



Game Guide

Version 1.0.0 beta Year 2026

CarMadness Help Texts

This document brings together the help text that appears inside CarMadness. It is organized the way a player moves through the game: from Home and Garage to Races, City, Team, Progress, Rewards, and Profile.

Each section explains what the player sees on the page, what tabs and badges mean, which actions are available, and what to check before spending resources or starting a timed job. It is designed for full review, so wording, guidance, and balance notes can be checked in one place.

Contents

• General Help Rules	p. 4
◦ Common help frame	p. 4
• Home	p. 6
◦ Dashboard	p. 6
◦ Jobs	p. 6
◦ Unlocks	p. 7
◦ Calendar	p. 8
◦ Notifications	p. 9
◦ News / Announcements	p. 10
◦ Flow	p. 10
• Garage	p. 12
◦ Garage	p. 12
◦ Contracts	p. 15
◦ Car appearance	p. 16
◦ Garage scenes	p. 17
◦ Garage slots	p. 17
◦ Garage infrastructure	p. 18
• Dealership	p. 20
◦ Buy / Trade cars	p. 20
◦ Dealership scenes	p. 21
• Races	p. 22
◦ Opponents / Items / Track knowledge	p. 22
◦ Race types	p. 25
◦ Multi races	p. 25

◦ Tracks	p. 27
◦ History	p. 28
• City	p. 30
◦ Tours	p. 30
◦ City jobs	p. 30
• Team	p. 32
◦ Team dashboard	p. 32
◦ Members / Workshop / Personal upgrades	p. 33
◦ Team upgrades	p. 34
◦ Chat	p. 35
◦ Settings	p. 36
◦ Logos	p. 37
◦ Public team profile	p. 37
• Progress	p. 39
◦ Daily gifts	p. 39
◦ Missions	p. 39
◦ Achievements	p. 40
◦ Cups	p. 41
◦ Collections	p. 42
◦ Rankings	p. 42
• Storage and Resources	p. 44
◦ Inventory	p. 44
◦ Rewards	p. 44
◦ Fan club	p. 45
◦ Madness	p. 46
• Social	p. 48
◦ Friends	p. 48
◦ Public driver profile	p. 48
• Account and Support	p. 50
◦ Profile	p. 50
◦ Security	p. 50
◦ Support	p. 51
◦ General fallback help	p. 52

General Help Rules

Common help frame

How driver level works

- Progress is total races inside the current level, not only win streaks.
- Multi races can add more progress because the participating lineup cars are counted.
- When you level up, features, cars, items, and slots with that level requirement become available.

How win chance is calculated

- Daily weather is a race condition. It does not permanently change the car stats in the garage or home page and applies only during race analysis/execution.
- Each driver has their own daily weather. The opponent does not use your weather values; they use their own.
- Win chance starts from 50% and changes through score difference, race mode, and any selected track knowledge.
- A race item affects the opponent stats and is consumed when the race starts.

What tabs mean

- A badge on a tab means something is waiting for action or claim.
- List tabs usually show state, cost, requirements, and the action button in the same card.
- If something is locked, check level, resources, active car, and whether another job is already running.

Resources and capacity

- Maximum Stamina grows by +1 every 5 player levels up to 120 at level 500, then by +1 every 10 levels up to the final 250 limit.
- Maximum Fuel grows from tour completions.
- If a Stamina or Fuel reward does not fit, it stays in Rewards instead of being lost.

Rewards and drops

- Prize amount is affected by opponent difficulty, race mode, and level difference.
- Higher-level opponents can add a payout bonus, while lower-level opponents apply a payout penalty. By default, the lower-level penalty starts at 15% and adds 1% for every 10 levels the opponent is behind, unless balance settings change.
- Many rewards are scaled before they are granted. Money, fans, city tokens, workshop tools, kits, hourglasses, items, track knowledge and boosts can adjust based on your level or capacity.
- Scaling has caps, so small rewards can grow with you without breaking the game balance.

- Rewards that should not be lost are stored in Rewards until you redeem them.

Garage, upgrades, and mastery

- Car upgrades cost money and time. You can start up to 3 levels together with a discount, but the timer grows.
- Every 1,000 wins with the same car add one mastery level. Every 100 levels fills one star, up to 5 stars and a final +100% bonus to its base stats.
- Each race lowers car condition. Low condition means weaker performance, so repairs matter.

Home

Dashboard

Label: Home

Title: The quick view of the driver

Message: Home is the starting point. It shows the active car, resource status, recent races, nearby opponents and quick actions to help you decide what to do next.

What to look at first

- The active car is the basic setup that will enter the next single race.
- Check car condition, stamina, fuel and available rewards before deciding what to do.
- If something is missing, such as a car, resources, or completed action, Home points you to the correct menu.

Recent activity and next move

- Recent races show result, opponent and key data to read your form.
- Nearby opponents help you quickly find a matchup that suits your power.
- Menu indicators show things waiting for you, such as rewards, messages, completed collections or active tasks.
- Home is not just a shop window. It's the dashboard to play with a clear mind and without searching everywhere.

Daily picture

- Home can show daily weather, boosts and notifications that affect today's flow, but weather does not change permanent car stats.
- If a notification does not matter to you right now, you can hide it and restore it later from Hidden notifications.
- The Headquarters Calendar shows schedule changes by month, so you know when different race limits, resource refill timings or race specials are coming.
- Before entering races, Home is a good place to check whether there are jobs, claims or resources to clear first.

Jobs

Label: Home

Title: Quick jobs from Home

Message: The Home jobs collect in one place the actions that await immediately: resources, available steps and small movements that help the daily progress.

What does this tab collect?

- Small actions that are usually scattered are collected here: completed tasks, available gifts, pending receipts, filled resources and next practical steps.
- The page does not replace the regular sections. It shows you what's worth looking at now, and sends you to where the real action is happening.
- If a card says it's waiting time, it's not stuck. It means the job is running elsewhere and will become available when the counter runs out.
- Active jobs shown here include car upgrade timers, garage repairs, team upgrades and personal member upgrade jobs.

How do you use it correctly?

- Before starting races, check if you have pickups that give stamina, fuel, items, or money. They might change your plan.
- If you're missing fuel, stamina, level or another condition, the card shows what's holding you back instead of leaving you guessing.
- If you see a lot of badges in the menu, this tab is a good first pass to clear them immediately and then go to races, garage or team.
- Badges in the menu, submenus and tabs are not decoration. They point to available actions, active timers, requests or rewards waiting for you.

Timers and hourglasses

- Timed jobs do not finish because you change pages. They keep running, and this tab helps you find them again quickly.
- When a job allows hourglasses, use them only if the time saved is worth more than keeping them for later.
- If a repair or upgrade does not appear here, check the matching Garage or Team page for the full job detail.

Unlocks

Label: Unlocks

Title: The map of upcoming levels

Message: This is where you see what's already unlocked and what's coming in the next levels, so you know which feature, slot, or section is worth chasing.

How to level up a driver

- Driver level rises from race starts. Every race you start counts, whether you win or lose.
- The next level progression is not stable forever. It starts at 30 races and every 2 levels the requirement goes up by 5 races.

- Example: early levels require fewer races, while as you progress the game requires more overall activity.
- Wins are still important for money, rewards, cups, car experience and track experience, but driver level counts the race start.

What does the list show?

- Each line says the required level, category and whether the unlock has already been completed.
- Categories separate garages, races, team, cars, upgrades and features for faster reading.
- Completed unlocks stay in history so you can see what's been unlocked recently and what you've already gone through.
- If there is an open button, it takes you to the relevant page. If the function needs additional resources, you will see them there.

How to use it

- Use the page as a guide before spending money or Madness. It could be a car, upgrade, or feature coming up that changes priorities.
- Unlocks don't always mean free acquisition. The purchase option may open while still needing money, fans, positions or other currency.
- If something seems locked elsewhere, check the level here first. If the level requirement is met, then usually a resource, position or condition of the page itself is missing.

Calendar

Label: Home

Title: Schedule calendar

Message: Here you can see, month by month, which days differ from the defaults: races per opponent, stamina refill, fuel refill, x2 race money and x2 race gifts.

What it shows

- The calendar only shows days that differ from the normal default. If a day has no text, the base rules apply.
- Changes can include more races per opponent, faster or slower stamina/fuel refill, x2 race money or x2 race gifts.
- Each day explains what changes, such as races per opponent being 6 instead of 3 or stamina refilling every 10 minutes instead of 15.

Month navigation

- Previous and Next move between months, while Today brings you straight back to the current month.

- Navigation lets you look several months forward or backward so you can plan when to save stamina, fuel or race time.
- Today and the weekday use the gameplay date and timezone used by the server.

How to use it

- If you see x2 race money, it applies only to money earned from races, not every money source in the game.
- If you see x2 race gifts, it applies to the quantity of gifts won inside races, not the chance that a gift appears.
- Home notifications appear on the days when a change is active, while the calendar helps you see what is coming later.

Notifications

Label: Hidden notifications

Title: Restore Home messages

Message: On this page you find notifications from Home you closed, such as reminders or short suggestions for the next move.

What are hidden notifications?

- When you close a notification from Home, the function it describes is not lost. It just hides the message so it doesn't fill up your Home page.
- Here you see what you've closed: reward reminders, next move suggestions, unlock updates or messages that take you to another page.
- Notifications are a guide. They do not add or remove resources by themselves.

Reset

- Resetting makes the notification appear on Home again so you can see it again in its natural place.
- Use it when you closed something by mistake or when you want to remember what action the game suggested.
- If the notification was for an old condition that has now been completed, no further action may be required. The real truth is always on the relevant page.

What kinds of notifications appear

- Home can show notifications for daily weather, special schedule changes, x2 race money, x2 race gifts, boosts, available rewards, active jobs, unlocks, or moves worth checking.
- If you hide a weather or boost notification, the effect is not lost. You just stop seeing the message until you restore it or the related state changes.

- Special schedule notifications appear when the change is active today. For future changes, check the Calendar.
- Notifications are not mandatory actions. They are a small guidance center so you do not miss day changes, gifts, and important pending work.

News / Announcements

Label: News

Title: Announcements and updates

Message: Here you see game news, updates and instructions for gifts or events.

What do you see here?

- Announcements is the game's official message board. Here are changes, new systems, fixes, gifts, events, and instructions that affect how you play.
- Pinned announcements stay at the top because they're still relevant, even if they've been posted before.
- The indicator in the menu shows how many announcements you have marked as unread, so you don't miss an update regarding rewards, rules or balance changes.

Buttons and actions

- If an announcement has a button, it takes you directly to the relevant page: gifts, missions, collections, races, or whatever feature the update is about.
- "Read" does not take anything away from you. It just clears the display so you know what you've already seen.
- If an announcement talks about a temporary reward or week change, read it before spending resources. It can save you from hasty choice.

When to read them again

- When a new system is added, such as daily weather, auto execution or reward changes, the announcement explains what changed before you feel it in play.
- If something looks different in races, rewards or settings, first check whether a recent announcement describes the change.
- Announcements work like a small game changelog and help you avoid relying on old habits when rules change.

Flow

Label: Flow

Title: What happened to your account?

Message: Flow is the account log. It shows purchases, races, gifts, appearance changes, rewards and important moves, so you always know what changed.

What is written in Flow?

- Flow tracks purchases, races, gifts, appearance changes, rewards and important moves.
- Each card shows title, time and the key action details. When there are two main details, the first stays compact and the second gets more space so rewards are easier to read.
- In races you see result, track, type of race, prize and items used.
- If something changed on your account and you cannot remember why, Flow is the first place to look.

Filters and reading

- Use the filters to see just one category, such as races, purchases or rewards.
- All returns to full history with no filter.
- Pagination helps you quickly return to older movements without weighing down the page.

When it is useful

- If you do not remember why money, Madness, rewards or car condition changed, Flow is the first place to check.
- After a race, it shows key result data and can help you understand where extra gains or penalties came from.
- Flow does not replace race history or Rewards. It gives the account-level picture and points you to the right place if you need detail.

Garage

Garage

Label: Garage

Title: Your cars and race lineup

Message: In the garage you see the cars you have bought, which one is active, and which ones are ready for multi races. From here you change the active car, upgrade cars, choose appearances, and open new slots when you unlock them.

General for the garage

- The active car is the one used in single races. If you start a race without changing anything, this car will enter the race.
- The multi-race positions determine which cars enter the multi-race matchup and in what order. It's not enough to have a lot of cars, you have to assign them to lineup positions.
- Each car card shows if it's active, if it's in a multi-race position, status, upgrades and basic actions.
- If a car is being repaired, its use may be restricted until the work is completed.
- Garage badges point to practical things: available slots, upgrades you can start now, running upgrade jobs and repairs waiting on a timer.
- The garage is not just storage. It's where you decide which car is running, which is being built, and which is worth keeping for specific tracks or multi races.

Tab: Cars

- Here you see all the cars that fit in your available garage spaces.
- Activating a car changes the car used for single races. It does not automatically change the multi-race lineup.
- Multi-race positions are selected separately, so you can keep one strong car for single races and a different lineup for multi races.
- The final stats you see are affected by model base, upgrades, upgrade stars, car experience, account/collection bonuses and status.
- Garage value and trade-in value are not the same as the original purchase price. They calculate part of the value of the model and part of the value of the upgrades.

Tab: Upgrades

- Each upgrade belongs to a slot, such as engine, body, suspension, transmission or tires, and gives bonuses to Power, Traction or Aerodynamics.
- The bonus from the same upgrade scales with the car category. In a higher category, it may give a stronger gain and cost more.

- The price doesn't rise by a simple flat amount. It is calculated from base price, cost step, cost curve, car category and current star cycle.
- You can start 1 level or a 3-level pack. The package gives a 10% discount on the total cost, but requires a corresponding completion time.
- Upgrade tasks are not applied immediately. They enter the Jobs and the stats go up when the time is up.
- If you don't see an upgrade available, check the required driver level and required car category.
- The badge on the upgrades tab counts upgrades that the current active car can start now with your current resources and requirements.

Upgrade stars

- Each upgrade has 100 level cycles. When you complete 100 levels, you get 1 star and the level counter starts the next cycle.
- The maximum is 5 stars. Practically one upgrade can reach up to 500 total active levels.
- Total active level is: stars x 100 + current level. So 2 stars and level 35 means 235 total levels of effect.
- Stars are not decorative. They keep the progress of previous cycles and increase the total bonus the car gets.
- When an upgrade goes to a new star, the value does not reset. It continues from the progress the car has already built, so level 1 of the new star costs more than the first level you bought in the beginning.
- Costing per star is based on approximately half of the final cost of the previous cycle, rounded to net amounts. So each star starts out more expensive than the previous cost base.

Tab: Jobs

- Active upgrade jobs that have not yet been completed are displayed here.
- Each task shows which upgrade is being built, which car it is applied to, how many levels it will give, and what stats will be added when finished.
- The time for one level starts at 30 minutes on level 1 and rises by 5 minutes per level inside the cycle. Each new star starts from 50% of the previous cycle, then continues with the same step.
- 3-level packs add the next levels without a time cap, give a 10% cost discount and a 10% time discount.
- The x3 time discount is applied to the total and then rounded up to a 5-minute step, so you do not see odd durations like 43 minutes.
- Hourglasses reduce the amount of time their button appears. They don't change the cost or final bonus, just the wait.
- If a 100-level cycle is completed, a star update appears and the upgrade moves to the next cycle.
- The Jobs badge shows how many active jobs exist, so you know something is still being built even when you are not on that car page.

Tab: Maintenance

- Car condition affects actual stats. The lower it goes, the more penalty it can put into Power, Traction and Aerodynamics.
- With the current settings, each race removes about 1% stat. Every 5 condition points lost incurs an additional penalty of approximately 1.5%, up to a minimum performance multiplier of 80%.
- Repair with money pays the cost and starts work until it reaches 100% again.
- Repair kits restore certain condition units and also generate labor time depending on how much they repair.
- If you see a lower chance of winning than you expected, check condition first. A strong car with wear can run like a much weaker one.

Tab: Experience

- Car experience is permanent progress for that particular car, not for all your models.
- Wins with this car raise its experience. Starts are recorded in history, but experience level is based on wins.
- With the current settings, every 1,000 wins with the same car gives 1 level of experience. Every 100 levels fill a star and the maximum is 5 stars.
- Each level gives +0.2% to the model's base stats as a permanent bonus before other race modifiers come into play. At 500 total levels, the final bonus reaches +100%.
- Not every small car needs to reach 5 stars. The first cars help you move up, while the big cars you'll keep for a long time are the ones where experience becomes a real investment.
- Experience helps especially cars that you use often. If you keep changing cars, progress is shared and goes up more slowly per model.

Submenu: Slots

- Slots are now a separate Garage submenu, not a tab inside Cars.
- There you see capacity, the next available slot, and the full unlock plan.
- If the Slots submenu has a badge, it means you can buy the next slot with your current resources.

Tabs: History and times

- The history shows what this specific car has done: races, wins, win percentage, earnings, best tracks and frequent rivals.
- Use it to figure out if a car is worth it at a particular track or if it just looks strong on paper.
- The upgrade times guide breaks down cost, time and bonuses per level and per star cycle.
- If you're wondering "why does this level cost so much?", the times table is where you see the price of that specific target level and star.

Contracts

Label: Contracts

Title: Individual garage contracts

Message: In Contracts you choose an individual sponsor for your garage. The active contract gives bonuses per win and has its own cycle goal with extra reward.

General page description

- Contracts are personal to the player and are not the same as team functions.
- Only one contract can be active at a time. The active contract is what counts in your races.
- Each card shows whether the contract is available, signed, active or locked due to level or cycle.
- Contracts don't ask for real money. Everything is done with in-game resources and progress within CarMadness.

Tab/List: Contracts

- The list displays contracts on pages. If there are many, use the up or down pagination to see the next ones.
- The sponsor image opens a preview to clearly see the artwork and description.
- The Contract button, where present, opens the contract image/report in a larger view.
- The Active contract badge shows which contract is currently being applied.
- The Signed badge indicates that you have signed the contract before, but it is not necessarily active now.

Signing and win bonuses

- The Signing Bonus is an amount linked to the signing/activation of the contract, where the game assigns it by the corresponding rule.
- The Win Bonus is an extra amount added when you win races while this contract is active.
- If you change an active contract, from that moment the new contract counts for the next wins.
- The contract bonus is shown separately in race analysis/rewards when applied so you know where the extra money came from.

Cycle goal

- Each contract has a cycle goal, usually a number of wins to write while the contract is active.
- The bar shows progress towards the goal: current progress, required wins and completion percentage.
- When the cycle is complete, you get the reward written on the card, such as money or another reward line depending on the contract.
- A goal doesn't mean you have to finish it right away. It is a long-term reward for the contract you chose to follow.

Unlock, change and lock

- If a contract says unlock level, you need that driver level before you can activate it.
- If the button says Locked or Cycle locked, there is a condition that does not yet allow change or activation.
- Activation reactivates a contract you have already signed.
- When the active cycle is over, you can disconnect the contract and stay without an active contract. History and signed contracts are not lost.
- Before you sign, the confirmation window shows basic information: win bonus, target and cycle reward. Read it to find out what's changing.

How to choose a contract

- For immediate gain, look at the win bonus and choose a contract that suits how often you compete.
- For reward cycle, look at the goal and the final reward. A smaller target means faster closing, a larger target may be worth it if the reward is better.
- If you're chasing a cup or multiple wins during the week, a good active contract can provide significant extra cash.
- Don't see it as an obligation. Choose a sponsor that suits your play style and let them record progress as you run.

Car appearance

Label: Car appearance

Title: Colors and styles for the model

Message: In appearance, you choose a visual variant for a specific car. The purchase is permanent for your model and does not change the power of the car.

What are appearances?

- Appearances change how this specific car looks. They do not change stats, category, condition or win probability.
- Each option shows whether it is available, purchased or already selected.
- The purchase is permanent for this car/model as shown on the page. Then you can change it without paying again.

Cost and choice

- Classic Skins are purchased with Madness.
- Skins are purchased with special appearance coins when available.
- The preview image helps you see the color clearly before choosing it.
- You can go back to the garage without changing an option if you just wanted to see the variations.

What stays saved

- When you buy an appearance, it stays available and does not need to be bought again to use it later.
- The selected appearance follows the car in cards, the garage and wherever the model image is shown.
- Because it is cosmetic, do not sacrifice Madness you are saving for garage slots unless you truly want the appearance.

Garage scenes

Label: Garage scene

Title: Change the garage background

Message: Garage scenes change the image behind your cars. It's a cosmetic choice and doesn't affect stats or races.

What changes the scene

- The scene changes the environment behind the cars in the garage. It is purely an aesthetic choice.
- It does not change Power, Traction, Aerodynamics, win probability, upgrade costs or rewards.
- Choose a scene that makes you happy to see your garage. This is part of the player's identity, not a competitive bonus.

Free scenes and paid scenes

- Free scenes are instantly selected at no cost.
- Paid scenes are purchased once with Madness and then remain available in your account forever.
- Click on the image for a larger view before you decide, especially if you want to see how it fits with your cars.
- You can change the scene again at any time from the available ones you have.

How to decide

- If you often compare cars and upgrades, prefer a scene with clean contrast so cards stay easy to read.
- Image preview opens in a modal so you can inspect details before spending Madness.
- Scene choice should not create strategic stress. It is personal appearance, and you can switch back whenever you want.

Garage slots

Label: Garage slots

Title: Capacity and slot plan

Message: Slots are a separate Garage submenu. Here you see how many cars you can hold, which slot is next, and what it needs to open.

What slots do

- Garage slots determine how many cars you can keep at one time.
- The first slot is a starter slot and is given to the player. Later slots are bought with in-game resources.
- If all your slots are full, you need to open a new slot before keeping another car.

How they unlock

- Slots unlock in order. You cannot buy a later slot before buying the previous one.
- Each slot can have a driver level requirement. If you have not reached that level, it appears locked.
- The slot plan shows the whole route up to the maximum limit, so you know what comes later.

Cost

- Slot purchase costs money and Madness.
- Money cost starts at \$40,000 and goes up with step and curve: base price + step per position + extra quadratic increase.
- Madness cost starts at 10 for the second slot and rises by 5 for each later slot.

Plan states

- Owned means the slot is already yours and counts toward capacity.
- Available means it is the next slot and you have the level and resources to buy it.
- Level locked means you need to raise your driver level first.
- Sequence locked means you need to buy the previous slot first.
- Missing resources means you are at the right slot but do not yet have enough money or Madness.

Garage infrastructure

Label: Garage infrastructure

Title: Permanent regeneration timer reductions

Message: Infrastructure upgrades are account upgrades for Stamina and Fuel. They do not make a car stronger, but permanently reduce the time needed to recover 1 resource unit.

What you upgrade

- Faster stamina reduces the recovery time for 1 Stamina.
- Faster fuel reduces the recovery time for 1 Fuel.
- Progress is permanent on the account and applies whenever regeneration time is calculated.
- Infrastructure unlocks at driver level 50.

Stars, levels, and cap

- Each infrastructure upgrade has 5 stars and 100 levels per star, for 500 total progress levels.
- At max, the upgrade gives -7:30 minutes to the base regeneration timer. With a 15:00 base timer, the result becomes 7:30.
- The global minimum timer remains 5 minutes, so special offers or temporary reductions cannot push regeneration below the allowed minimum.
- When a star is completed, the upgrade continues into the next level cycle just like regular upgrades.

Cost and fans

- Cost economy follows ECU Tune: similar price curve, step, and growth per level/star.
- Each upgrade is paid with money and spends fans. Fans are not just a requirement; they are subtracted when the job starts.
- Fan cost is calculated at roughly 10% of the money cost.
- If money or fans are missing, the button stays disabled and the card shows that you cannot start yet.

x1 and x3 jobs

- x1 starts one upgrade level and shows cost, fans, and time for that one level.
- x3 starts up to 3 levels together, if enough levels remain and you have the resources.
- x3 has a 10% value discount and a 10% time discount, shown in the confirmation modal.
- A second job for the same infrastructure upgrade cannot run while one is already active.

Infrastructure tabs

- The Upgrades tab shows available infrastructure, current level, stars, current timer, and x1/x3 cost.
- The Jobs tab shows active infrastructure jobs, completion time, and hourglass controls like other jobs.
- The Times tab is a table guide: per star and level, it shows cost, time, fans, and the reduction you will receive.

Dealership

Buy / Trade cars

Label: Dealership

Title: Buy and trade cars

Message: In the Dealership you see the available cars, their requirements and how they compare to your active car. From here you buy a new car or trade in when the garage is full.

What do you see in every car?

- Each car shows price, category, required level, required fans and available stock where there is a limit.
- The category shows the general level of the model. It also affects how upgrades and costs scale in several places.
- Base statistics are the starting point of the model. Upgrades, experience, collections, status and other bonuses will then be added to the garage.
- The comparison with the active car is a guide, not an absolute answer. A track or a specific setup can make another car better in practice.

Buying with an empty slot

- If you have an empty garage space, the purchase adds the car to your collection.
- A new car does not automatically become the best choice for every race. Look at stats, condition, upgrade potential and tracks.
- If you're buying for multi races, think about the lineup, not just the active car.
- If you don't have enough money, fans or level, the card shows what's holding you back.

Exchange when the garage is full

- If there is no vacancy, you can exchange the active car and pay the difference.
- The trade-in value calculates part of the value of the car and part of the upgrades. You don't always get back what you invest.
- Before trading, check if the active car has experience, expensive upgrades, or a role in multi races.
- If you don't want to lose a car, first open a new garage slot from the corresponding tab.

Limited models and scene

- Limited cars have a certain stock. When it runs out, they cannot be bought again from the same availability.
- Selecting a dealership scene only changes the appearance of the catalog. It does not change prices, requirements or odds.

- All purchases here are made with game resources. There is no buying a car with real money.

Dealership scenes

Label: Dealership scene

Title: Dealership catalog appearance

Message: Dealership scenes change the background and feel of the car catalog without affecting prices, requirements or available inventory.

What changes?

- The dealership scene changes the image and atmosphere of the car buying catalog.
- It does not change prices, required level, required fans, available stock, or model stats.
- Choose a scene that makes shopping easier for you, especially if you compare several cars before making a decision.

Buy and preview

- Image preview helps you see the scene clearly before you buy or select it.
- If a scene has a cost, the confirmation says how many Madness will be spent.
- Purchased scenes remain available and can be changed freely without a new purchase.
- The scene is a matter of taste and identity, not a way to gain a competitive advantage.

How it affects the dealership

- The scene changes the display environment, not which cars unlock, their prices or their stock.
- If you choose a scene with a strong image, make sure purchase and comparison cards remain easy to read.
- As with garage scenes, the purchase happens once and then switching is free among scenes you own.

Races

Opponents / Items / Track knowledge

Label: Races

Title: Choose a track, an opponent and start

Message: The Racing menu is where you prepare a race, compare your car to rivals and decide when it's worth taking a risk.

General page description

- If there is no active car, you must first purchase or activate one from a Dealership or Garage.
- Check the wear/condition of the active car before you run. Low condition reduces actual performance and may require repair with money or kit.
- Race final stats are not just the car base. They count upgrades, permanent profile bonuses, collections, car experience, team, boost, track, track mastery, track knowledge, condition, and daily weather.
- The race type changes the stamina cost, win probability and pay multiplier. Greater reward usually means more risk.
- Daily weather is different per player and changes every gameplay day. It can raise or lower one to four stats within the range of that weather condition.
- The same weather condition does not necessarily give identical values to everyone. For example, two players with Sunny weather can still receive different Power or Traction percentages because the values roll within a range.
- Daily weather is a race modifier: it is not written onto the car and does not change permanent stats. In the analysis it applies last, after the setup has already passed through track and track mastery.
- The opponent has their own daily weather and their own rolled percentages within that condition range. They do not race with your weather.
- Example: on a snowy day, it is not only the track or only the car that is affected. The whole final race setup is affected, so strong Traction helps you hold on better.
- Win chance is a probability, not a promise. Even 80% means you might lose, while a lower chance can still win.
- If you run against a higher level opponent, you may get a bonus to the final pay. If you run against a lower level opponent, part of the pay is reduced: by default 15% plus 1% for every 10 levels the opponent is behind.
- If the normal matchmaking range cannot find enough nearby opponents, the list can expand downward so you are not left without a race. Those opponents still show their level effect on winnings.

- If you are a team member, part of the winnings may automatically go to the team treasury, depending on the team contribution rate.
- Each opponent has a daily limit of attempts. When full, choose another opponent or wait for the change of day.
- After each race a history is written with result, opponent, track, type of race, items used and reward lines.
- If the x2 race money special is active, the result shows a separate “Special offer x2” line for the extra amount. The special doubles only race money rewards.
- If the x2 race gifts special is active, the result shows a separate “Special offer: Race gifts x2” line. The special doubles the quantity of gifts won, not the chance that gifts drop.
- Every race start counts towards driver level progression, whether you win or lose.
- Races can grant extra rewards beyond the base prize. As you progress and join a team, personal member upgrades can make certain reward categories more likely, such as money, repair kits, Coins, or other gifts like stamina and fuel.

Tab: Rivals

- Here you see the active car that will enter the single race. If you want another car, change it from the Garage or from the toggle buttons where they appear.
- Open an opponent to see the full comparison: your final stats, opponent stats, race score, race type, track and win probability.
- The probability is calculated from the final score difference. The selected race analysis reads as Car or lineup total > Track effect > Track stat bonus > Daily weather.
- In opponent analysis, the last step appears as Opponent daily weather because it uses that driver's daily values, not yours.
- Don't just compare the raw P/T/A/A numbers. Track, track mastery, and today's weather can significantly change the final race stats.
- The race score is a summary of all calculations. It helps you quickly see who has an advantage, but the end result is still decided by chance.
- Don't just look at the percentage. Also check the reward, the wear you will take, the stamina you will spend, and whether the opponent has remaining attempts.
- The opponent list keeps its natural order even when an opponent has no available matchups. Enable Available only to hide opponents who cannot race right now, and disable it again to return to the full list.
- Previous and Next inside the preview follow the same opponent-list sorting and filters, but skip opponents with no available matchups.
- If the opponent is much lower level, the reward is reduced according to the level gap. The Level effect field shows the percentage that will be applied to win money.
- Automatic execution can run the available rematches with a countdown. It stops if you press Esc or if a blocker appears, such as changed win chance, missing stamina, or an expired boost.

- When Auto Race is active, race confirmation and result windows always appear, even if your profile setting hides confirmations or shows them only when coins are spent. This lets the automatic flow confirm, show the result, and continue consistently.
- Before pressing start, you can choose a race item to pressure the opponent or track knowledge to strengthen your side.
- The items or knowledge you choose are consumed when the race starts, not just when you open the preview.
- On a win you get money, a win record, possible fans, possible collection/item/track knowledge drops, possible bonus rewards and progress in car or track experience.
- On a loss you do not get the same gains, but the race still counts toward level progress and can give team participation.
- If you have race boost active, it is reduced by one race when you run.

Tab: Race Items

- The quantity shows how many uses you have. If it says x0, you can still see it as catalog information, but you cannot use it in a race.
- Race items are consumable. One use is removed when the race you selected it in starts.
- Power, Traction and Aerodynamics percentages show the effect on the opponent. A negative percentage means it cuts the opponent's corresponding stat.
- An item that cuts Traction is worth more in a track that relies heavily on Traction. One that cuts Power is worth more against an opponent that gains from Power.
- Don't spend items on fights that are already too easy, unless you're chasing a specific streak or want to reduce the risk.
- Items do not guarantee victory. They change the final stats and therefore the probability, but the result is still a probability check.
- New items can come from wins, rewards, daily gifts, Fan Club, missions, or other sources that give inventory.
- Some items unlock at a higher level, so you may see them later in the progress flow.

Tab: Track Knowledge

- Track knowledge is a consumable that helps your side in the race, unlike race items that usually pressure the opponent.
- Each knowledge shows a bonus to Power, Traction, Aerodynamics and/or an immediate win probability change.
- It is used before the race and consumed when the race starts.
- The best use is to match the knowledge to the track. If the track favors Aerodynamics, knowledge that raises Aerodynamics has more value.
- It can save marginal races where the percentage is close, but it does not turn the result into a sure win.

- Track knowledge can drop as a reward from races or come from special rewards, depending on your level and available drops.
- Separate track knowledge from track experience. Knowledge is expendable, while track experience is leveled up by wins on the same track and gives a permanent bonus there.
- If you have limited track knowledge, save it for races with a good reward, a higher-level opponent or an important goal.

Race types

Label: Race types

Title: Separate choice for single and multi

Message: Race types change stamina cost, reward multiplier, and win chance effect. The single-race choice is saved separately from the multi-race choice.

How it works

- The Single race tab only changes the type used for one-car matchups.
- The Multi race tab only changes the type used for the multi-race lineup.
- Each type shows stamina cost, reward multiplier, and win chance effect.

Reward and cost

- In single races, reward is affected by the race type multiplier and any other payout bonuses that apply to the race.
- In multi races, the total reward is multiplied by the number of cars in the lineup and then by the race type multiplier.
- Stamina cost shows how much stamina will be spent to start. More demanding types may pay better but require more stamina or reduce win chance.

How to choose a type

- If you want safer progress, prefer a type with low cost and low win chance impact.
- If you have a strong score advantage, a higher payout type can be worth it as long as you accept the chance penalty.
- Single and multi choices stay separate so you can use different strategies for each mode.

Multi races

Label: Multi races

Title: Racing with a car lineup

Message: In multi races, it is not just one car that counts, but the whole lineup you have set in the garage. You choose a track, compare against the opponent and start when your lineup looks ready.

How the line is set up

- You need at least 2 cars assigned to multi-race positions. Cars must be added from the Garage; simply owning them is not enough.
- Positions 1-5 determine which cars participate and in what priority. If you have a strong car outside the lineup, it will not count in the multi race.
- The active single-race car does not necessarily change the multi-race lineup. They are two separate choices.

Lineup score calculation

- The lineup analysis shows lineup total first, then track effect, then track stat bonus, and daily weather at the end.
- The opponent lineup goes through the same calculation order, but with its own Opponent daily weather.
- The condition of every car counts. If a lineup car has wear, it can throw off the overall result even if the rest are strong.
- Car experience, track experience, upgrades, team bonuses, boosts and items can change the final comparison where they apply.
- The opponent brings a corresponding number of cars, so you are not fighting just one stat. You are comparing the full lineup.

Progress and rewards

- Multi-race wins count for the cars in the lineup and can help their experience.
- Track progress can go up faster in winning multi races because more cars are involved.
- Rewards can be better, but win chance is still a probability. Even a high percentage does not guarantee a win.
- Before spending items on a multi race, think about whether the reward is worth the risk and whether your lineup is in good condition.

Navigation and auto execution

- Previous and Next inside the preview follow the opponent order you see in the list, including the selected sorting and filters.
- When Only available is active, or when navigation looks for the next race, opponents with no available rematches are skipped.
- Auto execution remembers your choice and speeds up the race flow, but confirmation and result modals still appear normally while you race automatically.
- In multi races, the title reward is calculated as race type multiplier times the number of participating cars, not as a simple sum.

Tracks

Label: Tracks

Title: Tracks for single and multi races

Message: Tracks define how Power, Traction, Aerodynamics and Acceleration are affected by the selected circuit. You can keep a different active track for single and multi races.

General about the page

- Each card is a track that can be used in your races. It doesn't just change the background or the name of the race, it affects the final stats compared to the opponent.
- You can have one active track for single races and another for multi races. The indicator on the card shows if the track is already active in either.
- The single-race option applies to classic one-car races. The multi-race option applies to the overall car lineup.
- The location, type and description help you understand the style of the track, but the most important elements for the calculation are the Power, Traction, Aerodynamics and Acceleration percentages.
- If a track doesn't suit the active car or multi-race lineup, it can throw off the final score even if the car looks strong in the garage.

Stats, track and weather

- The percentages next to Power, Traction, Aerodynamics and Acceleration show how each stat is multiplied on that particular track.
- +10% Power means the track increases power before entering the final racing score. -10% means it cuts it.
- In race analysis, the track is applied first to the car or lineup total, then the track stat bonus is applied.
- Daily weather applies last on top of the race setup. If the result after track and mastery is 117 Power and today's weather gives +6%, final race Power becomes about 124.
- Weather replaces the legacy score factor: it is not added to home or garage stats, only to the final stage of the race comparison.
- This explains why a car with less overall power can stand better on a track that favors Traction or Aerodynamics.
- The track is not the only thing that counts in the final result. Factors include upgrades, car condition, car experience, track experience, team, boost, items and any track knowledge.

Track Drop

- Track Drop is an extra chance or extra reward associated with that track. It does not mean a sure gift in every race.

- If it writes a chance for a collectible, race item, or track knowledge, the track adds that percentage to the corresponding drop chance.
- If the gift is money, fans, Madness Units, repair kits or race boosts, then a separate probability check is made after the win and, if successful, appears as an extra reward line.
- The extra money you see after a race may come from the Track Drop. The cash prize is a minimum of \$100 or approximately 20% of the prize, whichever is greater.
- Track Drop only works when the race took place on this track. If the card says no bonus, there is no separate track gift for it.
- In multi races the base odds for drops can be higher due to more cars, and the Track Drop is added on top of the respective category when appropriate.

Track experience

- Track experience is permanent progress for each individual track. It is not the same as track knowledge, because knowledge is expendable before the race.
- Race starts show that you used the track, but the experience level rises from wins on that same track.
- With the current settings, every 1,000 wins on the same track raises an experience level. Every 100 levels fill a star and the track is completed at 5 stars.
- In a multi-race, when you win, the win progress can be increased based on the number of cars that were on the line.
- Each level of track experience gives a +0.2% permanent bonus to Power, Traction, Aerodynamics, and Acceleration after the track is affected. At 500 total levels, i.e. at 5 stars, the final bonus reaches +100%.
- The bonus is not transferable to other tracks. If you have 2 stars and Exp 35 on one track, this boost applies there and not everywhere.

How to choose a track

- For consistent wins, choose a track that boosts the best stats of your car or multi-race lineup.
- For better rewards, check out the track Gift and play on a track that gives something you need now, like track knowledge, items, collectibles or extra money.
- For long-term progress, repeat races on the same track to build experience and a permanent bonus there.
- If you change car or setup, look at the track again. A track that was perfect for an old car may not be the best for the new one.
- Don't just look at the highest winning percentage. Sometimes it's worth a slightly lower percentage if the track gives a better gift or if you want to gain experience on that particular track.

History

Label: Race history

Title: All your recent races

Message: The history keeps track of your last races with result, opponent, track, race type, prizes and items used.

What does each record track?

- Each line tracks result, opponent, track, race type, final stats, prize and start time.
- If race items or track knowledge were used, the history helps you remember what affected the matchup.
- Reward lines explain why you got more or less money, such as a bigger opponent's bonus, a smaller opponent's penalty, or a Track Drop.

How does it help you?

- Use it to see if a track, car or item choice works in practice.
- If you lost with a high probability, history reminds you that the result was a probability check, not a certainty.
- If a car wins frequently at a particular track, it may be worth building experience there.
- Paging keeps the page fast even when you have a lot of races.

What you learn from results

- Compare races on the same track to see whether daily weather, car condition or race type changed the final picture.
- If you often see a small pace difference, it may be worth changing track, repairing the car or using an item.
- History is a practical improvement tool, not only an archive. It helps you understand which choices are worth repeating.

City

Tours

Label: Tours

Title: City routes with fuel

Message: Tours are repeatable non-racing routes that use fuel. You choose a city, see available routes, and advance each route cycle for rewards.

What are tours?

- Tours are routes outside racing. They do not compare win probability against an opponent, but they require fuel and advance route-cycle progress.
- Each city works like a tab with its own routes, requirements and rewards.
- Touring is a good way to build resources when you don't want to spend stamina on races.

How cities open

- Cities unlock by level, starting at level 5 and then every 10 levels.
- Level alone is not enough for the next city. You must first complete one cycle on every route in the previous city.
- If a city is still locked even though you have the level, one or more routes in the previous city still need a completed cycle.

Cost, progress and rewards

- Each route lists how much fuel it costs, what rewards it gives, and how much progress it adds.
- When the progress is full, you get the cycle earnings and the same route starts again for another cycle.
- Touring also gives fans. These add to your reputation and you can redeem them in the Fan Club for resources, boosts or packs.
- Some routes are unlocked by level or fans. You do not need a specific car model or car category to play them.
- Fuel automatically replenishes up to the maximum limit, so if you're not in a hurry you can wait without losing progress.

City jobs

Label: City jobs

Title: City jobs with waiting time

Message: Every day 2 job categories open. In each category you see available missions, start one at a time and come back when the time is up to get city tokens and workshop tools.

How jobs work

- Every day 2 job categories are opened and each category has its own options.
- Each category can have one active job per player at any time. If you have started a job, you are waiting for it to finish or to be claimed.
- Jobs have a starting cost in money, fuel or stamina depending on their type.
- The longer the duration and difficulty, the more city tokens and workshop tools it can give.
- City tokens and workshop tools from jobs can scale with player level before they are added to the account.

Workshop tools

- Workshop tools are a collaboration resource. They don't auto repair your own car from the garage and it's not an upgrade that comes in automatically.
- You use them in Team > Workshop for team car repair. Each member can spend tools there to fill the shared repair bar.
- Each tool adds progress to team repair. If the team has a better crew or related bonus, the same amount of gear may give more progress.
- If you press a large repair button such as x100 but fewer tools are needed to finish the bar, only the necessary tools are used.
- Auto repair can continue with a countdown until tools run out or the repair is complete, and stops immediately with Esc.
- When the repair bar is full, a waiting/delivery stage begins and then the team gets the repair reward, such as workshop tokens where applicable.
- Simply put: City Jobs bring tools, tools go to Team > Workshop, and there they become common progress for everyone who helps.

Lock and pick up

- Once you receive a daily job, the same job is locked until the next day Greece time.
- Weekly jobs are locked in the same way until next week Greece time.
- If you see a job locked, it does not mean something broke. It means you have already claimed it for its period or its time has not come yet.
- City Tokens have value because they require waiting time. This is why the exchange may charge a higher cost in tokens for practical items.

Team

Team dashboard

Label: How the team works

Title: Player workshop

Message: The team levels up through member activity. XP unlocks levels, slots and upgrades, while the treasury pays for workshop jobs.

General team overview

- The team is the joint crew of the players. It's not just a name next to the profile: it affects treasury, contributions, upgrades, repairs, roles and shared progress.
- The team level is raised by member activity. As members play, the workshop is built and better features are unlocked.
- The treasury is a shared resource. It is mostly filled by win contributions and donations, and is spent on upgrades or team functions.

How the team gets XP

- Each member loss in a race gives +2 team XP. Even a failed race leaves a little progress, because the member participated.
- Each member victory gives +8 XP when the opponent is of a lower level, +10 XP when they are of the same level, and +12 XP when they are of a higher level.
- Each weekly cup completion by a member gives +100 team XP for showing a lot of weekly activity.
- Donations do not give XP. They fill the treasury and are recorded in history, but team level still needs real competitive activity.

Win contributions and treasury

- If you are a team member, a percentage of your winnings may be deposited automatically into the treasury, depending on the team's contribution setting.
- A contribution is not "lost" progress. It becomes a shared pool for upgrades that return to members as bonuses.
- When the contribution rate changes, it changes how quickly the treasury fills and how much net money each member keeps after wins.

Team tabs

- In the overview you see level, members, treasury, XP, roles and an overall picture of activity.
- Upgrades spend the team treasury on shared permanent bonuses and show the jobs currently running for the team.

- Members contains repairs, workshop tools, parts and personal member upgrades that help you and the team.
- In Chat you coordinate repairs, donations, cup goals and daily moves.
- The team identity and entry rules are shown in Settings and Logo.
- Badges climb through the hierarchy: if there are available or running team upgrades, you see it on the tab, submenu and main Team menu.

Members / Workshop / Personal upgrades

Label: Members

Title: Repairs, parts and individual upgrades

Message: Here are team actions that directly affect your own account: repair help, garage shop, parts and personal member upgrades.

Tab: Workshop

- Team repair is a common goal. Members spend workshop tools to fill the repair bar and start the delivery.
- Workshop tools mainly come from City Jobs. They don't automatically repair your own car in the garage, but become common progress within the team.
- The x1, x5, x10, x50 and x100 buttons work as maximum amounts. If the repair needs fewer tools to finish, only the needed tools are reserved, not the full button amount.
- Multiple members can help at the same time. The active repair is locked and processed in order, so tools are not double-charged on the final stretch.
- Auto repair remembers your choice and repeats the same x button with a 3-second countdown on the button press, confirmation, and result.
- Auto repair stops when you do not have enough tools for the next hit, when the repair is complete, or when you press Esc.
- When the bar is full, the repair goes into standby and then gives the team reward, such as workshop tokens where applicable.
- If the team has a better crew level or related bonus, the tools can be worth more in progression.

Tab: Shop and parts

- The workshop shop turns shared progress into practical items: help for cars, timers, repairs or garage slots depending on the available stock.
- Pieces are materials that are gradually collected and used in specific markets or workshop cycles.
- Before you buy, check if the item directly helps your current plan: racing now, repairs, more patience on upgrades or building a garage.

Tab: Personal Upgrades

- Personal member upgrades are bonuses that apply to your own account while you are in the team and have completed the corresponding task.
- Each task writes cost, time and result. It is not applied immediately if it has a completion time.
- The Members tab shows a badge when there are personal upgrades you can start now with your city tokens.
- The Jobs tab shows a badge when a personal member upgrade timer is running. These jobs have their own timing system and do not follow the team upgrade timing rule.
- Some personal upgrades do not increase whether an extra race reward drops, but they affect what is more likely to be picked when one does: money, repair kits, Coins, or other gifts such as stamina, fuel, fans, hourglasses, and boosts.
- If you leave a team or change membership context, double-check what remains active and what depends on team membership.

History and cooperation

- The history shows who helped, what was spent and what task was completed. It is important for there to be trust within the team.
- If you're after a repair, write in the chat who has tools and when they can help. That way the bar doesn't stay in the middle.
- The team works best when small contributions become a habit. A few workshop tools close larger targets.

Team upgrades

Label: Upgrades

Title: Permanent bonuses from the treasury

Message: Team upgrades spend money from the treasury and crew time to give common bonuses to members.

What do upgrades affect?

- Team upgrades are common bonuses. They can help car stats, economy, workshop or other team flows depending on the upgrade.
- They don't raise the team level. Team level comes from member activity, while upgrades spend the treasury that members build together.
- The bonus is applied to members as long as the team terms are met. That's why an active team with good upgrades has real value in daily performance.

Cost, time and unlock

- Each upgrade shows level, cost, time and which piece it affects before it starts.

- If the upgrade is locked, it is usually missing a team level, treasury amount, or previous requirement.
- When a job starts, the treasury amount is committed and the upgrade is applied when the time is up.
- Team upgrade time starts at 30 minutes on level 1 and increases by 5 minutes per level during the first star cycle.
- On later stars, the base time starts from 50% of the previous cycle's level 100 time, then continues with the same step. This makes high stars feel like heavier builds without turning the wait into something unreasonable.
- The final duration is rounded up to clean 5-minute steps, so you see times like 04:55 or 17:00 instead of odd leftover minutes.
- This rule applies to all team upgrades, but not to personal member upgrades.
- The time guide helps you see if it is worth starting a big upgrade now or saving the treasury for something more important first.
- The Upgrades tab badge shows team upgrades the team can start now. The Jobs tab badge shows team upgrade jobs already running.

Fund history

- History keeps track of purchases, donations and upgrades so you can see where the team's money went.
- For leaders and managers, history is a tool of transparency. For members, it shows that contributions and donations are making real progress.
- Before hitting a big upgrade, it's a good idea to agree in the chat, especially if the team is gathering for a specific goal.

Chat

Label: Team chat

Title: Consultation with members

Message: Chat keeps quick team messages in one place for coordination, repair help and small updates.

What are we writing here?

- The chat is internal to team members and exists for coordination, not for information to be lost elsewhere.
- Use it for team repairs, donations, cup goals, role changes, upgrade options, and reminders of important timers.
- Unread messages are highlighted in the menu so you know when the team is applying for help or has made a decision.

Practical value

- If a repair requires tools, write how many are missing. This way members know if it's worth going into City Jobs to collect.
- If the treasury is close to an upgrade, the conversation helps the team avoid small expenses before the big goal.
- Calm, clear consensus makes the team stronger than any individual bonus.

Good use in practice

- Write briefly and specifically: which job, how much is missing, what timer is running, and what the members need to do.
- If the team priority changes, such as upgrade instead of repair, leave a message so players do not work toward different goals.
- Chat is internal. Players outside the team cannot see it, so it is the right place for coordination.

Settings

Label: Team settings

Title: Identity, access and rights

Message: In the settings you change the name, logo, color, description, language, entry policy and percentage of winnings contribution, if you have the appropriate role.

Team ID

- The name, description, language, logo and color are the public image of the team. This is what a player sees before applying to enter.
- A clear description helps new players understand whether you're looking for casual play, cups, daily activity or a specific partnership.
- The logo does not give a stat bonus, but makes the team recognizable in lists, profiles and public display.

Entry and contribution

- The entry policy defines whether players enter freely, by request, or not at all.
- The contribution percentage takes part of member winnings and puts it in the treasury. A larger contribution builds the shared pool faster, but leaves less net money for the player after a win.
- Before you raise a contribution, think about whether members need personal upgrades and repairs, or if the team is chasing a big common upgrade.

Roles and serious actions

- If you don't have edit rights, the page explains which role is required. Roles protect the team from accidental changes.

- Team deletion is a final action and displays a confirmation before proceeding.
- Important changes should be agreed upon in the chat, because they affect all members and the treasury built by everyone.

Logos

Label: Team logo

Title: Choose badge and color

Message: The logos page helps you choose a visual identity for the team before saving the settings.

How do you choose?

- See the available badges and try a color that fits the style of the team.
- The logo appears on the team profile, rosters, cards and wherever needed to quickly identify the crew.
- The choice is aesthetic. It does not change XP, contributions, cash or race bonuses.

Saving

- The selection returns to Settings so it can be saved with the rest of the team details.
- If you leave the settings without saving, the change you tried may not be saved.
- Choose something clean and easy to read, because the badge often appears at a small size.

Where it appears

- The badge helps the team stand out in public profiles, lists and cards where there is not much room for description.
- Color and shape should work at small size, not only in the large preview.
- Changing the badge does not affect permissions, bonuses or treasury. It is part of the team identity.

Public team profile

Label: Team profile

Title: Public workshop image

Message: Public team profile shows level, members, treasury, wins, contribution and total bonuses without showing internal settings.

What can you judge?

- The public profile shows if a team is active: level, members, wins, contributions, treasury and totals.
- The ranking shows where the team is in relation to other teams, but it doesn't tell the whole truth. See also recent activity, members and contribution.

- Members open a public driver profile to see who is playing, what level they are, and how much they play.

Before you request participation

- See if the language, description and entry policy match how you want to play.
- A team with a smaller level but active members can be better than a large team that does not move.
- If you're interested in cups, teamwork, and upgrades, look for signs that members are contributing consistently, not just that there is a large treasury.

What is not public

- The public profile does not show internal decisions, private chat, invitations or management settings.
- Total bonuses show team strength, but they do not always explain the next upgrade or where the treasury is being spent.
- Use the public profile as a first impression, then talk to the team if you need to understand whether it fits you.

Progress

Daily gifts

Label: Daily gifts

Title: Get the gift of the day

Message: The daily calendar gives you a pack each day. You see the whole week in front of you, which gifts were lost, which is available today and what is coming in the next few days.

How the calendar works

- You only receive today's box, once a day.
- You see the whole week to know what you got, what was lost and what's coming next.
- Each day is generated from the available reward pool, so the calendar changes pace and value without static sets.

Where do the gifts go?

- If the gift fits the profile, it is added immediately.
- If there is excess stamina or fuel, the rest goes into Rewards so it is not wasted.
- Money, fans and Madness are added normally when received.
- The dynamic package can include money, fans, stamina, fuel, hourglasses, repair kits, boosts and other unlocked resources.

What to watch each day

- The daily gift is a daily habit. If the day is missed, the box appears as missed and does not return automatically.
- If the gift gives stamina or fuel, check first whether you have room or whether it is better to let it move to Rewards.
- As you unlock more features, new resource types can enter the daily gift pool.

Missions

Label: Missions

Title: Small goals for daily progress

Message: Missions direct you to simple actions you're already taking: races, victories, tours, gifts and improvements. When a mission's progress is full, you receive its reward pack.

What counts in missions

- Missions count actions you are already taking: races, wins, multi races, gifts, rewards or garage work.

- Progress is automatically updated when you perform the corresponding action. You don't have to "declare" progress yourself.
- If a mission calls for a specific action, only that action counts. For example, single races and multi races can be different goals.

Daily and weekly

- Daily missions are small and reset at the turn of the day.
- Weekly missions are bigger goals and last until the change of week.
- When a mission is completed, press Receive to generate the package in Rewards.
- Rewards aren't lost if they don't fit right away, because the flow protects them through Rewards where needed.

How to combine them with play

- Read missions before starting races or jobs so actions you were already going to do also count toward goals.
- If a mission asks for a multi race, you need the right garage lineup and enough stamina for that mode.
- Claim all helps when many are complete, but confirmation first shows what will be created so you do not lose sight of rewards.

Achievements

Label: Achievements

Title: Long-term progress goals

Message: Achievements are big goals with levels. Each level asks for a higher number such as series wins, total races or races with a specific car.

How progress is measured

- Progress is automatically updated by the actions you take in the game.
- Each achievement has multiple levels, so it doesn't end with a single goal.
- When a level is completed, the next level asks for a higher number and keeps your progress alive.
- If you have many completed achievements, use Collect all to claim them together.
- Before Collect all runs, a confirmation modal shows grouped rewards so you can clearly see what you will receive without dozens of repeated lines.
- After claiming, the result is grouped again and rewards go where they belong: resources, items, packs or the Rewards tab, depending on their type.

Car achievements

- Car achievements exist for each model and count races, wins and experience.

- Multi races count for the cars participating in your lane.
- If you love a particular car, its achievements show the history it has written on your account.

How to read rewards

- Each tier shows what you will receive before you claim it, so you know whether it is resources, items, Madness or progress.
- If a reward does not fit immediately, the flow sends it where it belongs, such as Rewards, instead of losing it.
- Achievements are a long-term guide. They show which parts of the game you play often and what is worth chasing next.

Cups

Label: Cups

Title: Weekly win hunt

Message: Each week there is a big cup goal. As you win races, the weekly progress is filled. Once completed, you win the cup and see it in your file.

How the cup is won

- The goal is to reach 500 wins within the same week.
- Wins count, not just race starts. So the cup is a goal of consistency and performance.
- The normal per-opponent restrictions still apply, so you need to open new matchups during the week.

What you get and what stays

- When you earn the cup, an update appears, Flow records it, and a reward pack is created.
- The history is divided by year so you can see which cups you won and in which week.
- The image of the cup changes every week and every cycle of years, to have value and as a collectible memory.

Practical weekly strategy

- Start with opponents that have available rematches and a good win chance so you do not waste stamina on difficult or closed choices.
- Multi races help when your lineup is strong and in good condition, because they can record more racing activity in less time.
- If the week is close to ending, first check stamina, stamina rewards, and active jobs that affect your plan before changing target.

Collections

Label: Collections

Title: Pieces that become permanent progress

Message: Collections are filled with pieces that you earn mostly from winning races. When you collect all the pieces of a set, you redeem it and get its fixed reward.

How collections are filled

- Each collection has its own pieces. The card shows how much you have and how much you need for a full set.
- Pieces mainly come from winning races, but special rewards, gifts or bonuses that increase the chance of a drop can also help.
- A drop chance does not mean that every win gives a piece. It is a reward probability check, just like the game's other drops.
- Tracks with Track Drop for collections or fan/team bonuses can help pieces drop more often.

What happens when a series is completed?

- When you have all the pieces of a series, you can redeem it and get its fixed reward.
- If you have enough pieces for more than one full series, you can make more redemptions.
- Redemption consumes one full set of pieces. Extra pieces stay for next time.
- The images of the pieces open in a large view so you can clearly see what you are collecting.

What collections give

- Stat collections give a permanent bonus to the account and affect all cars where the corresponding stat is applied.
- Collections with stamina or fuel may send the reward to Rewards if it doesn't fit right into your limit.
- Some collections give resources or items that help with purchases, upgrades, or the next round of progress.
- Collections are slow, honest progress. You don't need to buy anything with real money to fill them up, you just play and collect.

Rankings

Label: Rankings

Title: See where you stand against others

Message: Rankings compare drivers in different ways. You can see overall rank, fans, friends, cups and other categories of progress.

What each tab measures

- Each tab shows a different kind of ranking: overall progress, fans, friends, cups or other measurable activity.
- Overall ranking does not mean that a player is better at everything. One player may chase races, another collections, another team progress or cups.
- Your position is displayed even if you are not in the front lines, so you know how far you are from the next target.

How are they updated?

- Rankings are updated by real game actions: races, wins, fans, team, cups, collections and other progress data.
- If you just got a reward or trophy and you don't see it right away, the page may need to be refreshed or the corresponding counter updated.
- Tapping on a driver's name opens their public profile, without showing personal account settings.

How to read them

- Use rankings as a goal, not pressure. The game has multiple progression paths and you don't have to chase all the lists at once.
- If you want to climb a certain rank, look at what action fills it and make a plan around it.
- Friends and teams give a more human comparison than the global leaderboard, because you see players close to your own environment.

Storage and Resources

Inventory

Label: Inventory

Title: What you have right now

Message: The Inventory shows the resources and items you have immediately available, along with capacity limits for stamina and fuel.

Limited resources

- Stamina is mainly used for racing. It has a maximum limit, regenerates over time, and its permanent limit rises by +1 every 5 levels up to 120, then by +1 every 10 levels up to 250.
- Fuel is used in tours and jobs that require movement. It also has a limit and regenerates gradually.
- If a reward gives more stamina or fuel than you can hold, the extra can go to Rewards so it is not wasted.
- When planning a long play session, look here first to see how many multi races or missions you can do without waiting.

Items and hourglasses

- Race items are used before a race and can affect the opponent's stats or your own chances through the race flow.
- Items are consumable. If you put them in a race and the race starts, one use is removed from inventory.
- Hourglasses reduce timers on tasks that allow it, such as upgrades or repairs. They do not increase stats themselves; they just shorten a wait.
- Repair kits, when available, help the condition of the car and are useful when you don't want to pay for the entire repair in cash.

How to use it

- Before starting a difficult race, check if you have an item or track knowledge worth spending.
- Before starting a big upgrade, check if you have hourglasses to reduce the time if you like.
- The inventory shows what you have earned through the game. It is not a real-money store.

Rewards

Label: Rewards

Title: The storage for rewards that should not be lost

Message: Rewards holds gifts and earnings that you want to review before claiming, or rewards that did not fit directly into the profile. From here you redeem them when you are ready.

Why does this page exist?

- Rewards act like a safe shelf. When something should not be lost or does not fit directly into your profile, it stays here until you claim it.
- Excess stamina or fuel from races, collections and gifts is stored here instead of disappearing because you had a full limit.
- Admin gifts, progress packs, money, fans, kits, or other rewards that need clear redemption can also appear here.

How to redeem

- Before you press redeem, you see exactly what you will get. If it is a capped resource, like stamina or fuel, check if you have space.
- If not all the stamina or all the fuel can fit, the reward stays here until there is room or until it can be properly given.
- Money, fans, and other items that don't have such a limit usually go straight into your account when you get them.
- Friend gifts stay in the Friends menu, because they have their own send and receive flow.

What to watch out for

- Don't redeem stamina or fuel when you're already full unless the page shows it can fit.
- If you just got a cup, collection, level reward or special gift, check here before you assume it wasn't given.
- The page exists to protect your effort. The game tries to keep rewards visible and controllable, not hide them.

Fan club

Label: Fan Club

Title: Fan redemption

Message: In the Fan Club you spend available fans on resources, boosts and small sponsorship deals without losing overall fan progress.

What are fans?

- Fans show the reputation you build by playing. They are not just a display number, because they open options, help with requirements and can be exchanged in the club.
- There are total fans and available fans. The total ones show the progress you've earned historically, while the available ones are the ones you can spend.
- Tours are a solid way to gain fans, which you can then redeem here depending on your plan.
- When you spend available fans, the overall progress you have built up is not lost. That's why the club works like an exchange of progress: you keep your reputation and use your available audience for useful options.

What are you buying here?

- Options can give resources, reward packs, race boosts, or small deals that help with daily progress.
- Fan boosts apply for a certain number of races. They are not permanent, so pick them when you plan to race soon.
- Sponsorship deals are paid packages with fans that give specific rewards. Before you confirm, look at what you're getting and what you're spending.
- If an option is not available, it is usually because you do not have enough available fans, or there is a requirement you have not reached yet.

How to think about it

- The club is for you to turn your reputation into practical help, not to push you to spend unnecessarily.
- If you are chasing races, prefer reinforcements that help immediately. If you're collecting to buy or upgrade, prefer rewards that give resources.
- Fans are earned through the game. It's not real money and no out-of-game purchase is required to progress.

Madness

Label: Currency

Title: Special resource for immediate moves

Message: Madness is a special game resource, not real money. CarMadness is a free passion game: everything you use to progress is earned through the game.

What is Madness?

- Madness is a separate resource from regular game money. It is used for special actions such as appearances, scenes or moves that are not paid with regular money.
- It's not real money and there is no real money purchase of progress items. The player proceeds by playing.
- If you see a cost in Madness, it means an in-game cost. Before anything is spent, a confirmation appears.
- The philosophy is clear: hard work, races, collections and rewards build your account.

Where are they used?

- Garage scenes and classic car appearances are paid for once with Madness and then remain yours.
- Extra garage slots require game money and Madness, because they let you keep more cars.
- Some quick or special options may also ask for Madness, always with a clear cost indication before confirmation.

- If you don't have enough Madness, the action is locked until you collect through available sources.

How do you earn them?

- Madness can come from collections, gifts, missions, special rewards, drops, or other progression flows.
- They sometimes appear as a rare reward, so it's worth looking at the rewards and collections that give them.
- Don't spend it in a hurry. If you want more cars, save them for garage spaces. If you want identity and style, keep them for appearances and scenes.
- The game doesn't try to squeeze you. It gives you options to build the account at your own pace.

Social

Friends

Label: Friends

Title: Invitations, requests and daily gifts

Message: In the Friends menu you manage relationships with other drivers. You can invite by email, accept requests, send daily gifts and redeem what you received.

Requests and invitations

- With an email invite, you send a friend request to the corresponding player.
- The other player must accept the friend request.
- The signup invite code gives bonuses to both when the new player reaches level 5 and again at level 10.
- Friends are part of the daily flow, not a requirement to be able to play.

Daily gifts

- You can send one gift per day to each friend or select multiple friends together where allowed.
- Incoming gifts stay here until you redeem them.
- Friend gifts are small progress boosts and a friendly habit. They are not bought with real money.
- If a gift gives a resource that does not fit, follow the indication on the page so that it is not lost.

Rules and clean flow

- The basic rule is one gift per friend each day. If you cannot send again, wait for the next daily change.
- Signup invitations and daily gifts are different features: the first brings a new friend, the second keeps the daily relationship active.
- If you have many incoming gifts, redeem them with a plan so you do not fill stamina or fuel limits for no reason.

Public driver profile

Label: Driver profile

Title: Quick image of another driver

Message: The driver profile shows aggregated information about another driver, whether it is a player or an automatic opponent. This way you can understand their strength before comparing or racing them.

What does it show?

- You see level, ranking, fans, team and basic racing stats so you can understand what kind of driver they are.
- The active car appears with the same logic as in your own profile: it is the car that represents the driver in single races.
- Collections, cups and win rate show account history, not just instant power.

How do you use it?

- Before you challenge or compare a driver, look at level, car, team and overall win rate.
- A driver with a lower level may have a very strong car or experience on a particular track, so the final race probability is always more important than the profile alone.
- No administrative, personal or sensitive account details are displayed. It is a public image of progress.

What it does not show by itself

- The profile does not calculate the final picture of a specific race. Track, race type, daily weather, items, and available rematches are shown correctly in the race preview.
- The opponent daily weather belongs to that opponent and applies only during analysis or execution of a race against them.
- Use the profile for general understanding and the preview for the final decision.

Account and Support

Profile

Label: Profile

Title: The overall picture of your account

Message: In the profile you see the overall progress of the driver: level, resources, races, experience, cups, collections, team and active car.

Total driver progress

- The level shows how much you have played in total through race starts.
- Resources show what you have available now and when limits such as max stamina or max fuel increase. Max stamina rises by +1 every 5 levels up to 120 at level 500, then by +1 every 10 levels up to 250.
- Race statistics show total races, wins, losses, win percentage and performance picture.
- Cups, collections and experience show long-term effort, not just what happened today.

Car, team and invitation

- The active car shows the basic setup you are now using in single races.
- If you are in a team, the profile shows the connection with the crew and part of your social progress.
- The invite code is used during friend registration and activates bonuses at level 5 and again at level 10.
- The public profile is a more compact version that other players can see, without personal account settings.

Experience settings

- Display preferences, UI theme, background, and modal settings change how you experience the game, not your stats.
- Menu widgets change the first four resource boxes in the top menu. Money, Fuel, Stamina, and Level stay fixed after them.
- The modal display setting can limit everyday confirmations, but race Auto execution and team Auto Repair still show confirmation and result modals normally so you do not miss what happened.
- Greek dates use Greek numeric formatting so daily data such as weather and history can be read clearly.

Security

Label: Account security

Title: Login, email address and deletion

Message: Security gathers the actions that change account access: social connections, email address changes with confirmation, and permanent deletion.

Connect to services

- Google and Facebook logins are ways to sign in to the same account. They do not create a second account and do not change game progress.
- If you connect a social service, you can log in faster without remembering a separate game code.
- If you disconnect a service, make sure you have another login method available before leaving the page.

Change of email address

- The change of email address requires a new email address and confirmation code before it takes effect, so that access is not accidentally lost.
- The email address is important for communication, access recovery and account identification.
- If you don't see a confirmation, check that you wrote the address correctly and that you have access to the new inbox.

Permanent deletion

- Account deletion is permanent and affects the progress you've built: cars, resources, collections, friends, team and history.
- That's why the page asks for clear confirmation before proceeding.
- If the reason is a problem or question, open a support issue first. Many things are solved without losing the account.

Reset and confirmations

- Account reset is different from deletion: it keeps access to the account but clears progress according to the action you confirm.
- Dangerous actions open confirmation modals and first check that all required fields are filled correctly.
- If the form asks for a specific word or code, type it exactly as shown. The button should not complete the action without valid confirmation.

Support

Label: Support

Title: Contact support

Message: In Support you can send a message to the game admin and keep the whole discussion in one place. You can open a new topic, continue an existing conversation and see when there is a reply.

Tab: Messages

- Open a new topic when you want to report a problem, question, suggestion or something that is not clearly explained within the page.
- Admin replies appear in the same chat and the menu shows an indication when there is something unread.
- Keep each topic clear: one problem or question per conversation. This way it can be answered correctly without confusing elements.

What helps to write

- If you report an error, write what page you were on, what you clicked, what you expected to happen, and what happened.
- If it's a race, details such as opponent, track, win percentage, items used, and approximate time help.
- If it's a reward, write where you expected it to come from: cup, contract, mission, collection, tour, or gift.

Closure and support

- If the issue is resolved, you can close it so it doesn't stay active and find open issues more easily.
- Under the Support tab there is a PayPal link for anyone who wants to optionally support the game.
- Support is optional. CarMadness remains a game that is played and progressed with resources earned within the game itself.

General fallback help

Label: Help

Title: How to read this page

Message: This is general help for a page that doesn't yet have its own dedicated guide. Read the cards, requirements and action buttons first: it shows what you can do now and what's holding you back.

What to look at first

- Start from the page header. It usually says which resource, which level or which state the section is about.
- Then look at the cards. Titles, badges and values show whether something is available, locked, active, completed or pending.
- If there is a progress bar, always read the number next to it. The bar visually shows the progress, the number explains exactly how much is missing.

Buttons and locks

- Action buttons only appear when there is something that can be done or when you need to see why it can't be done.
- If an option is locked, it usually means a level, resource, slot, completion time, or prerequisite is missing.
- Before confirming a resource-consuming action, read the window. It should show what will be spent, what will be started and what will be changed.

If something doesn't make sense

- Look at Flow to see what has recently changed in your account.
- Look at Rewards if you were expecting a gift, cup, collection or package that did not go into the profile right away.
- If it still doesn't show clearly, open a support issue and write what page you were on and what you pressed.