All the different scenarios start the same. The game will start with a screen prompting the user to input a name for the high scores. The game will then wait for the first player to select one of the given menu options. Depending on the option the player selects, the player will play either single player, or multiplayer with another player. The player(s) will then play through the game with a set number of lives, depending on the mode selected. The scenarios for the end of each game are different.

**Scenario for the end of Single Player Story Mode:**  
The story mode can end in two different ways. In the first scenario, the player dies five times and is out of lives. The death screen will come up, display the player’s score, and ask the player to either retry the stage they failed, or quit to the main menu. If the player does not run out of lives, they reach the end of the level, and the game will display their score and any bonuses they receive, such as lives remaining, difficulty, and time remaining. If they completed the last stage, they will be brought back to the main menu; otherwise they will start the next stage.

**Scenario for the end of Single Player Trial Mode:**This scenario runs almost exactly like the story scenario, except for the player has three lives instead of five, and only plays one stage.

**Scenario for the end of Single Player Challenge Mode:**This scenario is the same as the previous two, except the player has one life, and plays one stage.

**Scenario of the end of a Multiplayer Game:**The multiplayer mode can end in only one way, by a player finishing the stage. Both players are given infinite lives, and score will be calculated as a factor of time taken to finish the race, and the number of times each player died during the race. At the end of the race, a winner will be declared, scores will be shown, and the players will be taken back to the main menu.