Splash

Admire, then press enter to proceed.

Menu

Click "options" to change the game configuration, click "instructions" to view controls, click "Name" text box and type your name (hint: use backspace to delete the default name "Player" first)

Options (advanced explanation)

Difficulty;

0, opponents steering disabled when they collide
1, neither player nor opponent steering is disabled
2, player steering disabled when player collides

Coll. Res.;

- Choose the number of collision iterations to perform per frame, higher gives more accuracy in multiple-object collisions but may be slower. 2 is recommended.

Instructions

This page shows the keyboard controls.

Click "main menu" when you have understood the instructions.

Race

You will start on the starting grid. There is a 3-second countdown and then the race begins. Use WASD to accelerate, steer. The aim is to complete the target laps before the AI opponents. Avoid obstacles for a faster time, push obstacles in the path of opponent to slow them down.

If you see the "cheat warning", you have skipped a portion of the track, or perhaps have reversed over the finish line in the hopes you might go forward and gain a lap just for crossing the finish line – if the game was more naïve then perhaps this would work.

"Wrong way" displays when you drive the wrong way around the track and are not progressing.

If you see the DNF timer; hurry. You will only have 10s to finish the race once the first opponent finishes. Otherwise, you will be disqualified.

HUD shows the player speed, position, laps completed and target laps, progress across current lap and name.

Finish

This screen displays your placement in the race. DNF means you did not complete the race in a competitive time and were disqualified.

click "main menu" to return to the menu screen: perhaps you'll change some options and hopefully you'll play again.