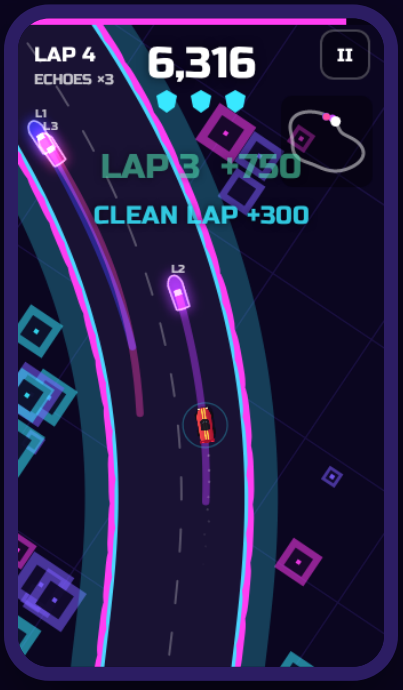
HOW TO PLAY & RULES

PAST LANE

Race your past.
Don't hit it.

The official rulebook



GAMEZIA

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Play the free web demo at **gamezia.com/play**. Questions: **contact@gamezia.com**

1 The big idea

Past Lane is a racing game about time loops. You race around a closed track, lap after lap. The twist: **every lap you finish is recorded**, and on the next lap it comes back as a glowing **echo car** that drives exactly the way you drove.

Lap 1 is easy: the road is empty. On lap 2 you share the road with one echo. By lap 5 you are threading through a traffic jam of four past versions of yourself. You are your own traffic.

A run lasts about one to two minutes. Your goal is simple: **score as many points as you can before your shields run out or the loop collapses.**

2 Controls

Your car **drives forward by itself**. You only steer. Pick the steering style you like in **Settings**:

Style	How it works
Drag (default)	Put your thumb anywhere on the screen and slide it left or right. The farther you slide, the harder you turn. Lift your thumb to drive straight. One thumb is all you need.
Tilt	Tilt your phone left or right like a steering wheel. On iPhone, the game asks for motion access the first time.
Tap	Hold the left half of the screen to turn left and the right half to turn right.
Keyboard (web)	Left/Right arrows or A/D to steer. Enter or Space starts a race. P or Esc pauses.

Steering sensitivity in Settings makes the car turn faster or slower for the same thumb movement.

3 The track

- Stay on the **dark road**. The striped **rumble edge** on each side slows you to about half speed.
- Past the rumble edge there is a soft wall. It pushes you back onto the road. Walls never cost a shield, but they cost time.
- The **checkered line** is the start and finish. Crossing it completes a lap.
- The small **map** in the top-right corner shows the whole loop, your car (white dot) and every echo (colored dots).

4 Echo (ghost) rules

1. **Recording.** Everything you do in a lap is recorded: every turn, every bump, every boost.
2. **Replay.** When the next lap starts, that recording becomes an echo car with a lap label (L1, L2, L3...). Echoes replay forever, lap after lap, until the run ends.
3. **Head start.** Each echo begins a little way **ahead** of you. Older echoes start farther ahead.
4. **You get faster.** Your car is about 5% faster every lap (up to lap 10). That means you are always faster than your echoes, so you will catch up to them, usually around the middle of the lap. That is where the traffic jam happens.
5. **Safe start.** For the first moment of every lap (about 1.25 seconds) echoes are see-through and cannot hit you.
6. **Touching an echo** costs **1 shield**, cuts your speed by more than half and flashes your car. For one second after a hit you cannot be hit again.

5 Shields and how a run ends

You start every run with **3 shields** (the blue badges under your score).

- Each echo hit removes one shield.
- If you hit an echo when you have **no shields left**, your car shatters and the run ends.
- **Clean lap:** finish a lap (lap 2 or later) without touching any echo and you get **1 shield back** (up to 3). If you are already full, you get +300 points instead.
- **Loop timer:** the bar across the top of the screen is the loop timer. If one lap takes too long (about 34 seconds on a normal-sized track), the loop collapses and the run ends. Driving on the rumble edge and hitting echoes are what make laps slow.

6 Scoring

What you do	Points
Drive forward	Points for every bit of road. Each echo on the track adds 35% more points per meter, so busy laps are worth more.
Echo bonus (near miss)	Pass close to an echo without touching it: **100 × your combo**.
Combo	Each echo bonus within 3 seconds of the last one raises your combo, up to **×9**. A hit or 3 quiet seconds resets it.
Thread the needle	Be close to **two echoes at the same time** and slip between them: **+400** (a little more when there are many echoes).
Finish a lap	**250 × lap number** (lap 1 = 250, lap 4 = 1,000).
Clean lap with full shields	+300
Boost pad	+50

Coins: at the end of a run you earn 1 coin for every 40 points.

7 The near-miss "echo" bonus, explained

Every echo has an invisible **danger ring** (touching = hit) and a bigger **echo ring** around it. When your car enters the echo ring and then leaves it **without touching** the echo, you score an echo bonus.

- The closer you dare to go, the easier it is to catch several echoes in a row and build your combo.
- Echo bonuses do not count while echoes are see-through (start of a lap) or right after you were hit.
- Two echoes inside your echo ring at the same moment = **Thread the needle**.



8 Boost pads

Yellow **arrow pads** sit on every track (four per track). Drive over one to get a burst of speed for about 1.3 seconds (+50% top speed).

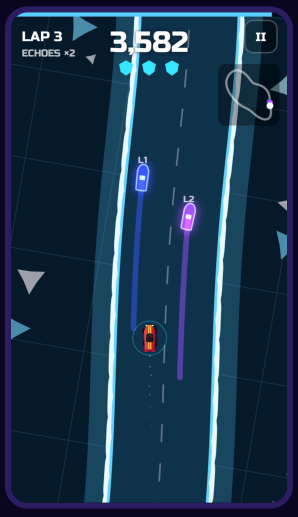
- Boosts are perfect for getting past a group of echoes quickly.
- But remember: **everything is recorded**. If you boost this lap, the echo you leave behind will also boost, and it will be in a different place next lap. Plan your boosts.
- Driving over a second pad right away does not stack: a pad only fires again once most of your boost has been used.

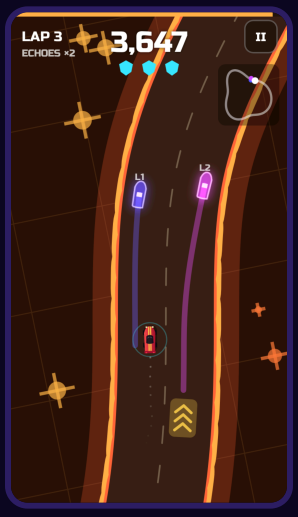
9 Tracks

Track	Feel	How to unlock
Neon Loop	Purple city at night. Smooth, wide curves. The best place to learn.	Open from the start
Dune Dusk	Desert at sunset. Longer track with tighter S-bends.	Score 3,000 in one run on Neon Loop
Frost Ring	Ice world. Your car **slides**: low grip means you must steer early.	Score 3,000 in one run on Dune Dusk

The Pro Pack unlocks every track right away.







10 Daily Loop challenge

- Every day there is a brand-new **Daily Loop** track built from that day's date. Everyone who plays on the same day gets the same track.
- Its theme (Neon, Dusk or Frost), its shape and its boost pads change every day.
- Your best Daily Loop score is saved for that day only. A new day means a new track and a fresh best.
- Playing 3 Daily Loops unlocks the **Daily Driver** car.

11 Garage and unlocks

Spend coins in the **Garage** on new car colors. Cars are only for looks; they all drive the same, so the game stays fair.

Car	How to get it
Ember	Free
Mint · Volt · Sunset · Midnight	150 · 300 · 500 · 800 coins
Candy · Gold Rush · Hologram	1,200 · 2,000 · 3,000 coins
Echo	Earn 100 echo bonuses (all runs added up)
Needle	Thread the needle 15 times
Daily Driver	Play 3 Daily Loops
Prism · Phantom · Chrome	Pro Pack

12 Free game, ads and the Pro Pack

- Past Lane is **free to play**. The free version shows a short ad **at most once every 3 runs**, only on the results screen. There are **never ads while you are racing** and no banner ads.
- **Optional reward ads:** after a run you can choose to watch a short video to **continue** (once per run, +1 shield) or to **double your coins**. You never have to.
- **Remove Ads + Pro Pack** is a one-time purchase (planned price US$2.99). It removes all ads forever, gives the rewards without watching anything, unlocks all tracks, adds the Prism, Phantom and Chrome cars and rainbow echoes. Use **Restore purchase** in Settings on a new phone.
- No account, no sign-in, no chat, no loot boxes.

13 Tips from the studio

1. **Drive smart early.** Lap 1 decides where your first echo will be for the rest of the run. A smooth, wide line now leaves room for future-you.
2. **Change lanes every lap.** If you drive the same line every time, your echoes stack up in one place. Drive left one lap, right the next, and they spread out.
3. **The jam is mid-lap.** You usually catch your echoes around the middle of the lap. Be ready there, and relax near the finish.
4. **Brush, don't bump.** Echo bonuses and combos are worth far more than distance. Get close, then slip away.
5. **Take the clean lap.** When you are down to one shield, a careful lap gets a shield back.
6. **Boost with a plan.** A boost moves your future echo too. Boost where you want that echo to be out of the way next lap.
7. **Frost Ring:** start turning early and use small thumb moves. The ice keeps you sliding.
8. **Keep an eye on the timer bar.** If it flashes, stay off the rumble edge and avoid every echo until you cross the line.



See you in the loop.

Past Lane by Gamezia
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