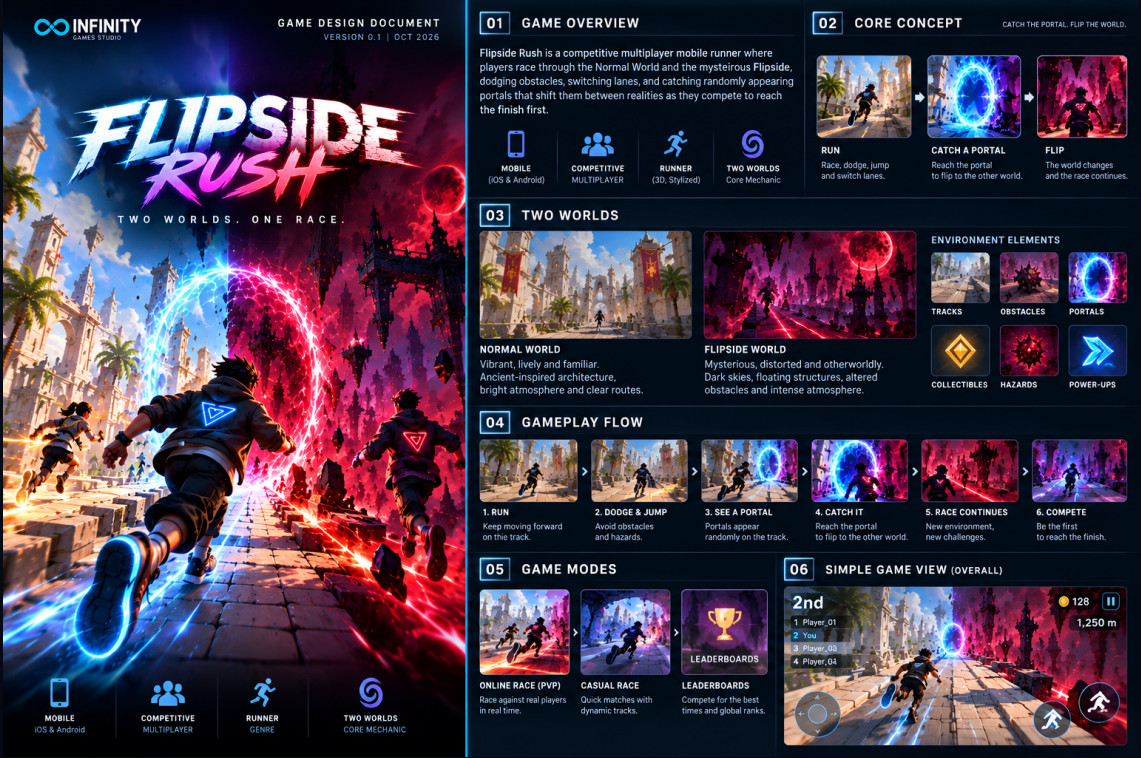


FLIPSIDE RUSH

TWO WORLDS. ONE RACE.



GAME DESIGN DOCUMENT | VERSION 0.1 | OCTOBER 2026

Concept / Design Development

Infinity Games Studio

01 GAME OVERVIEW

Game Concept Statement

Flipside Rush is a competitive multiplayer mobile runner where players race through the Normal World and the mysterious Flipside, dodging obstacles, switching lanes, and catching randomly appearing portals that shift them between realities as they compete to reach the finish first.

Platform	Mode	Genre	Status
Mobile (iOS / Android target)	Competitive Multiplayer	Runner / Casual Action	Concept / Design Development

Design Goal

Take the familiar readability of a mobile runner and make the race feel surprising again by letting players persist between two connected world states. The portal is the moment of anticipation: catch it and the current reality flips; miss it and the player remains in the current world until another portal opportunity appears.

RUN -> SEE PORTAL -> CATCH / MISS -> FLIP OR STAY -> ADAPT -> KEEP RACING

02 CORE GAMEPLAY

Base Runner

Players continuously move forward through a stylized track. The initial control language is intentionally familiar: lane switching, jumping, sliding, reading obstacles, and maintaining momentum. The base movement should be easy to understand so the Flipside system can carry the novelty.

Portal Rule

Portals are generated by the game system at calculated but player-unpredictable moments and positions. They do not automatically teleport the player. The player must reach the portal. If the portal is caught, the player's current world state flips. If it is missed, the player keeps running in the current world.

Persistent World State

Normal -> catch portal -> Flipside.

Flipside -> catch portal -> Normal.

Miss portal -> remain in the current state.

There is no requirement that both multiplayer racers occupy the same reality at the same time. One player can remain in Normal while another is racing through the Flipside.

03 THE TWO WORLDS

Normal World

The readable, familiar side of the race: bright, energetic and immediately understandable. It establishes the course language and gives the Flipside something strong to contrast against.

Flipside

A mysterious alternate version of the race with a darker red / magenta identity, transformed atmosphere, altered environment presentation and its own obstacle language. The first prototype does not need to invert every control; the initial question is whether shifting realities itself makes the runner more exciting.

Originality Rule

Alternate-reality fiction is an inspiration point, but Flipside Rush must build an original visual language, portal design, environments, hazards, characters and world logic rather than reproduce the Upside Down or other protected fictional settings.

04 MULTIPLAYER EXPERIENCE

The race is designed around competitive pressure: another player is progressing while the player is reading obstacles and reacting to portal opportunities. Because portal success is individual, racers can move through different realities during the same match.

Example Race State

Both players begin in Normal. Player A catches a portal and enters Flipside. Player B misses it and stays in Normal. Later, Player B catches another portal and joins Flipside while Player A misses the next exit and remains there. The race continues without requiring synchronized flips.

The opponent gives meaning to seconds; the portal gives those seconds uncertainty.

05 GAME ELEMENTS

Tracks - Forward-running courses built for clear lane reading, obstacle timing and portal visibility.

Obstacles - Jump, slide and lane-change challenges shared by the runner foundation; world-specific variants can be tested later.

Portals - Calculated, randomly perceived gates that offer the opportunity to change world state.

Hazards - Environmental threats that create timing and movement challenges.

Pickups / Collectibles - Optional progression or score elements; exact economy is not designed yet.

Power-ups - Possible future layer, not required for the first playable.

06 CORE LOOP

Race forward -> read the track -> dodge / jump / slide -> compete for position -> react when a portal appears -> catch it or miss it -> flip or remain -> continue racing -> reach the finish.

The important rule is that the portal does not stop the race. The transition should preserve momentum and feel like part of the run rather than a separate loading event or room.

07 FIRST PLAYABLE / MVP

The first prototype should prove the Flipside mechanic before building a full live multiplayer product.

One short track.

One playable runner.

Three-lane movement with jump and slide.

One Normal environment state.

One Flipside environment state.

Portal spawn logic with catch / miss detection.

Persistent current-world state.

Basic obstacles.

A finish line and race-position feedback.

A ghost, bot or simple second-player test can stand in for production networking during the earliest mechanic validation.

Prototype Question

Does seeing a portal, trying to catch it, shifting into the other reality and continuing the race create enough anticipation and replay value to make this feel meaningfully different from a normal runner?

08 DESIGN RISKS & OPEN QUESTIONS

Replayability: a visual world change may feel exciting initially but may need deeper obstacle, route or risk/reward differences over repeated races.

Fairness: portal placement must feel unpredictable without making competitive outcomes feel purely random.

Readability: portal VFX and the red Flipside must remain readable on a mobile screen.

Networking: real-time multiplayer adds synchronization, latency, matchmaking and backend scope; prove the mechanic first.

Why catch a portal? the first version can make flipping desirable because it is the core fantasy; later prototypes can test advantages, disadvantages or strategic choice between worlds.

Portal frequency: minimum spacing, spawn safety, difficulty scaling and race-progress rules remain to be designed.

World differences: exact Flipside-specific mechanics are intentionally not finalized yet.

09 VISUAL & AUDIO DIRECTION

The visual identity is built on contrast. Normal should feel bright, open and readable; Flipside should feel transformed, red/magenta, distorted and otherworldly. Portal transitions are signature moments and should use VFX, shaders, material changes, environmental transformation and audio to make the flip feel immediate without hiding gameplay information.

The project should look like one race seen through two realities, not two unrelated levels.

Audio Direction

Normal uses energetic race feedback and clear obstacle cues. Portal appearance needs a recognizable anticipation sound. Crossing should have a strong but short transition hit, followed by an altered Flipside ambience that communicates the state even when the player is focused on movement.

10 SIMPLE GAMEPLAY OVERVIEW

Concept visualization - not a final gameplay screenshot.



The overview communicates the current pitch: mobile competitive runner, Normal vs. Flipside contrast, portal transition, obstacles, race position and a simple mobile HUD. Final UI, environment art, modes and progression are not locked.

STATUS: CONCEPT / DESIGN DEVELOPMENT