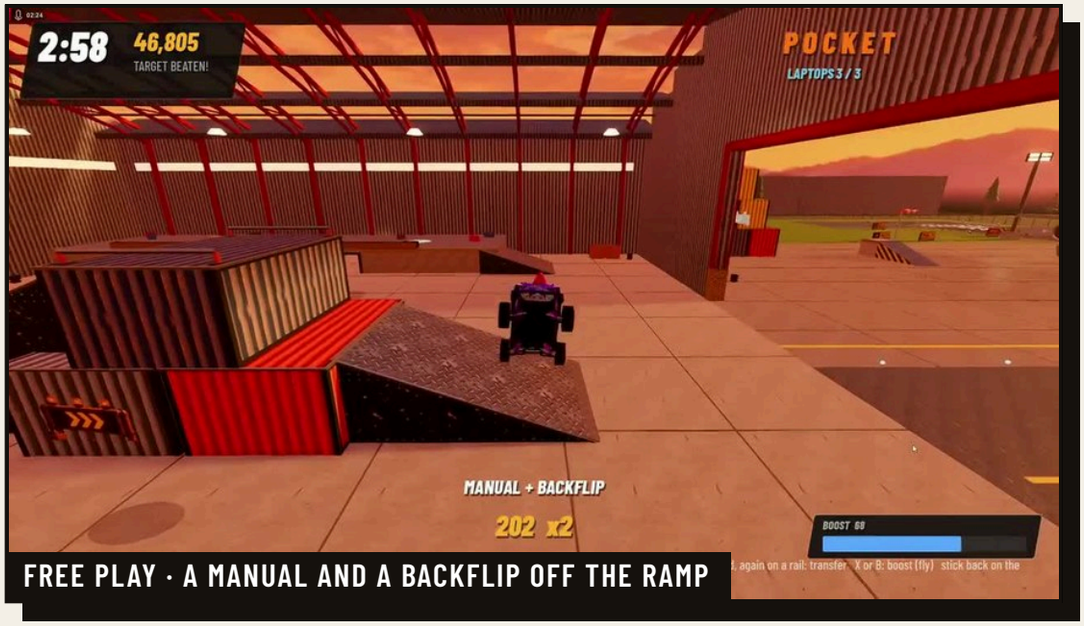
OLFUDDUD · STRATEGIST / MOMENTUM

Backflip to 360 Chassis Spin	← ↑ B	4,000
Long Haul Skid Slide	← ← Y	3,000
Corner Slide	↑ ← Y	3,500

Arrows are the two taps. Points are what the trick is worth on its own, before the multiplier. A few drivers share a tap pattern, but each does their own trick with it.

DRIVER FEEL

Each driver tunes the car their own way: some are light and easy to save, some are heavy and planted, some spin fast and punish mistakes. Try a few in Free Play before you choose one for a career.



FREE PLAY · A MANUAL AND A BACKFLIP OFF THE RAMP

DRIVERS AND SPECIALS



ELIZA VIENTO

MR. LUMPY · HEAVY / BULLDOZER

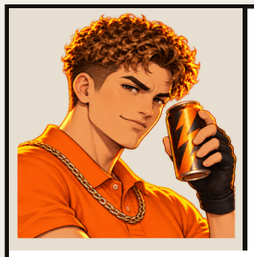
Heavy-Duty Frontflip	↓ ↑	B	3,000
Backflip to Flat Landing	↓ ↓	B	2,500
Sidewall Slide	↓ →	Y	3,500



SHEN VIENTO

BLOOD HORNET · SHOWMAN / TRICKSTER

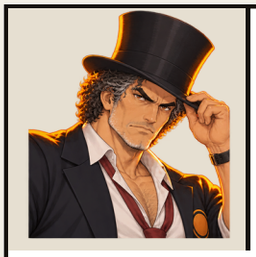
Stalled Backflip	↑ ↓	B	3,500
Whip to Flat Landing	← →	B	3,000
Offset Skid Slide	→ →	Y	2,500



T-HENNY

SIX-SEVEN XPRESS · SHOWBOAT / CHAOS

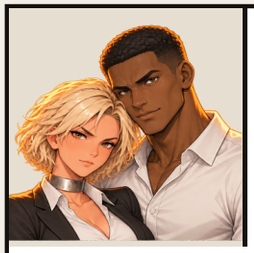
Nose-Down Backflip	↑ ↓	B	3,250
Rear Bumper Slide	← ↓	Y	3,500
Reverse Skid Slide	↑ ↓	Y	3,000



VICE DEAN JAMES STARMER

SLIVER & ROAD · THEATRICAL TYRANT

Backflip to 360 Chassis Spin	← ↑	B	4,000
Long Haul Skid Slide	← ←	Y	3,000
Corner Slide	↑ ←	Y	3,500



LUCIUS & JOZI VIENTO

SILX STRIDER · POWER COUPLE / TEAMWORK

Frontflip to Barrel Roll	↑ →	B	4,000
Front Skid Slide to Pivot	→ ←	Y	3,750
Knife-Edge Slide	→ ↓	Y	4,250



MR. E

ROB-E RC · INVENTOR / SPEED

Stalled Backflip	↑ ↓	B	3,500
Whip to Flat Landing	← →	B	3,000
Offset Skid Slide	→ →	Y	2,500



WINONA WHITE

BREW BRUISER · DRIFTER / RHYTHM

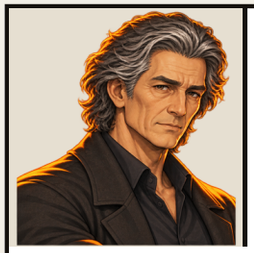
Corkscrew Flip	→ →	B	3,500
Double Frontflip	↑ ↑	B	4,500
Front Skid Slide	↑ →	Y	2,750



GREY ELWIN

STILTPLAYS · PRECISE / SUPPORT

Backflip to 540 Chassis Spin	↓ ←	B	4,750
Triple Barrel Roll	→ ↑	B	5,000
Nose Slide	↑ ↑	Y	3,250



ST. GERMAIN

THE ESTABLISHMENT · PERFECT

Double Backflip	↓ ↓	B	4,500
Switch-Side Skid Slide	← →	Y	3,250
Wheelie Skid Slide	↓ ↓	Y	3,500

SECRET DRIVERS Some drivers are secrets. Finding out how to get them into the park is up to you.

Pick one driver and take them through the nine parks, from the airport to the Sam L. Clemens Estate.

GOALS IN A CAREER RUN

- **S-C-A-L-E**: find the five letters.
- **Hidden Hard Drive**: one per park, in the hardest place to reach.
- **Laptops**: five in every park.
- **Five objects**: some parks have five things to smash, slide or open (lunch tables, directories, signs, valves, cop cars).
- **Score 1** and **Score 2**: two score targets, a lower one and a much higher one.
- **Signature rail**: some parks have one long rail to grind from end to end in one go.

You don't need everything in one run. Whatever you find is kept, and the park's card on the career map shows what's done and what's left.

OPENING THE NEXT PARK

Hit a park's **Score 2** in one run to open the next park. After a competition park, you need **Gold** in its competition.

#	PARK	SCORE 1 / 2
1	Meriden Markham Municipal Airport	5,000 / 15,000
2	Meriden Spartans High School	7,500 / 15,000
3	The Merry Den Mall	10,000 / 20,000
4	Meriden Skatepark ★	15,000 / 30,000
5	East Haven	15,000 / 40,000
6	Daffodil Festival	20,000 / 40,000
7	Cheshire Circuit ★	25,000 / 45,000
8	Orange Oval	25,000 / 50,000
9	Sam L. Clemens Estate ★	35,000 / 60,000

★ Competition park. Score 1 / 2 here are for its free-roam career run; the competition has medals instead.

Two minutes. Three judges. Five rivals who have already had their runs.

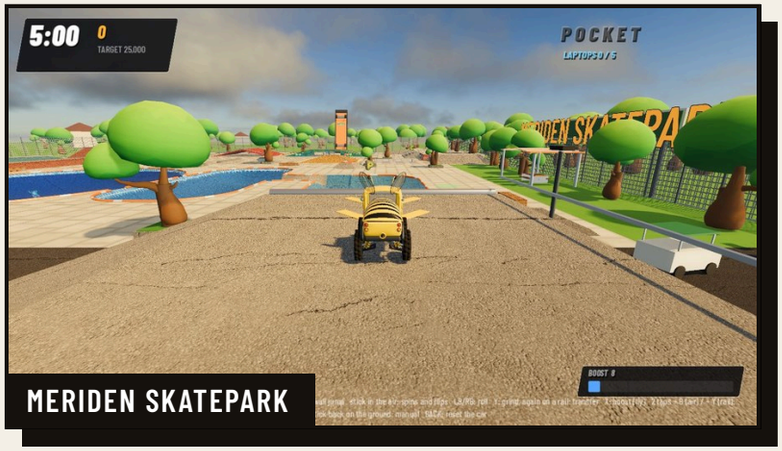
THE RULES

- A competition run lasts **two minutes**. There are no letters, laptops or other collectibles: only your score.
- **Variety counts.** Repeating a trick scores less each time: full points the first time, then 75%, 50%, 25%, and 10% after that.
- **Bails cost you.** Crashing ends your combo and costs points.
- Named gaps still score, and they're worth the most.

MEDALS

PARK	BRONZE	SILVER	GOLD
Meriden Skatepark	10,000	20,000	35,000
Cheshire Circuit	20,000	35,000	50,000
Sam L. Clemens Estate	30,000	50,000	70,000

At the end, the judges give three marks out of ten, you get your medal, and the leaderboard shows where you placed, from 1st to 6th. **Gold** opens the next park.

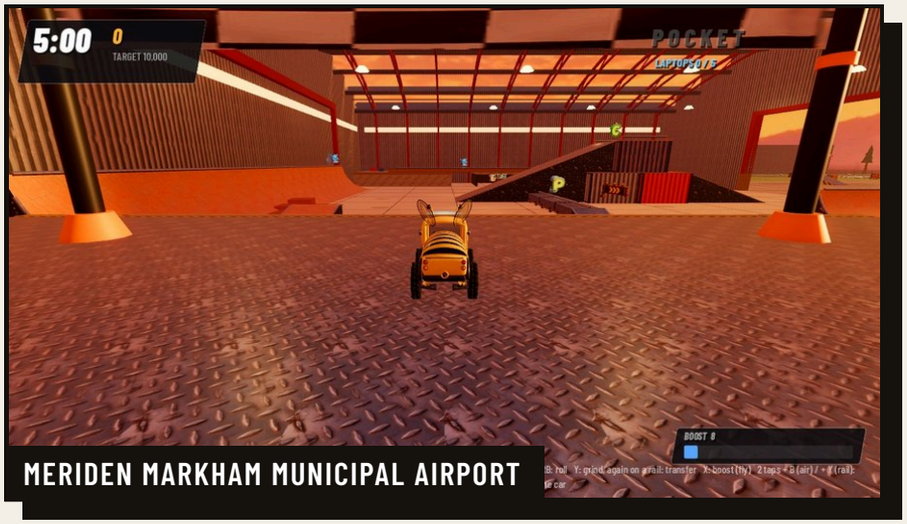


MERIDEN SKATEPARK

PLAN A LINE Two minutes goes fast. Practise in free roam first, find a line that strings the park's big gaps together, and don't repeat yourself.

PARK 1 OF 9 · CAREER

1 MERIDEN MARKHAM MUNICIPAL AIRPORT



MERIDEN MARKHAM MUNICIPAL AIRPORT

A converted hangar, a cracked apron and a cargo plane that will never fly again. Small, forgiving and packed with obvious goals: the place to learn the moves.

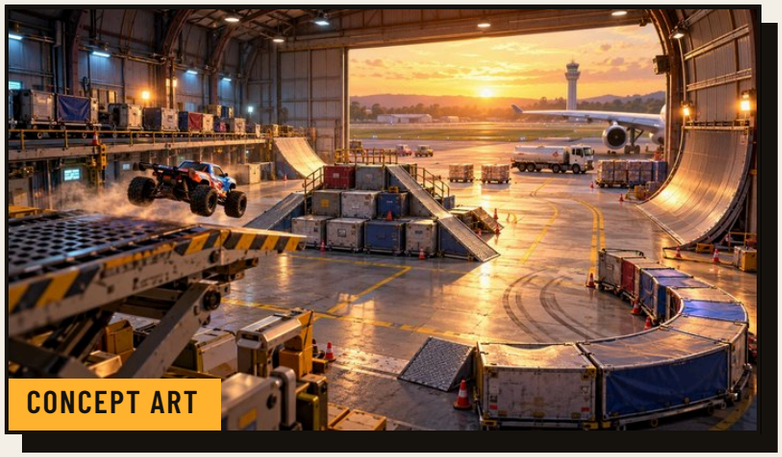
PLACE	Meriden, Connecticut
TYPE	Career
DIFFICULTY	★☆☆☆☆
FREE PLAY	target 10,000
MUSIC	“No Chain Came With Me”

HINT The Hidden Hard Drive isn't in the hangar. Look up at the cargo plane.

NAMED GAP	POINTS
Container Drop	750
Loading Dock Gap	1,000
Jet Fuel Jump	1,500

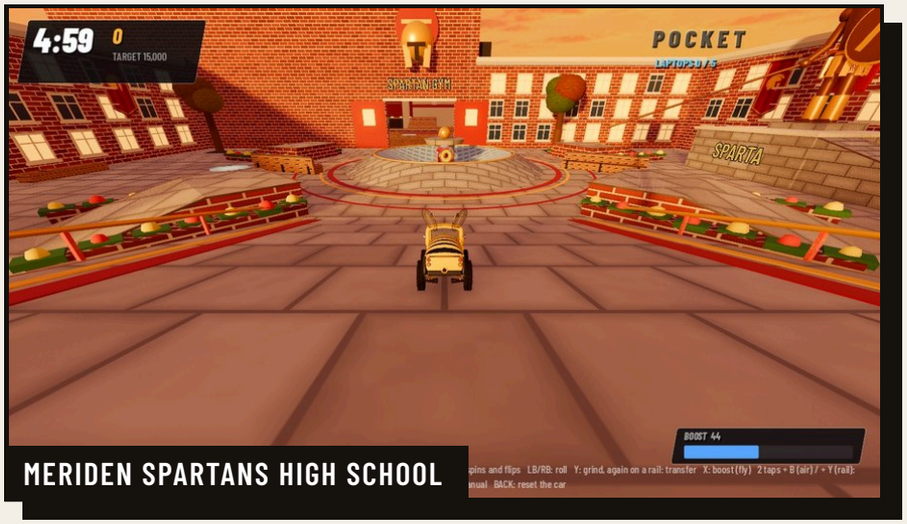
CAREER GOALS

- Score 5,000 and 15,000
- S-C-A-L-E
- Hidden Hard Drive
- 5 laptops


CONCEPT ART

PARK 2 OF 9 · CAREER

2 MERIDEN SPARTANS HIGH SCHOOL



MERIDEN SPARTANS HIGH SCHOOL

The bell rings at 2:30. By 2:45 the yard belongs to the RC drivers: the courtyard, the gym, the cafeteria, the fields and the bus line.

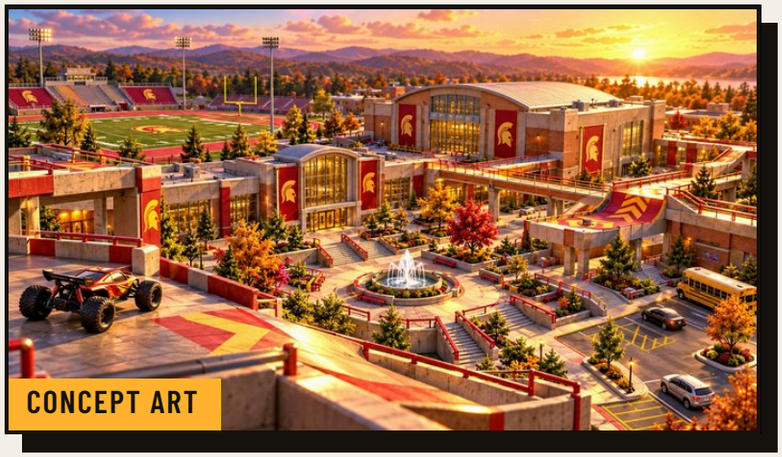
PLACE	Meriden, Connecticut
TYPE	Career
DIFFICULTY	★★☆☆☆
FREE PLAY	target 15,000
MUSIC	“Done Just Existing”

HINT Something is waiting just off the end of the bus line.

NAMED GAP	POINTS
Fountain Gap	1,000
Dumpster Dive	1,000
Bus Roof Transfer	1,500
Field Goal	1,500

CAREER GOALS

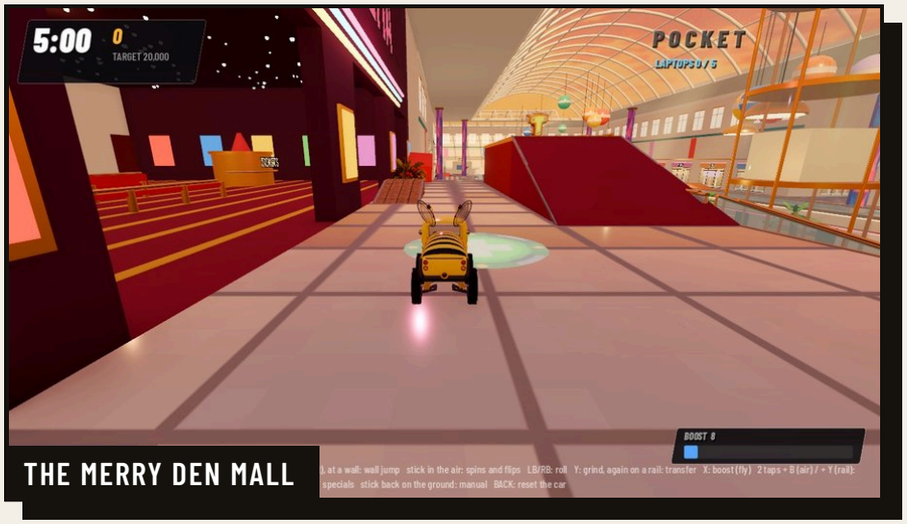
- Score 7,500 and 15,000
- S-C-A-L-E
- Hidden Hard Drive
- 5 laptops
- 5 lunch table slides



CONCEPT ART

3 PARK 3 OF 9 · CAREER

THE MERRY DEN MALL



THE MERRY DEN MALL

A mall that has been dying for thirty years and hasn't finished yet. Stopped escalators, a fountain that barely runs, and a parking garage out back.

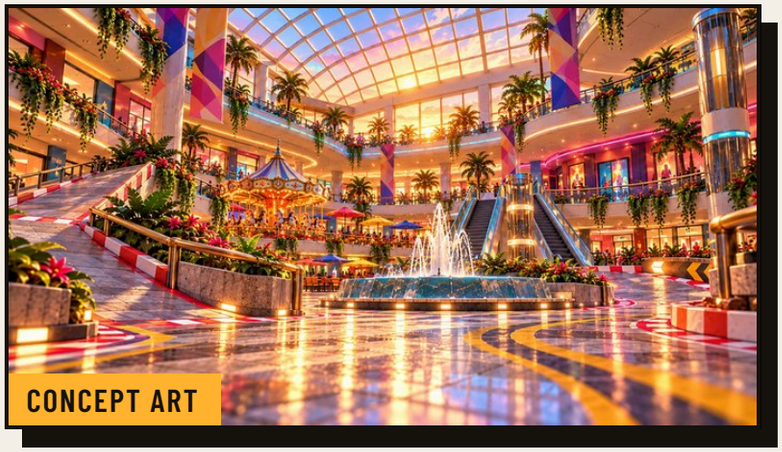
PLACE	Meriden, Connecticut
TYPE	Career
DIFFICULTY	★★★☆☆
FREE PLAY	target 20,000
MUSIC	“Spark in the Rain”

HINT The glass elevator is sealed. Its ledge isn't.

NAMED GAP	POINTS
Pretzel Stand Drop	750
South Balcony Gap	1,000
SUV To Cart Corral	1,000
Glass Elevator Leap	2,000

CAREER GOALS

- Score 10,000 and 20,000
- S-C-A-L-E
- Hidden Hard Drive
- 5 laptops
- 5 directories
- Signature rail: the central planter's rim


CONCEPT ART

4

PARK 4 OF 9 · COMPETITION 1

MERIDEN SKATEPARK



MERIDEN SKATEPARK

HINT El Viento Gap: up the medium bowl's north wall, over the spine, into the kidney bowl. Bring every bit of speed you have.

NAMED GAP	POINTS
Meriden Five-Stair	750
Love Seat Leap	1,500
Office Hours	2,000
El Viento Gap	5,000

The first competition. Bowls, a street plaza, a half-pipe, a snake run and a full pipe. Two minutes to impress the judges.

PLACE	Meriden, Connecticut
TYPE	Competition 1
DIFFICULTY	★★★☆☆
FREE PLAY	target 25,000
MEDALS	Bronze 10,000 · Silver 20,000 · Gold 35,000
MUSIC	“Physics Doesn't Pray”

FREE-ROAM GOALS

- Score 15,000 and 30,000
- S-C-A-L-E
- Hidden Hard Drive
- 5 laptops



CONCEPT ART

5 PARK 5 OF 9 · CAREER
EAST HAVEN



EAST HAVEN

HINT The tower crane's jib is a rail. So is the scaffold that gets you up to it.

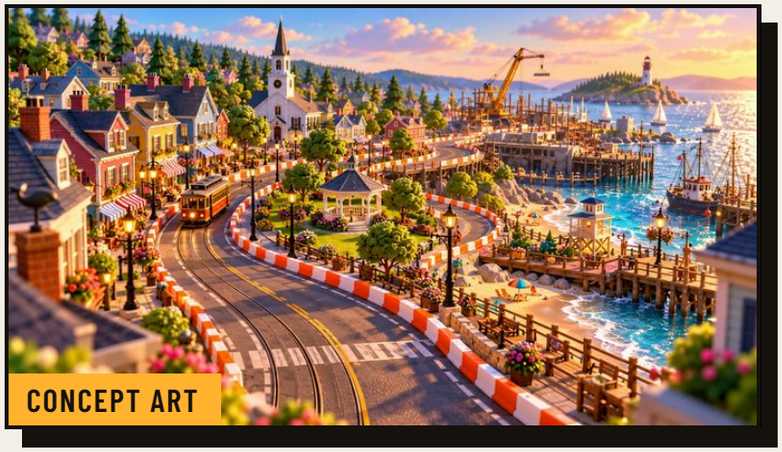
NAMED GAP	POINTS
Diner Hop	1,000
Seafood Alley Gap	1,500
East Haven Gap	2,500

A shoreline town at golden hour: Main Street, the Town Green, the bus terminal, a construction site, the rooftops and the boardwalk.

PLACE	East Haven, Connecticut
TYPE	Career
DIFFICULTY	★★★★☆
FREE PLAY	target 30,000
MUSIC	“Comfort Is a Cage”

CAREER GOALS

- Score 15,000 and 40,000
- S-C-A-L-E
- Hidden Hard Drive
- 5 laptops
- 5 NO RC DRIVING signs
- Signature rail: the boardwalk railing


CONCEPT ART

6 PARK 6 OF 9 · CAREER
DAFFODIL FESTIVAL



DAFFODIL FESTIVAL

A long downhill run from Castle Craig, over Daffodil Hill and through the festival to Mirror Lake. The shuttle bus takes you back up; the clock keeps running.

PLACE	Meriden, Connecticut
TYPE	Career
DIFFICULTY	★★★★☆
FREE PLAY	target 35,000
MUSIC	“Hold the Spark”

HINT The Ferris wheel's rim is a rail. Ride it all the way up.

NAMED GAP	POINTS
Mirror Lake Dock Gap	750
Ring Toss Drop	1,000
Ferris Fling	2,000

CAREER GOALS

- Score 20,000 and 40,000
- S-C-A-L-E
- Hidden Hard Drive
- 5 laptops
- 5 valves
- Signature rail: the food trucks' awning


CONCEPT ART

7 PARK 7 OF 9 · COMPETITION 2
CHESHIRE CIRCUIT



CHESHIRE CIRCUIT

The second competition: deeper bowls, a steel half-pipe, a mega ramp against the old quarry cliff, and a highway bridge over the whole park.

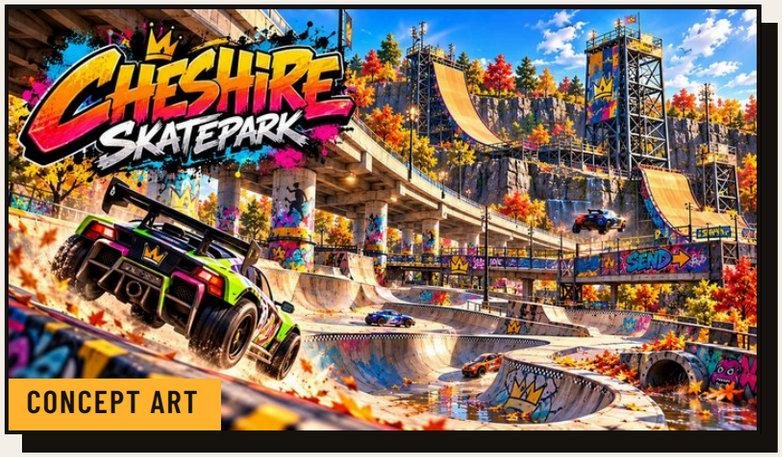
PLACE	Cheshire, Connecticut
TYPE	Competition 2
DIFFICULTY	★★★★☆
FREE PLAY	target 40,000
MEDALS	Bronze 20,000 · Silver 35,000 · Gold 50,000
MUSIC	“Porch Light War”

HINT Halfway along the I-beam under the bridge. Hit the yellow kicker heading west and press Y.

NAMED GAP	POINTS
The Five-Stair	750
Mind the Gap	1,000
Spine Transfer	1,500
Bridge Skid Slide	3,000
Corner Bowl Launch Wall	3,000

FREE-ROAM GOALS

- Score 25,000 and 45,000
- S-C-A-L-E
- Hidden Hard Drive
- 5 laptops



CONCEPT ART

8 PARK 8 OF 9 · CAREER
ORANGE OVAL



ORANGE OVAL

A town centre at dusk, closed to traffic: a church on the hill, the green, Route 1, Town Hall, the train station and the rooftops behind the diner.

PLACE	Orange, Connecticut
TYPE	Career
DIFFICULTY	★★★★★
FREE PLAY	target 45,000
MUSIC	“Comfort Leased”

HINT Read the signs over Route 1. Better still, ride them.

NAMED GAP	POINTS
Church Steps	750
Planter to Gazebo	1,250
Roof to Roof	2,000

CAREER GOALS

- Score 25,000 and 50,000
- S-C-A-L-E
- Hidden Hard Drive
- 5 laptops
- 5 cop cars
- Signature rail: the station canopy



CONCEPT ART

9 PARK 9 OF 9 · FINAL COMPETITION
SAM L. CLEMENS ESTATE



SAM L. CLEMENS ESTATE

HINT Straight up from the turret's launch, on the south ridge.

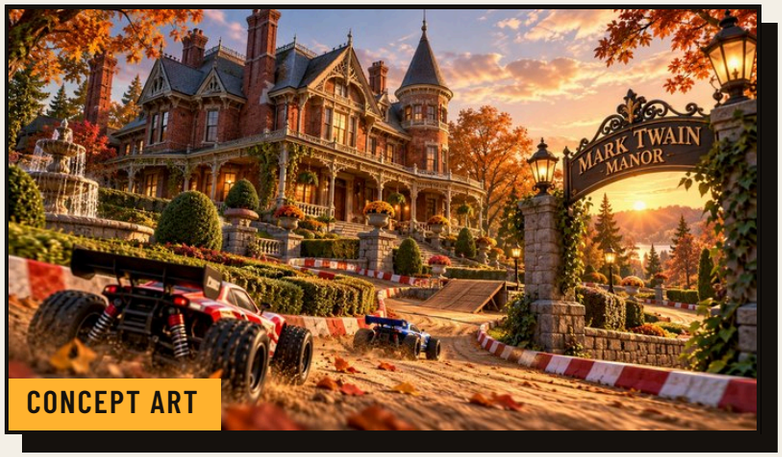
NAMED GAP	POINTS
Greenhouse Grab	1,000
Turret to Rooftop	1,500
MTMouse Rail	2,000
Cresponia Skid Slide	2,500

The final competition: a Victorian Gothic manor at magic hour, its porch, grand hall, library, conservatory, slate roof and carriage house.

PLACE	Hartford, Connecticut
TYPE	Final Competition
DIFFICULTY	★★★★★
FREE PLAY	target 50,000
MEDALS	Bronze 30,000 · Silver 50,000 · Gold 70,000
MUSIC	“The Mask Fits Heavy”

FREE-ROAM GOALS

- Score 35,000 and 60,000
- S-C-A-L-E
- Hidden Hard Drive
- 5 laptops



CONCEPT ART

HINTS AND TIPS

Mix it up. Six different tricks beat ten of the same one.

A manual holds the combo together on the way to the next ramp. Don't let go too early.

When a combo gets big, bank it. A sloppy landing takes all of it.

Land a flip, then powerslide straight away to keep the combo going.

Fly at a ramp's top edge holding Y and you'll grab the lip.

Two walls close together? Jump from one to the other and climb.

Short on height for a gap? A little boost in the air carries you level.

Lost the line? Back resets the car. Past the fence, the drone brings you home.

The Hidden Hard Drive is never lying around on the ground. Look up.

Learn a park in Free Play before you try its career goals.



ORANGE OVAL



CHESHIRE CIRCUIT



SAM L. CLEMENS ESTATE

CREDITS

OVERSCALE RC

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

BASHER PARK MUSIC

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

- “No Chain Came With Me” · Meriden Markham Municipal Airport
- “Done Just Existing” · Meriden Spartans High School
- “Spark in the Rain” · The Merry Den Mall
- “Physics Doesn't Pray” · Meriden Skatepark
- “Comfort Is a Cage” · East Haven
- “Hold the Spark” · Daffodil Festival
- “Porch Light War” · Cheshire Circuit
- “Comfort Leased” · Orange Oval
- “The Mask Fits Heavy” · Sam L. Clemens Estate

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, story scenes, 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 first twelve drivers' 3D cars were modelled with ChatGPT and Claude (Anthropic) from the developer's own concept designs; the newer drivers' cars were made with Tripo AI. 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 and letters from before the game was renamed. Cover: concept art. Type: Barlow Condensed (SIL Open Font License). Made with the Godot Engine.

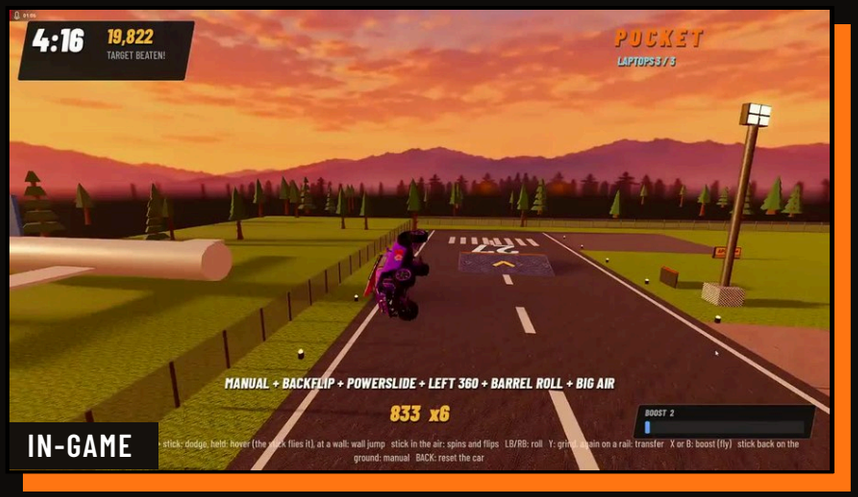
NOTES



BASHER PARK

Five minutes. Flips, spins, rails and lips. Land it to bank it.

- Nine parks across Connecticut, from an airport hangar to the Sam L. Clemens Estate
- 21 drivers, each with three special tricks
- Free Play, a full Career, and three judged competitions
- Letters, laptops, Hidden Hard Drives and named gaps in every park



IN-GAME



IN-GAME



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

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