

# Bike and Racing Core Mechanics Workbook - Prepare for Two Player Sessions

Bike and Racing | Prepare for Two Player Sessions | Asset ID GAME-04-02-09

**Player goal: agree controls, roles and fair rematch rules before play. Success means you can complete a fair session with clear roles and fewer avoidable mix-ups.**

## How to use this download

This is a genre-level learning resource, so it works across original browser games that share bike and racing mechanics. Read one section, test it in a short session, and write down what happened. Keep the part that helped; change the part that did not.

| Planning field | Write or choose                                    |
|----------------|----------------------------------------------------|
| Category       | Bike and Racing                                    |
| Resource       | Core Mechanics Workbook                            |
| Player goal    | Prepare for Two Player Sessions                    |
| Session length | Choose 10, 20 or 30 minutes                        |
| Baseline       | Record one normal attempt before changing anything |
| Review rule    | Change one variable, then compare like with like   |

## Category fundamentals

The useful starting point in Bike and Racing games is to balance speed with lean, landing control and early obstacle reads. These six fundamentals give your practice a clear order.

| # | Fundamental            | Player cue                  |
|---|------------------------|-----------------------------|
| 1 | Balance                | Notice it before acting     |
| 2 | Lean timing            | Practise it slowly          |
| 3 | Front and rear braking | Name the cue                |
| 4 | Throttle control       | Use it in one safe attempt  |
| 5 | Landing angle          | Record one result           |
| 6 | Obstacle reading       | Retest under light pressure |

## Before the first attempt

- Write the exact result you want from this session.
- Check the game's own rules and controls; this guide does not replace them.
- Pick one metric from page 3. More numbers are not automatically better.
- Use short callouts, swap roles and review the round without blame.
- Stop the session while you can still describe what changed.

## Core Mechanics Workbook

Rate each mechanic from 1 to 5 after a normal attempt. Pick the lowest useful skill, run one drill, then rate it again. This makes the workbook a test rather than a confidence survey.

| Mechanic               | Rating  | Observable cue         | Focused test                                |
|------------------------|---------|------------------------|---------------------------------------------|
| Balance                | ___ / 5 | I notice it when _____ | Next test: ride slowly without a correction |
| Lean timing            | ___ / 5 | I notice it when _____ | Next test: repeat one corner at fixed speed |
| Front and rear braking | ___ / 5 | I notice it when _____ | Next test: stop inside a marked zone        |
| Throttle control       | ___ / 5 | I notice it when _____ | Next test: clear three small jumps cleanly  |
| Landing angle          | ___ / 5 | I notice it when _____ | Next test: land with both wheels aligned    |
| Obstacle reading       | ___ / 5 | I notice it when _____ | Next test: scan two obstacles ahead         |

### Mechanic breakdown

- Trigger: what appears just before the action?
- Decision: what are the two main options?
- Input: what is the smallest command needed?
- Feedback: what proves the action worked?
- Recovery: what is the safe next move if it fails?

## Bike and Racing Practice Lab

Pick one drill. Run a normal attempt first, then three focused attempts, then one normal attempt again. The final attempt shows whether the practice transferred back into play.

| # | Drill                            | Skill tested           | Record               | Result        |
|---|----------------------------------|------------------------|----------------------|---------------|
| 1 | Ride slowly without a correction | Balance                | Clean landings       | Result: _____ |
| 2 | Repeat one corner at fixed speed | Lean timing            | Controlled stops     | Result: _____ |
| 3 | Stop inside a marked zone        | Front and rear braking | Falls                | Result: _____ |
| 4 | Clear three small jumps cleanly  | Throttle control       | Section time         | Result: _____ |
| 5 | Land with both wheels aligned    | Landing angle          | Obstacles read early | Result: _____ |
| 6 | Scan two obstacles ahead         | Obstacle reading       | Clean landings       | Result: _____ |

## Common traps and a cleaner response

| Trap                                       | Cleaner response                                        |
|--------------------------------------------|---------------------------------------------------------|
| Holding acceleration through every section | Pause at the trigger and state the intended action.     |
| Late braking                               | Return to one dependable input before rebuilding speed. |
| Landing while turning                      | Use a fixed marker, route or rule for the next test.    |
| Correcting after the obstacle              | Compare the attempt with the same starting state.       |
| Treating every surface the same            | End the run, write the cause and reset deliberately.    |

## Small signal dashboard

Choose one main signal for the week. A score can rise while decision quality gets worse, so keep one behaviour measure beside the result.

| Signal               | Start           | Latest         | Decision             |
|----------------------|-----------------|----------------|----------------------|
| Clean landings       | Baseline: _____ | Current: _____ | Keep / change: _____ |
| Controlled stops     | Baseline: _____ | Current: _____ | Keep / change: _____ |
| Falls                | Baseline: _____ | Current: _____ | Keep / change: _____ |
| Section time         | Baseline: _____ | Current: _____ | Keep / change: _____ |
| Obstacles read early | Baseline: _____ | Current: _____ | Keep / change: _____ |

## Session Sheet for Prepare for Two Player Sessions

Today's focus is to agree controls, roles and fair rematch rules before play. Use short callouts, swap roles and review the round without blame.

| Session field      | Entry                                        |
|--------------------|----------------------------------------------|
| Player or initials | _____                                        |
| Date and game      | _____                                        |
| Input method       | Keyboard / touch / gamepad / other           |
| Session target     | _____                                        |
| Main signal        | Clean landings                               |
| Comfort check      | Visual / audio / motion / reach / break plan |

## Twenty-minute practice shape

| Time      | Action                                                             |
|-----------|--------------------------------------------------------------------|
| 0-2 min   | Warm up with familiar inputs. No score target.                     |
| 2-7 min   | Focused drill: Ride slowly without a correction.                   |
| 7-12 min  | Focused drill: Repeat one corner at fixed speed.                   |
| 12-17 min | Return to normal play and use the skill only when its cue appears. |
| 17-20 min | Record the result, one cause and the next test.                    |

## Attempt log

| Attempt | Outcome       | Observation        | Decision           |
|---------|---------------|--------------------|--------------------|
| 1       | Result: _____ | Cue noticed: _____ | Next change: _____ |
| 2       | Result: _____ | Cue noticed: _____ | Next change: _____ |
| 3       | Result: _____ | Cue noticed: _____ | Next change: _____ |
| 4       | Result: _____ | Cue noticed: _____ | Next change: _____ |
| 5       | Result: _____ | Cue noticed: _____ | Next change: _____ |

## Close the session

- What improved when I slowed down? \_\_\_\_\_
- Where did the first avoidable error begin? \_\_\_\_\_
- What setting or instruction should stay the same next time? \_\_\_\_\_
- Next session's single focus: \_\_\_\_\_

## Controls, Comfort and Accessibility Lab

A strong setup removes friction without playing the game for you. Record the current setup, change one option and replay the same short section before deciding what to keep.

| Area           | One option to test                         | Question after the replay                    |
|----------------|--------------------------------------------|----------------------------------------------|
| Visual clarity | Text size, contrast, effects or camera     | Can I read the next cue in time?             |
| Audio clarity  | Cue balance, captions or output device     | Can I identify the useful sound comfortably? |
| Input reach    | Binding, grip, gesture area or handedness  | Can I repeat the input without strain?       |
| Motion comfort | Camera speed, shake, blur or field of view | Can I track movement without discomfort?     |
| Session pace   | Pause points, reminders or break length    | Can I finish focused rather than fatigued?   |
| Interface load | Notifications, clutter or pointer size     | Is the objective easier to find?             |

## One-change comparison

| Test field             | Record                               |
|------------------------|--------------------------------------|
| Short test section     | _____                                |
| Original setting       | _____                                |
| Single change          | _____                                |
| Old result             | Clean landings: _____                |
| New result             | Clean landings: _____                |
| Comfort before / after | ___ / 5 ___ / 5                      |
| Decision               | Keep / revise / restore / test again |

## Stop-and-adjust signals

- Repeated wrong inputs after slowing down
- Text, targets or hazards remain hard to distinguish
- Headache, eye strain, dizziness, numbness or pain
- Audio is uncomfortable or masks the cue you need
- Frustration makes the next attempt less deliberate

## Bike and Racing Scenario Cards

Use these cards away from a live attempt first. Say what you notice, choose one action and name the evidence that would make you change course. There is rarely one universal answer; the value is in making the decision visible.

| # | Situation                                                          | First question               | Small response                        |
|---|--------------------------------------------------------------------|------------------------------|---------------------------------------|
| 1 | The opening plan stops working earlier than expected.              | Check balance                | Use: ride slowly without a correction |
| 2 | A tempting reward appears while the safe route is still available. | Check lean timing            | Use: repeat one corner at fixed speed |
| 3 | One mistake has just broken the rhythm of the run.                 | Check front and rear braking | Use: stop inside a marked zone        |
| 4 | The useful cue is visible, but the input keeps arriving late.      | Check throttle control       | Use: clear three small jumps cleanly  |
| 5 | The result improves once, then drops on the next two attempts.     | Check landing angle          | Use: land with both wheels aligned    |
| 6 | You have enough time for only one more focused attempt.            | Check obstacle reading       | Use: scan two obstacles ahead         |

## Work one card fully

| Decision field       | Notes                                                                   |
|----------------------|-------------------------------------------------------------------------|
| Chosen card          | _____                                                                   |
| What is known        | _____                                                                   |
| What is assumed      | _____                                                                   |
| Safe option          | _____                                                                   |
| Higher-risk option   | _____                                                                   |
| My choice and reason | _____                                                                   |
| Evidence to watch    | Controlled stops: _____                                                 |
| Goal connection      | This helps me agree controls, roles and fair rematch rules before play. |

## Debrief

- What did I notice early enough? \_\_\_\_\_
- Which assumption was wrong? \_\_\_\_\_
- Did the result come from the decision or the input? \_\_\_\_\_
- What would make the safer option too passive? \_\_\_\_\_

## Seven-Session Evidence Tracker

Use the same main signal for all seven sessions. The purpose is to see whether work on prepare for two player sessions transfers into normal play, not to manufacture a perfect upward line.

| Session | Focus                  | Signal               | Result | One useful note |
|---------|------------------------|----------------------|--------|-----------------|
| 1       | Balance                | Clean landings       | _____  | _____           |
| 2       | Lean timing            | Controlled stops     | _____  | _____           |
| 3       | Front and rear braking | Falls                | _____  | _____           |
| 4       | Throttle control       | Section time         | _____  | _____           |
| 5       | Landing angle          | Obstacles read early | _____  | _____           |
| 6       | Obstacle reading       | Clean landings       | _____  | _____           |
| 7       | Balance                | Controlled stops     | _____  | _____           |

## Compare the pattern

| Review                 | Value | Context                      |
|------------------------|-------|------------------------------|
| Baseline result        | _____ | Conditions: _____            |
| Typical result         | _____ | Based on sessions: _____     |
| Best repeatable result | _____ | Repeated how often? _____    |
| Largest drop           | _____ | Likely trigger: _____        |
| Comfort pattern        | _____ | Break or setup change: _____ |

## Evidence-based decision

- Keep: the routine that produced a repeatable gain.
- Change: the smallest cause linked to the repeated error.
- Pause: a metric that adds logging but no useful decision.
- Next target: one behaviour and one result for the next seven sessions.

## Personal Playbook and Next-Step Plan

Finish by turning your notes into a short playbook you can actually remember. Write actions in your own words and keep only the cues that changed a decision or result.

| Moment        | My rule                                                   |
|---------------|-----------------------------------------------------------|
| Before play   | I will check the objective, comfort and balance.          |
| Opening cue   | When I notice _____, I will test lean timing.             |
| Pressure rule | When the plan breaks, I will _____.                       |
| Recovery rule | After an error, I will use land with both wheels aligned. |
| Risk rule     | I will take the higher-risk option only when _____.       |
| Stop rule     | I will pause or finish when _____.                        |
| Review rule   | I will record clean landings and one cause.               |

## Two-week continuation plan

| Session   | Practice                         | Purpose                                 |
|-----------|----------------------------------|-----------------------------------------|
| Session 1 | Ride slowly without a correction | Set a clean baseline                    |
| Session 2 | Repeat one corner at fixed speed | Repeat one visible cue                  |
| Session 3 | Stop inside a marked zone        | Apply under light pressure              |
| Session 4 | Clear three small jumps cleanly  | Retest the weak section                 |
| Session 5 | Land with both wheels aligned    | Check transfer to normal play           |
| Session 6 | Scan two obstacles ahead         | Review: Prepare for Two Player Sessions |

### Completion review

- I can now complete a fair session with clear roles and fewer avoidable mix-ups: yes / partly / not yet
- The clearest evidence is: \_\_\_\_\_
- The most useful page in this workbook was: \_\_\_\_\_
- My next small target is: \_\_\_\_\_

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