

Every control in the game, with its factory binding on all three devices. Anything on this page can be changed except where it says otherwise.

RACING

ACTION	KEYBOARD	XBOX	PLAYSTATION
Accelerate	W · UP	RT	R2
Brake	S · DOWN	B · LT	CIRCLE · L2
Steer Left + Left Stick	A · LEFT	DPAD ◀	DPAD ◀
Steer Right + Left Stick	D · RIGHT	DPAD ▶	DPAD ▶
Boost	SHIFT	Y	TRIANGLE
Fire	SPACE	A · RB	CROSS · R1
Use Item	X	X	SQUARE
Target Next	E	LB	L1
Target Prev	Q	—	—
Camera View	C	L3	L3
Pause	ESCAPE · P	START	OPTIONS

CAPTURE & RADIO

ACTION	KEYBOARD	XBOX	PLAYSTATION
Screenshot	F2	R3	R3
Hide HUD	H	SELECT	SHARE
Radio Next	PERIOD	DPAD ▲	DPAD ▲
Radio Prev	COMMA	DPAD ▼	DPAD ▼
Music Vol +	APOSTROPHE	—	—
Music Vol –	SEMICOLON	—	—

Reading this table

Two bindings separated by a dot both work — brake is B *and* the left trigger, and either will do it. A dash means nothing is bound on that device: target-previous has no pad button, because one shoulder button stepping forward through the field is enough against eight rivals. Grey text after an action is a fixed analogue input, described overleaf.

REBINDING

Settings › Keybindings. One row per action, with a keyboard cell and a gamepad cell.

CHANGING A BINDING

Rebind	Select a cell — click it, or press A / Enter on it — and the game listens for the next input. Press the key or button you want.
Cancel a listen	Escape. The cell keeps what it had.
Clear a binding	Delete or Backspace while the cell is listening. The action is left unbound on that device.
Reset everything	The reset button restores every factory binding at once. It cannot be undone.

Triggers bind like buttons: with a gamepad cell listening, a firm pull on a trigger binds it. They stay analogue afterwards — a trigger bound to the throttle is still a throttle, not a switch.

STEALING

A button can only do one job. Binding a button that another action already holds takes it away from that action, and the row you took it from updates in front of you.

This is deliberate, and it is why the screen warns you when an action has been left with nothing bound in a column. An unbound action is legal — it is how you free a button up — but it is almost never what you meant to do to *accelerate*.

Careful

Nothing stops you unbinding every way of accelerating. If a race becomes unsteerable, open Settings › Keybindings and reset to defaults.

WHAT CANNOT BE REBOUND

Left stick	Steering around the pipe. Always live, alongside whatever else is bound to steer left and right.
Menu navigation	Arrows and the D-pad move, Enter and A select, Escape and B go back. Fixed, so a broken racing binding can never lock you out of the menu that fixes it.

WHERE IT IS KEPT

Rebinds are written to your settings file the moment you make one — the only time bindings ever touch the disk. They are stored with your other settings rather than in a career save, so they belong to the machine and apply to all four career slots.

Deleting a career does not touch your bindings. Resetting to defaults is the only thing that clears them.

CONTROLLERS

Xbox, PlayStation and Apple pads work the moment they are connected. There is nothing to configure and no driver to install.

NAMING

The game reads which pad is plugged in and relabels its own prompts to match. A PlayStation pad is told about Cross, Circle, Square and Triangle; an Xbox pad is told about A, B, X and Y. The tutorial does the same, and shows you only the device you are actually holding rather than both at once.

If a pad reports itself as something unusual, the game falls back to Xbox naming. The buttons still work — only the labels are a guess.

WHY THE BUTTONS ARE WHERE THEY ARE

Throttle on RT	An analogue trigger gives you part-throttle. On a pipe, part-throttle is how you hold a line through a bend without braking.
Boost on north	Y / Triangle is the one face button a thumb reaches without letting go of the trigger or the stick.
Item on west	X / Square, for the same reason — north is boost, south is fire, east is brake.
Camera on L3	Left-stick click. It moved here when screenshot took R3, so a photograph never costs you a camera change.

TWO PADS

The game reads one pad for the player. A second connected controller is ignored rather than fighting the first for the same craft.

MENUS ON A PAD

Every screen in the game can be driven end to end without touching a keyboard or a mouse, including the rebinding screen itself. If you find one that traps you, it is a fault and worth reporting.

Keyboard players

Both hands are optional. Accelerate and brake sit on W/S and the arrow keys, steering on A/D and left/right, so the whole car can be driven from either the left of the keyboard or the right of it.