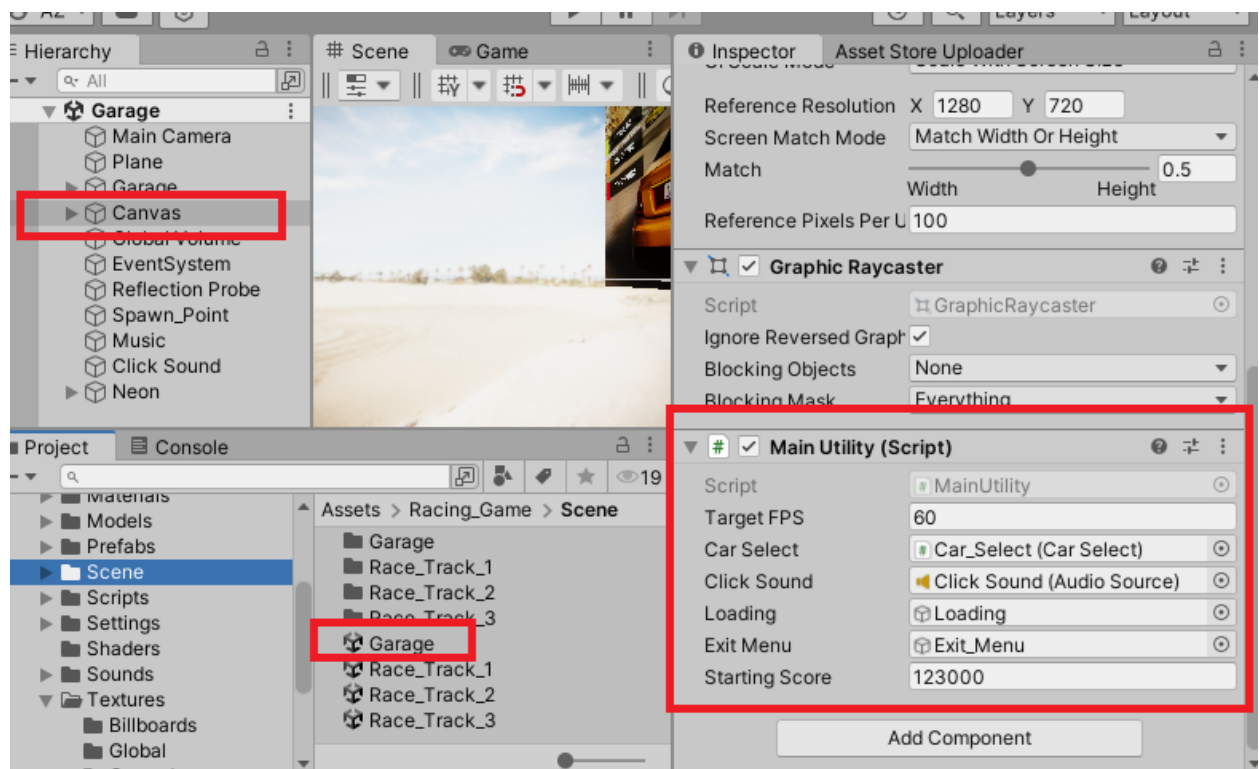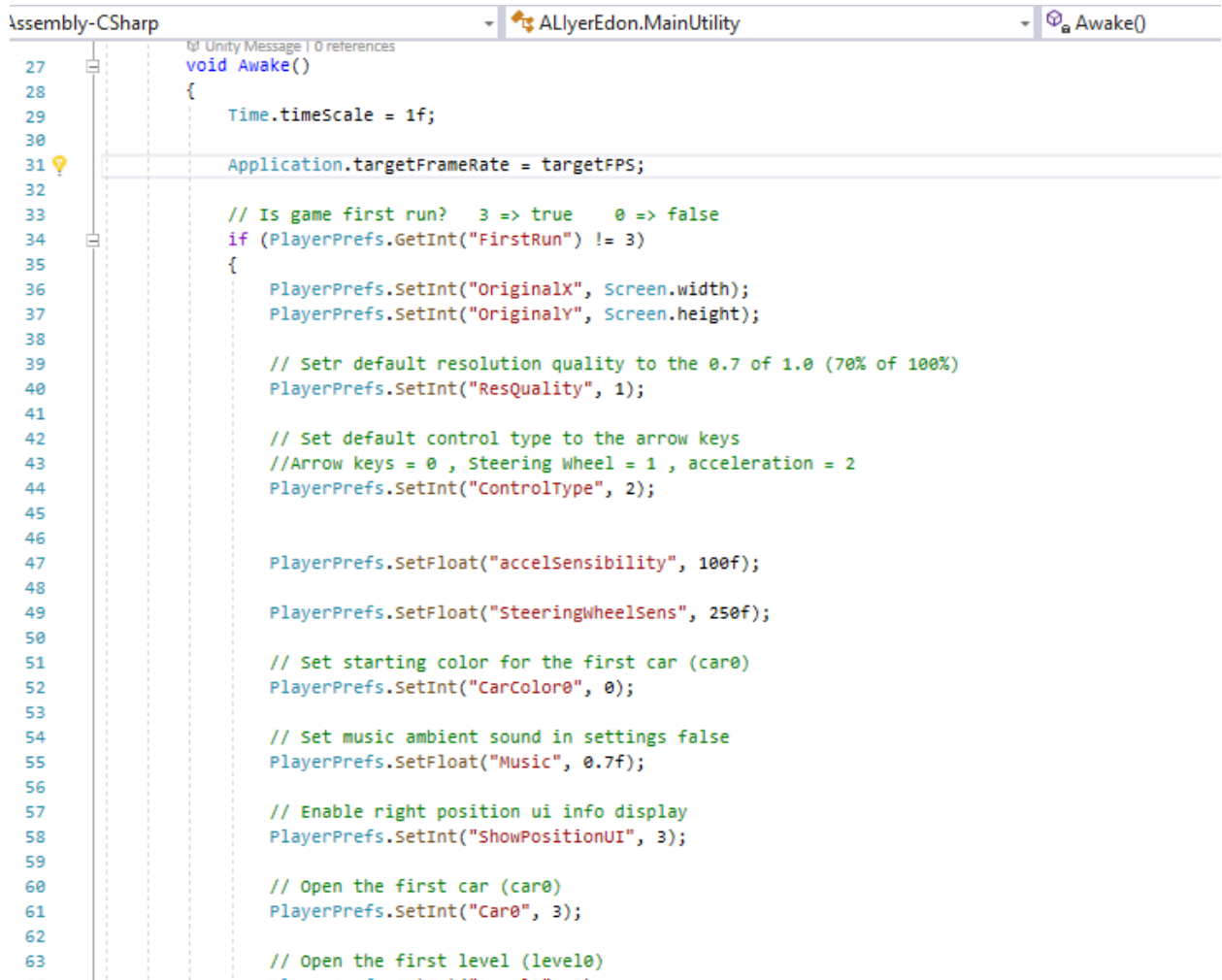You can change game's default settings by following steps:

1. Open "**Garage**" scene
2. Select "**Canvas**" game object
3. Find "**Main Utility**" component
4. Change the target fps and starting score

Note: You can play the garage screen and press **"H"** key to delete game saved data from **PlayerPrefs** and play again to load the default settings

Note: You can define default settings by opening the "**MainUtility**" script in visual studio and change the below values (0 = false , 3 = true):

```csharp
Assembly-CSharp                                 ALlyerEdon.MainUtility                          Awake()
                          Unity Message | 0 references
27              void Awake()
28              {
29                  Time.timeScale = 1f;
30
31                  Application.targetFrameRate = targetFPS;
32
33                  // Is game first run?   3 => true    0 => false
34                  if (PlayerPrefs.GetInt("FirstRun") != 3)
35                  {
36                      PlayerPrefs.SetInt("OriginalX", Screen.width);
37                      PlayerPrefs.SetInt("OriginalY", Screen.height);
38
39                      // Setr default resolution quality to the 0.7 of 1.0 (70% of 100%)
40                      PlayerPrefs.SetInt("ResQuality", 1);
41
42                      // Set default control type to the arrow keys
43                      //Arrow keys = 0 , Steering Wheel = 1 , acceleration = 2
44                      PlayerPrefs.SetInt("ControlType", 2);
45
46
47                      PlayerPrefs.SetFloat("accelSensibility", 100f);
48
49                      PlayerPrefs.SetFloat("SteeringWheelSens", 250f);
50
51                      // Set starting color for the first car (car0)
52                      PlayerPrefs.SetInt("CarColor0", 0);
53
54                      // Set music ambient sound in settings false
55                      PlayerPrefs.SetFloat("Music", 0.7f);
56
57                      // Enable right position ui info display
58                      PlayerPrefs.SetInt("ShowPositionUI", 3);
59
60                      // Open the first car (car0)
61                      PlayerPrefs.SetInt("Car0", 3);
62
63                      // Open the first level (level0)
```