

THE ONE THING

You race the **outside** of a pipe. Gravity pulls you toward whichever face of the tube is turned to the ground, so holding the top is the whole skill.

Sliding down the side is not a crash. There is no wall, no reset and no penalty — you can climb back up from anywhere, including from underneath. It costs seconds, nothing else.

Make smaller inputs than feel right. The craft floats, so a second correction before the first has landed is what produces the slow wobble from one side to the other.

RACING CONTROLS

ACTION	KEYBOARD	XBOX	PLAYSTATION
Accelerate	W · UP	RT	R2
Brake	S · DOWN	B · LT	CIRCLE · L2
Steer Left	A · LEFT	DPAD ◀	DPAD ◀
Boost	SHIFT	Y	TRIANGLE
Fire	SPACE	A · RB	CROSS · R1
Use Item	X	X	SQUARE
Target Next	E	LB	L1
Camera View	C	L3	L3
Screenshot	F2	R3	R3
Hide HUD	H	SELECT	SHARE
Pause	ESCAPE · P	START	OPTIONS

All rebindable in Settings. PlayStation pads are relabelled automatically.

BOOST

The meter under EARNINGS refills on its own. When it reads BOOST READY, spending it empties it and it starts again.

Easy	refills in ~4s
Hard	refills in ~11s

The AI never get a boost meter. It is your single biggest advantage, and it stops refilling the moment it is full — so an unspent meter is a wasted one.

Spend it on the *exit* of a bend, not into one.

INSTANT PICKUPS

Boost	Speed surge. Longer when you are behind.
Ammo	Worth 3, 5 or 8 — the number is printed on it.
Shock	Stuns every rider both ways down the pipe.
Bounty	Credits, straight into the purse.

ITEM SLOT — HOLD ONE ONLY

Shield	6s. Eats mines, walls, shots, shockwaves.
Autopilot	A few seconds of perfect line, untouchable.
Tail mine	Drops behind you. Cannot catch you.
Jammer	6s of no lock-ons. Shots in flight still fly.

Driving over a second item swaps it for the one you are holding.

CHAMPIONSHIP

24 circuits, 6 leagues, 4 races each. Finishing a race unlocks the next. **Three golds** in a league opens the next league.

MEDAL	REQUIRES
Gold	1st place, and a quick enough time
Silver	2nd or 3rd at best
Bronze	4th and back

A fast lap in 5th is still 5th. Position caps the medal.

CUPS

Races back to back on points, no restarts.

PLACE	1	2	3	4	5	6	7	8
Pts	10	8	6	5	4	3	2	1

Rookie, Hyper and Storm are three rounds. The Grand Prix is six and pays 40,000 to win.

TOUR

A weekly ladder, the same for everyone, that ends when you are beaten. Score is **distance**, so finish the race you are losing.

Stages 1–12	Podium — 3rd or better
Stages 13–24	2nd or better
Stage 25+	Win, or the run is over

Corkscrews from stage 4, twists from stage 7. Stock craft — no garage parts.

DAILY

One circuit built from the date, identical worldwide, replaced at midnight. Stock craft, so the board ranks driving rather than spending.

RACE LAB

Build your own: seed, place, intensity, format, pipe width, track shape, twists, laps and livery. Keepers save to My Tracks and can be strung into your own grand prix.

A seed alone does not reproduce a circuit — the pipe and track dials change what it builds. Share every dial.

GARAGE

Six parts, bought per class. Buy **Stabilizers first**, then Engine from Gold league on. The five hulls are appearance only.

FORMATS

Classic	The championship standard.
Boost rush	Twice the pickups, all boost.
Gun run	Full clips; the AI shoot on sight.
Pacifist	No guns, nearly double the hazards.
Gauntlet	3 laps, 4 rivals, a wall of mines.
Duel	You and one other. Best purse.