COVER: CHARACTER ART

MUSIC LOUNGE



THE OVERSCALE RC SOUNDTRACK

INSTRUCTION BOOKLET · V2.0 · NOV 7, 2026

OVERSCALE RC

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, even 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 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 take a 10 to 15 minute break every hour.

ABOUT THIS BOOKLET

This booklet covers the **Music Lounge**, one of the modes in Overscale RC, as it is in **November 2026**. The game is still being built, so songs, numbers and other details may change.

Anything marked **IN PROGRESS** is planned, but not in the game yet. Lyrics are coming in a later version of this booklet.

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WELCOME TO THE LOUNGE



Your host, Winona White, at Summers Brew. Character art.

Pull up a chair at Summers Brew. Winona's café has a little stage, and tonight the drivers are the band.

The Music Lounge lets you play Overscale RC's own soundtrack: **65 songs**, every one written by Rauel Crespo. The notes come down a five-lane highway; hit them in time with the music while the band plays on the stage behind it.

THE LOUNGE MENU

Choose **Music Lounge** on the main menu. It has its own little menu:

TRACK SELECT

Pick one song and play it.

SET UP PLAYLIST

Pick up to **five songs** and play them in a row. After each one, the results screen takes you on to the next. At the end, go round again.

MUSIC BATTLES

Two, three or four players on the same song, side by side, where boost is an attack (page 12).

1 to 4 players. Every Lounge mode starts with the join screen: everyone who wants to play presses a button on their own controller.

UNLOCKING SONGS

The Music Lounge appears on the main menu once your first song is unlocked. Every song unlocks by beating its level:

RACING

Finish the Grand Prix cup its track is in, in any place.

BATTLESVILLE

Win a battle in its arena, or beat its Connecticut Tour level. The Battlesville menu song: win any battle.

BASHER PARK

Find S-C-A-L-E in its park, in Free Play or in any driver's Career.

WHEEL-BALL

Win a match in its arena.

BOSS SONGS

Nine bosses have a song of their own. Finding out how to unlock them is up to you.

The main menu song comes with the Lounge itself. In Music Battles, the Initiate Cup's songs and the menu song are open from the start. In the free demo, only the demo's own levels can be beaten, so only their songs unlock (marked DEMO in the track list).

CONTROLS

Five lanes, five buttons. Press a lane's button as its note crosses the line.



LB	D-pad right	X	RB	B
Keyboard D	Keyboard F	Keyboard Space	Keyboard J	Keyboard K

BOOST

RT on a controller, **L** on the keyboard (next to K). See page 9.

PAUSE

Press **Start** (or Esc). Resume, restart, or go back to the song list.

The lane colours are the game's own: cyan, violet, orange, pink, lime.

THE SONG LIST

Up / down a song · **LB / RB** the page · **left / right** the difficulty · **A** play · **Y** calibrate · **B** back to who's playing.

THE PLAY SCREEN

The notes come down a **highway** in the middle of the screen, a road made from the song's own track. Behind it, the band plays on the Summers Brew stage.

1. **Top left:** the song, who wrote it, and how far through it you are.
2. **Left of the hit line:** your score, the multiplier dial (ten notches fill toward the next multiplier) and your note streak.
3. **Right of the hit line:** the boost bottle, in four quarters.
4. **The hit line:** PERFECT, GREAT or GOOD as you play, and for GREAT and GOOD, whether you were EARLY or LATE.
5. **Call-outs in the middle:** streaks, BOOST PHRASE!, BOOST READY, BOOST!

A wrong or missed note plays a dead, muted string.

SCORING

TIMING

GRADE	WITHIN	POINTS
Perfect	45 ms	300
Great	90 ms	200
Good	135 ms	100

A note nobody hits in time is a **miss**: it breaks your streak. Pressing when no note is near costs nothing.

MULTIPLIER

Your streak multiplies every hit: x2 at 10 notes, x3 at 20, up to **x4**.

BOOST

Some runs of notes are **boost phrases**. Hit every note in one and the bottle fills by a quarter. With at least a quarter in the bottle, press RT: your multiplier **doubles**, up to **x8**, while the bottle drains. Phrases you finish while boosting top it up.

STARS

One star for finishing. Two, three, four and five at 50, 70, 85 and 95% accuracy. Hit every note and your stars turn **gold**.

DIFFICULTY AND TIMING

THREE DIFFICULTIES

Easy: three buttons (the two left lanes share one, the middle has one, the two right lanes share one), no chords, and the notes spaced out. About half the notes.

Normal: the song's chart as it is.

Hard: extra notes on the off-beats, about a third more.

RESULTS

After a song: your stars, score (and NEW BEST), accuracy, your hits by grade and your best streak. Your best on each song is saved for each difficulty.

CALIBRATE YOUR TIMING

Every TV, speaker, headphone and controller is a little different. Press **Y** on the song list: the calibration screen plays a click at 120 BPM. Tap any lane button on each click, four to settle in, then sixteen that count.

The game works out how early or late you tap and adjusts for it. It's worth doing once on your own setup.

PLAYING TOGETHER

Up to four players, one highway each.

With two to four people in Track Select or a Playlist, the screen splits into columns, one highway per player, all on the same song.

WHO'S PLAYING?

Each person picks their driver in turn, with their own controller. Two people can't pick the same driver.

THE READY ROOM

Before the song, everyone picks their own difficulty (**left / right**) and presses **A**. The song starts when everyone is ready, so one player can play Easy while another plays Hard.

MUSIC BATTLES

Boost is an attack.

Choose **2, 3 or 4 Players**. Everyone plays the same song at the same difficulty, side by side on Winona's stage. Seats nobody joins for are filled by computer players. **Highest score at the end wins.**

HOW TO ATTACK

Set off your boost as usual: your multiplier doubles, and a **spotlight** starts moving from player to player. Press boost **again** to hit whoever it's on. If your boost runs out first, the chance is gone. The spotlight skips anyone already under attack.

THE FULLER YOUR BOTTLE, THE WORSE IT GETS

BOTTLE	ATTACK	LASTS
1 quarter	Your driver walks all over their highway	30 s
2 quarters	Your goal celebration, half see-through, over their highway	20 s
3 quarters	Their highway rolls in hills and valleys	17 s
Full	Black and white, with a crowd of your driver walking on it	11 s

A new attack replaces the old one.

THE BAND

Before the songs, the Lounge asks **who's playing?** Pick the driver who leads the band: they play **guitar** at the front of the stage. Three others are picked at random for **bass**, **drums** and the **mic**. When Lucius and Jozi are in the band, Lucius plays and Jozi dances.

THE SHOW

The stage comes alive with the song. The lights follow its mood: blues and violets when it's quiet, pinks, reds and golds when it's busy. The camera cuts like a concert film, from wide shots over the crowd to close-ups of each player. Sparks and flashes hit on the big moments, and the café crowd hops, wanders and cheers.

Clear the song and the whole band puts down their instruments and dances. Fail it, and they just stand there.

THE BAND, PART 1



Amelia Winters



Chase Wright



Tabitha Summers



Noah Winters



Tyrone Barrens



Anthony Viento



Vincenzo Viento



Samantha Springer



Olivia S.



Casandra Estlewood



Wilson F.

THE BAND, PART 2



Snakes



Eliza Viento



Shen Viento



T-Henny



Vice Dean James Starmer



Lucius & Jozi Viento



Winona White



Mr. E



Grey Elwin



St. Germain

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

TRACK LIST

RACING SIDE A

1	**You Gotta Believe** DEMO 67 Berlin Turnpike	Finish the Initiate Cup in Grand Prix	137 BPM 652 notes
2	**Good Disasters** DEMO Backyard Canyon	Finish the Initiate Cup in Grand Prix	136 BPM 717 notes
3	**Salt & Honey** DEMO Seagull Crossing	Finish the Initiate Cup in Grand Prix	136 BPM 613 notes
4	**Aquarium Hell** DEMO Hammonasset Beach	Finish the Initiate Cup in Grand Prix	137 BPM 866 notes
5	**Beautiful Trade** DEMO The Merry Den Mall	Finish the Initiate Cup in Grand Prix	141 BPM 623 notes
6	**Off-Script Hoedown** Dirt Stadium	Finish the Aspirant Cup in Grand Prix	135 BPM 671 notes
7	**Upgraded Kicks** Mythic Bay Aquarium	Finish the Aspirant Cup in Grand Prix	134 BPM 550 notes
8	**Flower in the Wrong Garden** Meriden City Hall	Finish the Aspirant Cup in Grand Prix	129 BPM 648 notes
9	**Physics Won** Captain Kidd's Treasure Lane	Finish the Aspirant Cup in Grand Prix	162 BPM 824 notes
10	**Want You Toxic** Flurry Ridge	Finish the Aspirant Cup in Grand Prix	100 BPM 869 notes
11	**Small Things & Hard Lessons** Inda-Zone Shop	Finish the Contender Cup in Grand Prix	96 BPM 998 notes
12	**Life on Pause** Continental Silver Company	Finish the Contender Cup in Grand Prix	100 BPM 772 notes
13	**Daemons** Jeremy Swamp Road	Finish the Contender Cup in Grand Prix	95 BPM 688 notes

TRACK LIST, CONTINUED

RACING SIDE A, CONTINUED

14	**Where Is My Head** Jester's Courtyard 2001	Finish the Contender Cup in Grand Prix	83 BPM 550 notes
15	**Sparks for Stars** Wolf Forest Casino	Finish the Contender Cup in Grand Prix	186 BPM 753 notes
16	**No Brakes, Basic** Hubbard Park	Finish the Champion Cup in Grand Prix	171 BPM 830 notes
17	**Hero in a Box** Greenwich Pantheon	Finish the Champion Cup in Grand Prix	76 BPM 752 notes
18	**Just Smile for the Heathens** Elm City Spiral	Finish the Champion Cup in Grand Prix	129 BPM 668 notes
19	**Broken Like We're Human** Cheshire Cliffs	Finish the Champion Cup in Grand Prix	74 BPM 686 notes
20	**Sanctuary Closed** Gillette Castle	Finish the Champion Cup in Grand Prix	173 BPM 986 notes
21	**Bury the Bright One** Dudleytown	Finish the Elite Cup in Grand Prix	138 BPM 899 notes
22	**They Didn't Come With Me** Merry Wall Hospital	Finish the Elite Cup in Grand Prix	89 BPM 548 notes
23	**Paper Lies** Falcon Field	Finish the Elite Cup in Grand Prix	97 BPM 464 notes
24	**Tricks Are for Kids** I-84 Waterbury	Finish the Elite Cup in Grand Prix	101 BPM 452 notes
25	**Read Past Commas** GumsWorth Museum of Art	Finish the Elite Cup in Grand Prix	161 BPM 565 notes

TRACK LIST, CONTINUED

BATTLESVILLE SIDE B

26	**Crush It** DEMO Merry Den Mall Rooftop	Win a battle in Merry Den Mall Rooftop, or beat its Connecticut Tour level	93 BPM 701 notes
27	**Gold Doesn't Rust** DEMO Meshomasic Missile Site	Win a battle in Meshomasic Missile Site, or beat its Connecticut Tour level	98 BPM 765 notes
28	**Psychic Socials** Washington Park	Win a battle in Washington Park, or beat its Connecticut Tour level	100 BPM 701 notes
29	**The Cabin Has Ears** Groton Trailer Park	Win a battle in Groton Trailer Park, or beat its Connecticut Tour level	99 BPM 725 notes
30	**Hero With a Body Count** Hartford	Win a battle in Hartford, or beat its Connecticut Tour level	126 BPM 617 notes
31	**I Crashed My Own Memorial** Flurry Ridge	Win a battle in Flurry Ridge, or beat its Connecticut Tour level	99 BPM 876 notes
32	**Better Than That** Meriden Daffodil Festival	Win a battle in Meriden Daffodil Festival, or beat its Connecticut Tour level	74 BPM 716 notes
33	**Spark beyond the Flesh** Lord Hightmein Museum	Win a battle in Lord Hightmein Museum, or beat its Connecticut Tour level	130 BPM 642 notes
34	**Snap / Push** DEMO Battlesville menus	Win any Battlesville battle	171 BPM 969 notes

TRACK LIST, CONTINUED

BASHER PARK SIDE C

35	**No Chain Came With Me** DEMO Meriden Markham Municipal Airport	Find S-C-A-L-E in Meriden Markham Municipal Airport	122 BPM 559 notes
36	**Done Just Existing** DEMO Meriden Spartans High School	Find S-C-A-L-E in Meriden Spartans High School	143 BPM 645 notes
37	**Spark in the Rain** The Merry Den Mall	Find S-C-A-L-E in The Merry Den Mall	108 BPM 574 notes
38	**Physics Doesn't Pray** Meriden Skatepark	Find S-C-A-L-E in Meriden Skatepark	142 BPM 656 notes
39	**Comfort Is a Cage** East Haven	Find S-C-A-L-E in East Haven	93 BPM 602 notes
40	**Hold the Spark** Daffodil Festival	Find S-C-A-L-E in Daffodil Festival	140 BPM 746 notes
41	**Porch Light War** Cheshire Circuit	Find S-C-A-L-E in Cheshire Circuit	104 BPM 593 notes
42	**Comfort Leased** Orange Oval	Find S-C-A-L-E in Orange Oval	98 BPM 664 notes
43	**The Mask Fits Heavy** Sam L. Clemens Estate	Find S-C-A-L-E in Sam L. Clemens Estate	88 BPM 693 notes
56	**Clipped Riff** DEMO The main menu	Unlock any other song	89 BPM 287 notes

56: the main menu song, “Clipped Riff”, comes with the Lounge itself.

TRACK LIST, CONTINUED

WHEEL-BALL SIDE D

44	**The Ghost Story Holds** DEMO VIM Stadium	Win a Wheel-Ball match in VIM Stadium	136 BPM 737 notes
45	**Spark With a Gas Tank** Butternut Hollow Park	Win a Wheel-Ball match in Butternut Hollow Park	173 BPM 798 notes
46	**Such a Pretty Reason** Sparkins Field	Win a Wheel-Ball match in Sparkins Field	186 BPM 892 notes
47	**Visible** Middletown Industrial	Win a Wheel-Ball match in Middletown Industrial	92 BPM 883 notes
48	**Edit to Life** Cresponia Coliseum	Win a Wheel-Ball match in Cresponia Coliseum	137 BPM 579 notes
49	**Don't Look Back, Elvis** Neo Canada	Win a Wheel-Ball match in Neo Canada	108 BPM 494 notes
50	**Teenagers Stink** Meriden Transfer Station	Win a Wheel-Ball match in Meriden Transfer Station	113 BPM 853 notes
51	**Dead to the World** Mythic Bay Aquarium	Win a Wheel-Ball match in Mythic Bay Aquarium	135 BPM 740 notes
52	**Not Just the Ride** VanDrek Observatory	Win a Wheel-Ball match in VanDrek Observatory	129 BPM 752 notes
53	**Concord Night** Wallingford Farm	Win a Wheel-Ball match in Wallingford Farm	133 BPM 752 notes
54	**Golden Cages** Secret Temple	Win a Wheel-Ball match in Secret Temple	150 BPM 704 notes
55	**Basic Little Apocalypse** East Haven Beaches	Win a Wheel-Ball match in East Haven Beaches	145 BPM 646 notes

TRACK LIST, CONTINUED

BOSS SONGS SIDE E

57	**No Rematch** Samantha's song	A secret. Finding out how to unlock it is up to you.	137 BPM 880 notes
58	**You Had to Ask** Olivia S.'s song	A secret. Finding out how to unlock it is up to you.	135 BPM 1322 notes
59	**Queen Below** Casandra's song	A secret. Finding out how to unlock it is up to you.	130 BPM 1114 notes
60	**Dead Man Driving** Wilson F.'s song	A secret. Finding out how to unlock it is up to you.	134 BPM 1045 notes
61	**Tidying the Narrative** Snakes's song	A secret. Finding out how to unlock it is up to you.	137 BPM 1057 notes
62	**Car Orphanage** Eliza's song	A secret. Finding out how to unlock it is up to you.	141 BPM 1279 notes
63	**Pinky Finger Genius** Shen's song	A secret. Finding out how to unlock it is up to you.	139 BPM 942 notes
64	**No Cap 2 Brakes** T-Henny's song	A secret. Finding out how to unlock it is up to you.	96 BPM 719 notes
65	**Remote Control** The Vice Dean's song	A secret. Finding out how to unlock it is up to you.	103 BPM 706 notes

COMING SOON: LYRICS

IN PROGRESS **The words are coming.**

A later version of this booklet will print the lyrics, song by song.

HINTS AND TIPS

- Calibrate first. A few milliseconds make a big difference.
- Watch the notes, not the show behind them.
- Save boost for the busy parts: the multiplier doubles while the bottle drains.
- In a Music Battle, the fuller your bottle when you boost, the worse your attack.
- Missing costs your streak, but pressing early costs nothing. Stay relaxed.
- Learn a song on Easy, then step up. Your best is saved for each difficulty.
- Going for gold? Every single note, every single time.

CREDITS

MUSIC

All 65 songs written by **Rauel Crespo**, from chapters of his books. Vocals and instruments performed with Suno, to Rauel's direction.

OVERSCALE RC

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

THIS BOOKLET

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

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, the Music Lounge host picture, 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 and band models were made with AI tools (ChatGPT, Claude and Tripo AI) from the developer's own 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 songs, your gold stars, and the ones still beating you.

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NOTES



PLAY THE GAME'S OWN SOUNDTRACK.

- 65 songs, all written by Rauel Crespo
- Five lanes, three difficulties, boost and gold stars
- 1 to 4 players, playlists and Music Battles
- A band from the cast, live on the Summers Brew stage



Overscale RC is in development. Early Access on Steam is planned by December 2026. cresponia.com/gaming/music-lounge · © 2026 Cresponia Story Works. Booklet v2.0, Nov 7, 2026.