





CONTROLS Default Gamerad





GAMEPLAY











Tells you an opponent's item!



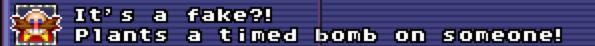




Protect by giving items for karma
Gives good items

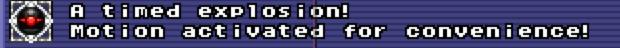












Activate instantly on "fire"





Boost of speed Steals bumpers in battle!



Grow large and run over opponents! Boosters send you speeding!



🖎 You can do anything! Not even offroad can stop you!

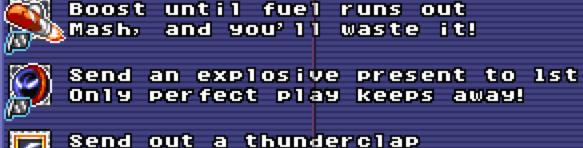


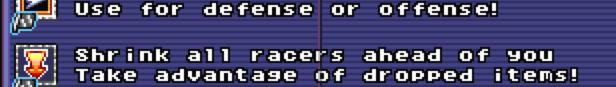
Spreadshot fire 5 bouncy balls Watch out for them bouncing back!

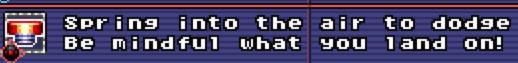


Pass through objects/offroad as you steal an opponent's item!











Ease off drift when boosting Since you'll have higher acceleration

Dragging items will **slow** you down Be decisive quickly Items held behind or around by players can't be stolen by Hyudoro

Get a start boost by timing accel right when "1" appears

Items held by players will litter the track if they are hit by anything

Hold accelerate when respawning to perform a Drop Dash!



When "Wanted" you have a better chance at good items!

A quick double tap will drop bananas Great for offense!

Don't run away from danger, be brave!
Juke it head on, dodge narrowly

Invincible players might try to get **two** hits in Falling off the stage is always a bumper loss

Be prepared right from the start! Perfect start boosts steal <mark>bumpers!</mark>

☆Advanced tech

You can trick <mark>dawz</mark> into <mark>hitting walls</mark> It is always aiming for your back!

Vertical speed affects throws! A toss can have deadly accuracy when you're falling!

in during a boost to \$1 ip-tide U-turns are no match! Blue streaks indicate the "Speed-Up"

Release your drift and keep steering

Blue streaks indicate the "Speed-Up" state, acceleration at its peak Better handling, so <mark>take advantage!</mark>

Speed is conserved in the air - time your boosts to end just before hitting a ramp or spring to so flying!

