KUSTOM KINGS CONCEPT REVIEW

Buttons cars and gameplay ideas

One review book with all 460 V2 button choices, 12 proposed car and character pairings, and 10 ranked gameplay ideas.

CLICK A SECTION TO JUMP

01 Button ideas

Pages 2-36 | 92 rows and five choices per row

02 New car ideas

Pages 37-42 | Two concept boards and the full source key

03 Gameplay ideas

Pages 43-46 | Ten ranked ideas, top three and research sources

Use “Button B3” for button choices and “Car B3” for car concepts. PDF bookmarks also jump directly to individual button sheets.

Artwork remains for review and selection; it has not been installed. Gameplay implementation has been requested and is in progress, not reported complete here.

KUSTOM KINGS / V2

460 action-specific button choices

92 control families. Five distinct alternatives per row. Review concepts only.

CHOOSE BY COORDINATE

Use the column letter and global row number, such as B3 or E7.

Coordinates stay unique across the whole book. Zoom in to compare lettering.

A-E are choice coordinates, not style categories.

Each row explores five objects or compositions for that particular action.

Custom paint, pinstriping, engine turning and lace appear selectively.

Illustrations range from tools and machinery to people, animals and oddballs.

Typography is integrated into each generated artwork.

Review notes

Row 22 proposes DYNO TUNE for the existing button mislabeled SWAP MEET.
Row 85 proposes TIMING -1° after image generation rejected the existing ignition-retard wording.
Toggle/replay controls show their primary headline; alternate states need matching art after selection.
Dynamic names, prices and stages stay supporting data. Row 50 uses the shorter GUIDED PRACTICE.
These are generated artwork concepts, not implemented production assets.

LABEL KEY 1-46

Exact review headlines; select any A-E option using its row number.

01 CONTINUE
02 NEW GAME
03 START NEW GAME
04 KEEP MY PROGRESS
05 BACK TO GARAGE
06 SOUND ON
07 RADIO & AUDIO
08 HOW TO PLAY
09 THE LEGENDS
10 SAVE BACKUP
11 RESTORE BACKUP
12 RESTORE THIS BACKUP
13 MENU
14 FULLSCREEN
15 KEEP PLAYING
16 CHOOSE A CAR
17 BUILD & PAINT
18 BOULEVARD
19 DRAG STRIP
20 PINSTRIPE
21 SHOW & SHINE
22 DYNO TUNE
23 YOUR CHARACTER
24 JUNKYARD
25 SALVAGE SHIFT
26 REV ENGINE
27 WORK TOWARD IT
28 REPAIR ALL
29 POWER
30 GRIP
31 CHROME
32 PAINT
33 OPEN HOOD
34 CAB & SHIFTER
35 NEUTRAL BACKDROP
36 ENGINE LABELS
37 INDUCTION
38 VALVE COVERS
39 EXHAUST
40 GEAR 1
41 GEAR 2
42 GEAR 3
43 GEAR 4
44 PACIFIC PALMS
45 RED ROCK RUN
46 ARCADE

LABEL KEY 47-92

Exact review headlines; select any A-E option using its row number.

47 WILD
48 CRUISE
49 LET'S RACE
50 GUIDED PRACTICE
51 RACE THE PACK
52 RACE AGAIN
53 PAUSE
54 CAMERA
55 LEFT
56 RIGHT
57 GAS
58 BRAKE
59 DRIFT
60 BOOST
61 GEAR -
62 GEAR +
63 STAGE THE CAR
64 RUN IT BACK
65 CLEAR
66 UNDO STROKE
67 JUDGE & APPLY MY STRIPES
68 THE DUTCH SCROLL
69 KELLY'S FLOURISH
70 ROTH'S WILD STREAK
71 START JOB
72 ROLL INTO THE SPOTLIGHT
73 CHROME & TRIM
74 PAINT & FINISH
75 NAME YOUR BUILD
76 ZOOM OUT
77 ZOOM IN
78 CLOSE UP
79 RESET
80 HEAR CHARACTER
81 RUN THE DYNO
82 STROBE ON
83 LEANER
84 RICHER
85 TIMING -1°
86 ADVANCE +1°
87 TOW HOME
88 BROWSE A NEW TABLE
89 CHOOSE LATER
90 LET'S ROLL
91 INSPECT IN THE 3D GARAGE
92 CLOSE

KUSTOM KINGS • V2 ACTION-SPECIFIC CONCEPTS • 1–3

	A	B	C	D	E
1					
	A1	B1	C1	D1	E1
2					
	A2	B2	C2	D2	E2
3					
	A3	B3	C3	D3	E3

KUSTOM KINGS • V2 ACTION-SPECIFIC CONCEPTS • 4–6

	A	B	C	D	E
4					
	A4	B4	C4	D4	E4
5					
	A5	B5	C5	D5	E5
6					
	A6	B6	C6	D6	E6

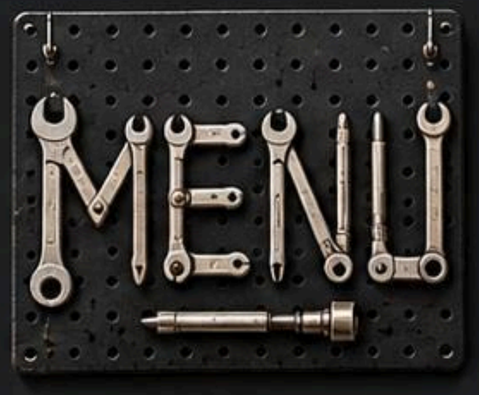
KUSTOM KINGS • V2 • 7–9

	A	B	C	D	E
7	 A7	 B7	 C7	 D7	 E7
8	 A8	 B8	 C8	 D8	 E8
9	 A9	 B9	 C9	 D9	 E9

KUSTOM KINGS • V2 • 10–12

	A	B	C	D	E
10	 A10	 B10	 C10	 D10	 E10
11	 A11	 B11	 C11	 D11	 E11
12	 A12	 B12	 C12	 D12	 E12

KUSTOM KINGS · V2 · 13–15

	A	B	C	D	E
13	 A13	 B13	 C13	 D13	 E13
14	 A14	 B14	 C14	 D14	 E14
15	 A15	 B15	 C15	 D15	 E15

KUSTOM KINGS • V2 • 16–18

	A	B	C	D	E
16					
	A16	B16	C16	D16	E16
17					
	A17	B17	C17	D17	E17
18					
	A18	B18	C18	D18	E18

KUSTOM KINGS • V2 • 19–21

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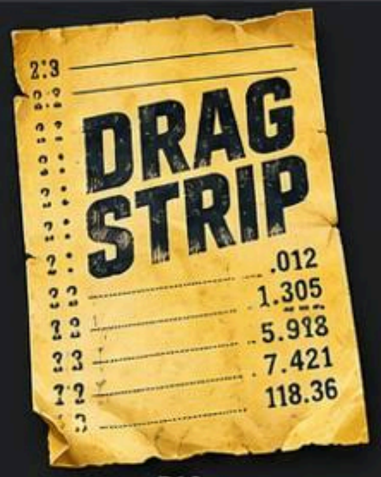
19	 A19	 B19	 C19	 D19	 E19
20	 A20	 B20	 C20	 D20	 E20
21	 A21	 B21	 C21	 D21	 E21

KUSTOM KINGS • V2 • 22–24

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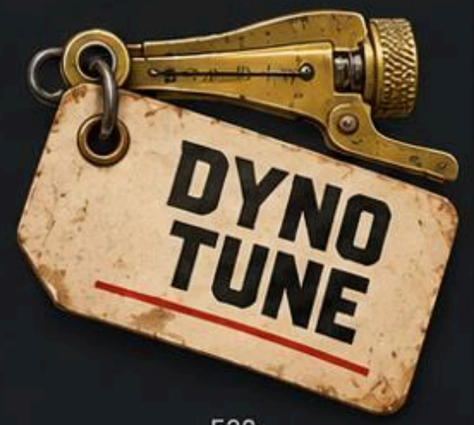
22	 A22	 B22	 C22	 D22	 E22
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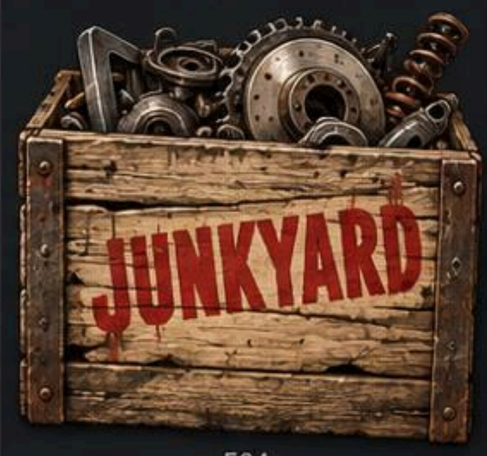
24	 A24	 B24	 C24	 D24	 E24

KUSTOM KINGS • V2 • 25–27

	A	B	C	D	E
25	 A25	 B25	 C25	 D25	 E25
26	 A26	 B26	 C26	 D26	 E26
27	 A27	 B27	 C27	 D27	 E27

KUSTOM KINGS • V2 • 28–30

	A	B	C	D	E
28	 A28	 B28	 C28	 D28	 E28
29	 A29	 B29	 C29	 D29	 E29
30	 A30	 B30	 C30	 D30	 E30

KUSTOM KINGS • V2 • 31–33

	A	B	C	D	E
31	 A31	 B31	 C31	 D31	 E31
32	 A32	 B32	 C32	 D32	 E32
33	 A33	 B33	 C33	 D33	 E33

KUSTOM KINGS • V2 • 34–34

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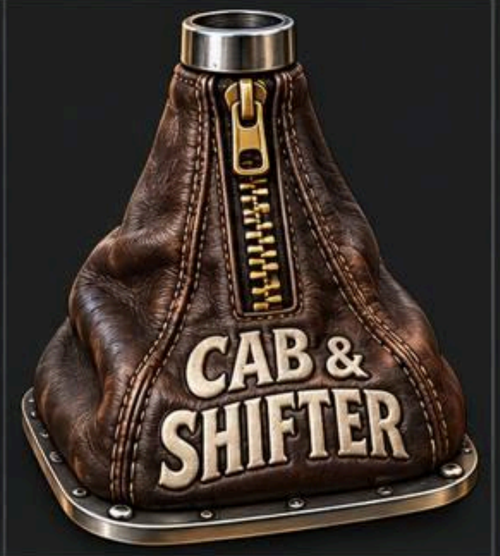
34					
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	A	B	C	D	E
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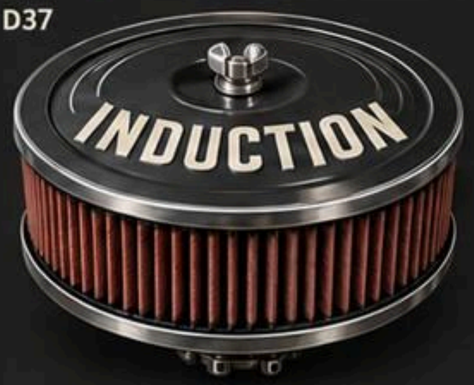
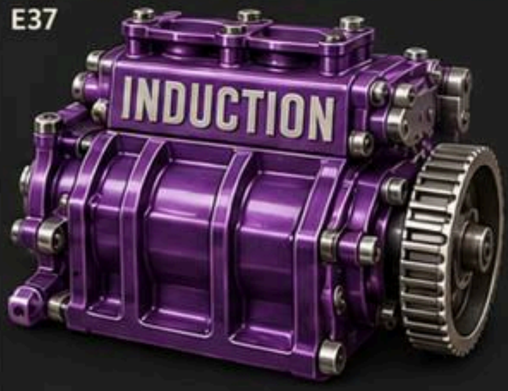
37	A37 	B37 	C37 	D37 	E37 

	A	B	C	D	E
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40	A40 	B40 	C40 	D40 	E40 

	A	B	C	D	E
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42	A42 	B42 	C42 	D42 	E42 
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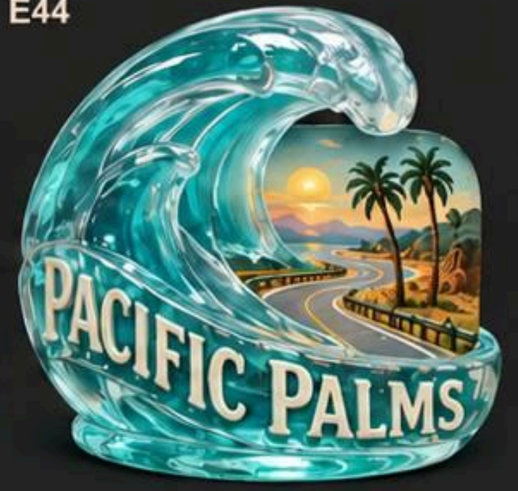
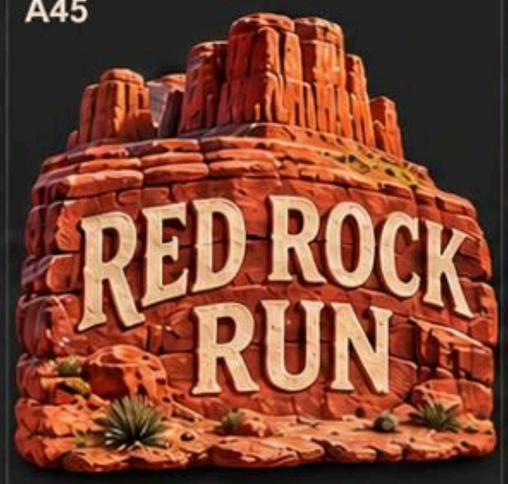
	A	B	C	D	E
44	A44 	B44 	C44 	D44 	E44 
45	A45 	B45 	C45 	D45 	E45 
46	A46 	B46 	C46 	D46 	E46 

	A	B	C	D	E
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48	A48 	B48 	C48 	D48 	E48 
49	A49 	B49 	C49 	D49 	E49 

A	B	C	D	E
A50 	B50 	C50 	D50 	E50 
A51 	B51 	C51 	D51 	E51 
A52 	B52 	C52 	D52 	E52 

	A	B	C	D	E
53	A53 	B53 	C53 	D53 	E53 
54	A54 	B54 	C54 	D54 	E54 
55	A55 	B55 	C55 	D55 	E55 

	A	B	C	D	E
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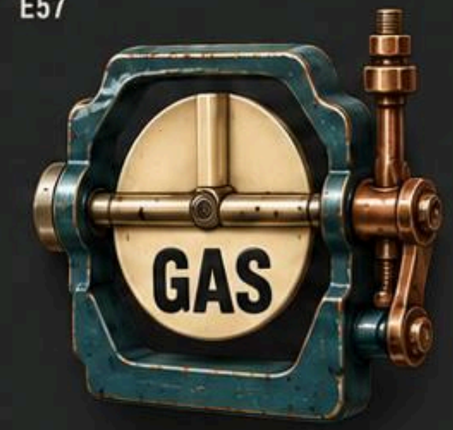
57	A57 	B57 	C57 	D57 	E57 
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	A	B	C	D	E
59	A59 	B59 	C59 	D59 	E59 
60	A60 	B60 	C60 	D60 	E60 
61	A61 	B61 	C61 	D61 	E61 

	A	B	C	D	E
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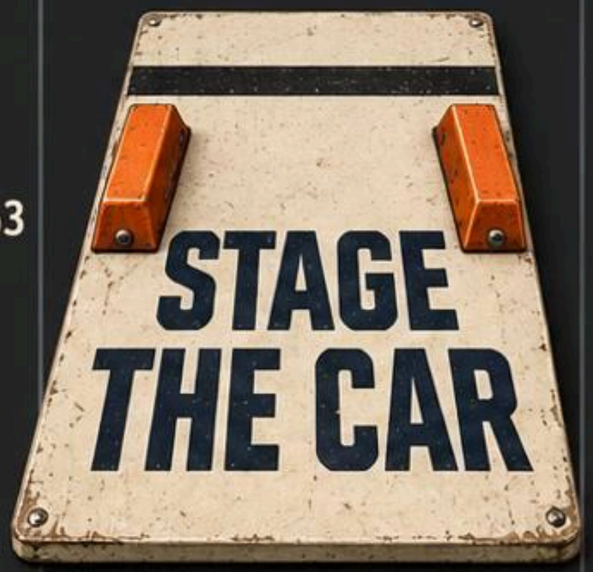
63	A63 	B63 	C63 	D63 	E63 

	A	B	C	D	E
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	A64	B64	C64	D64	E64
65					
	A65	B65	C65	D65	E65
66					
	A66	B66	C66	D66	E66

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67











A67

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D67

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68











A68

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C68

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E68

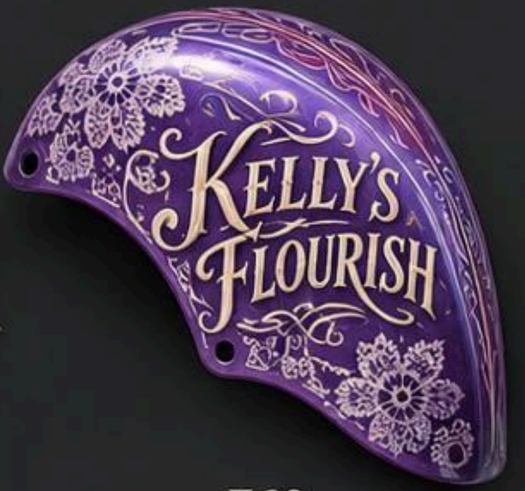
69











A69

B69

C69

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E69

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70











A70 B70 C70 D70 E70

71











A71 B71 C71 D71 E71

72





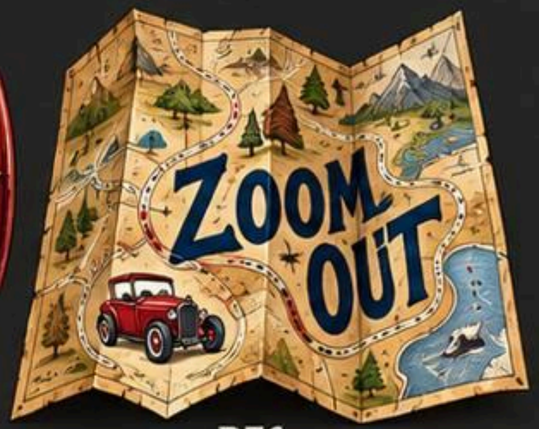






A72 B72 C72 D72 E72

	A	B	C	D	E
73					
	A73	B73	C73	D73	E73
74					
	A74	B74	C74	D74	E74
75					
	A75	B75	C75	D75	E75

	A	B	C	D	E
76					
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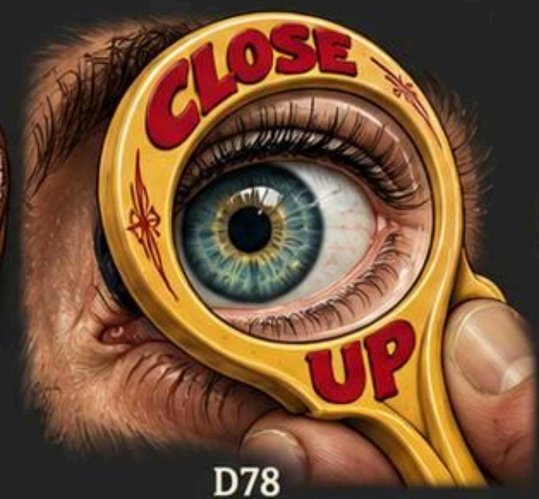
77					
	A77	B77	C77	D77	E77
78					
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	A	B	C	D	E
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	A79	B79	C79	D79	E79
80					
	A80	B80	C80	D80	E80
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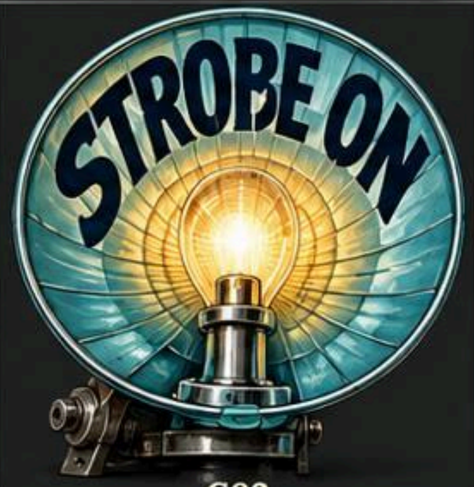
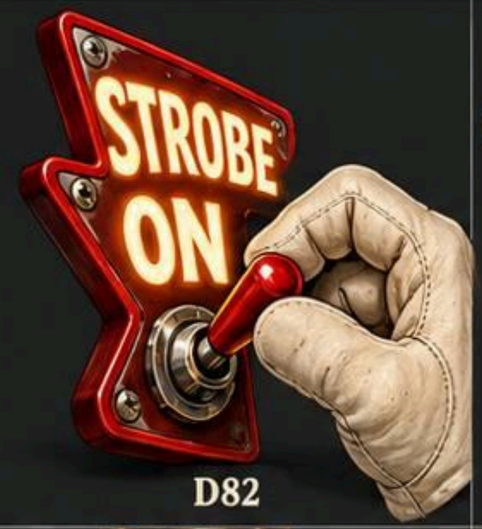
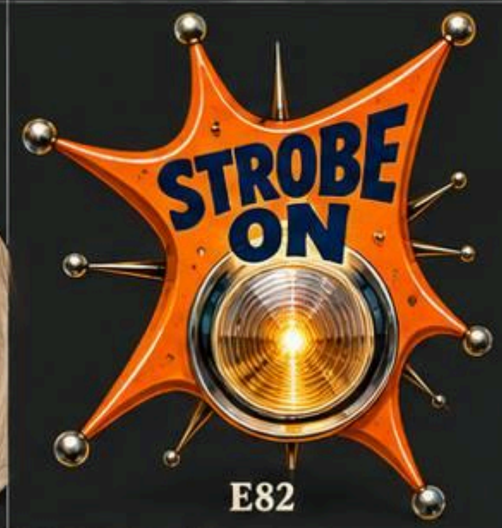
82	 A82	 B82	 C82	 D82	 E82
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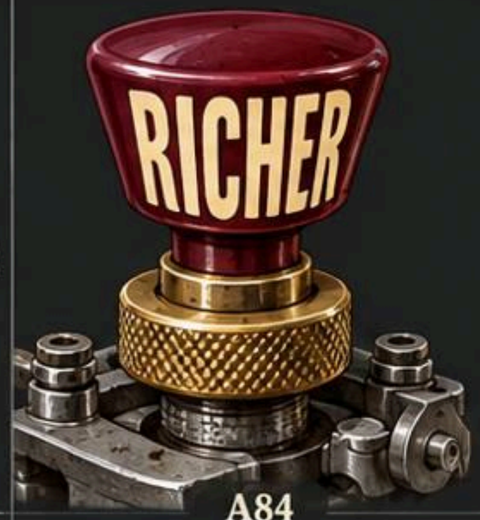
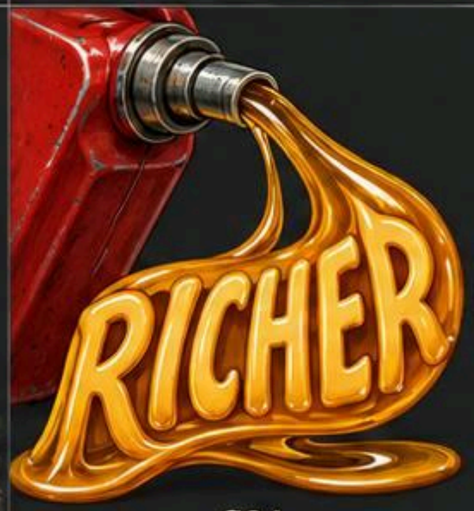
84	 A84	 B84	 C84	 D84	 E84

	A	B	C	D	E
85					
	A85	B85	C85	D85	E85
86					
	A86	B86	C86	D86	E86
87					
	A87	B87	C87	D87	E87

	A	B	C	D	E
88					
	A88	B88	C88	D88	E88
89					
	A89	B89	C89	D89	E89
90					
	A90	B90	C90	D90	E90


A
B
C
D
E
91
INSPECT IN THE 3D GARAGE
A91
B91
C91
D91
E91
92
CLOSE
A92
B92
C92
D92
E92

CAR CONCEPTS • 01

A1



COPPER COMET

NELL CALIPER FLINT

B1



NIGHT SHIFT

OTIS SWITCH BELL

C1



VELVET VOLT

MINA LINE CHO

A2



HIGH NOTE

JULES TEMPO REED

B2



MOON VELVET

SOL CONTOUR ARDEN

C2



SALT SCRIPT

ADA DECIMAL QUINN

KUSTOM KINGS CONCEPT REVIEW

Car selection key 1 to 3

Car A1 Copper Comet

Nell Caliper Flint

1954 Chevrolet Corvette-inspired open sports custom. Copper/ivory; precise chassis specialist.

Vehicle reference: National Corvette Owners

Car B1 Night Shift

Otis Switch Bell

1947 Ford cab-over-engine truck-inspired custom flatbed. Navy/cream; electrical specialist and heavy support.

Vehicle reference: Hot Rod

Car C1 Velvet Volt

Mina Line Cho

1936 Ford three-window taildragger-inspired custom. Plum; pinstriping and show-scoring specialist.

Vehicle reference: Fuel Curve

Concepts, not exact factory geometry or production-ready 3D models. Colors, names, characters and roles are original proposals; names are not trademark-cleared.

Select with the Car prefix, such as Car A1. Reference sources establish broad vehicle identity, not fictional performance.

KUSTOM KINGS CONCEPT REVIEW

Car selection key 4 to 6

Car A2 High Note

Jules Tempo Reed

1941 Willys coupe-inspired gasser. Tangerine/cobalt; launch-timing specialist.

Vehicle reference: Fuel Curve

Car B2 Moon Velvet

Sol Contour Arden

1937 Cord 812 Beverly sedan-inspired custom. Silver/teal; upholstery expert and composed luxury rival.

The rendered grille is a particularly loose custom interpretation; retain wraparound horizontal coffin-nose louvers in any historically closer refinement.

Vehicle reference: Louwman Museum

Car C2 Salt Script

Ada Decimal Quinn

1953 Studebaker post-coupe-inspired salt racer. Ivory/vermilion; aerodynamicist and momentum specialist.

Vehicle reference: Hot Rod

Concepts, not exact factory geometry or production-ready 3D models. Colors, names, characters and roles are original proposals; names are not trademark-cleared.

Select with the Car prefix, such as Car A1. Reference sources establish broad vehicle identity, not fictional performance.

CAR CONCEPTS · 02

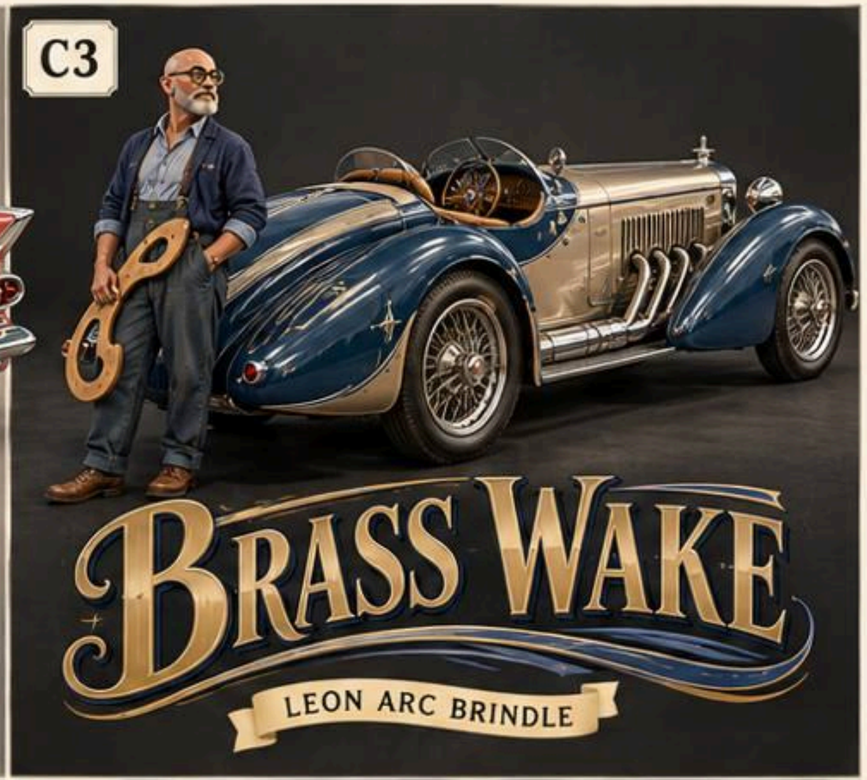
A3



B3



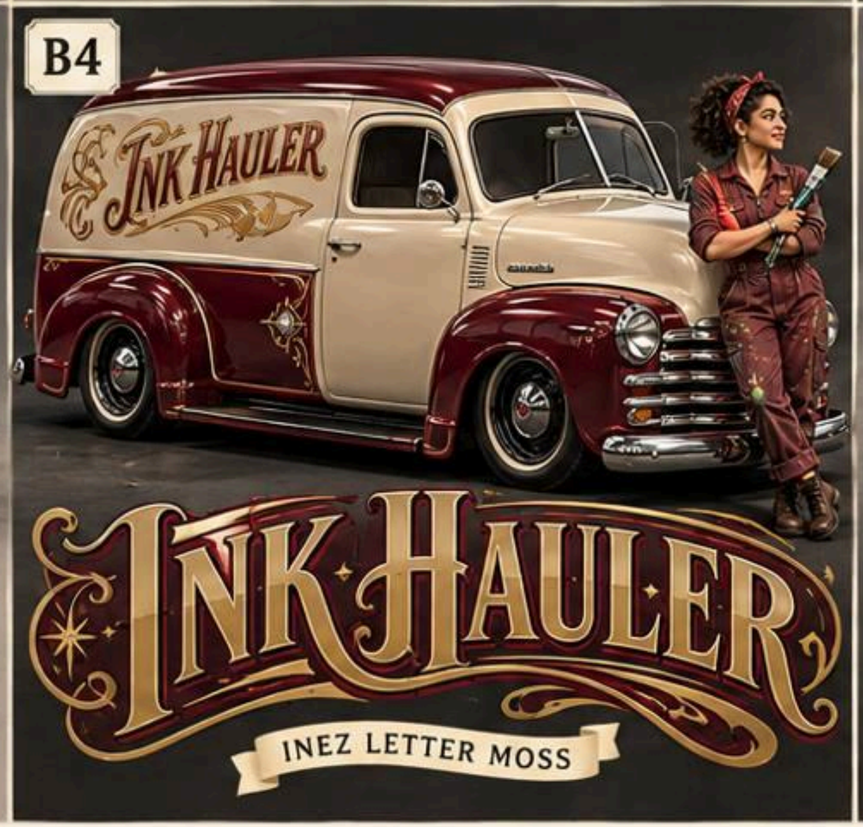
C3



A4



B4



C4



Car selection key 7 to 9

Car A3 Switchback

Kit Patch Mercer

1956 Chevrolet Nomad-inspired custom wagon. Moss/cream; mobile parts librarian and endurance support.

Rendered wagon is a loose Tri-Five interpretation; preserve Nomad-specific roof/pillar/body details during refinement.

Vehicle reference: Speedway Motors

Car B3 Fin Runner

Rue Relay Calder

1959 Chevrolet El Camino-inspired coupe utility. Coral/white/teal; resourceful parts courier.

Vehicle reference: GM Heritage

Car C3 Brass Wake

Leon Arc Brindle

1936 Auburn boat-tail speedster-inspired custom. Petrol/champagne; metal-shaper and prestige show rival.

Vehicle reference: American Heritage Museum

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Select with the Car prefix, such as Car A1. Reference sources establish broad vehicle identity, not fictional performance.

Car selection key 10 to 12

Car A4 Pocket Riot

Tavi Click Rowan

1948 Ford Anglia-inspired micro-gasser. Acid yellow/black; inventive short-wheelbase agility specialist.

The rendering uses a generic period grille rather than the documented three-opening North American 1948 grille; refine if year fidelity matters.

Vehicle reference: Anglia Obsolete

Car B4 Ink Hauler

Inez Letter Moss

1950 Chevrolet 3100 panel-delivery-inspired custom. Parchment/burgundy; sign painter and durable utility support.

Vehicle reference: J D Power

Car C4 Lunar Lilt

Marin Prism Saye

Original 1950s-style belly-tank lakester. Polished aluminum/lavender; materials designer and specialist straight-line racer.

Open-wheel torpedo form intentionally replaces the proposed bubble-top concept to avoid overlap with the existing Beatnik Bandit, Mantaray and Orbitron.

Vehicle reference: Hot Rod

Concepts, not exact factory geometry or production-ready 3D models. Colors, names, characters and roles are original proposals; names are not trademark-cleared.

Select with the Car prefix, such as Car A1. Reference sources establish broad vehicle identity, not fictional performance.

The top three gameplay priorities

01 Repairs you can see hear and feel

Make each repair visibly clean up or replace its part, quiet the associated fault and improve the matching driving behavior. A repaired engine should sound healthier; suspension work should make the car feel more settled.

First priority: connect garage effort directly to a satisfying change on the road.

02 Useful drag racing time slips

After each run, show reaction time, elapsed time, personal best and one short tip based on what actually happened. Keep reaction time separate from elapsed time so improvements are understandable.

Second priority: turn every run into a clear reason to try again.

03 Three recurring rivals

Give three rivals distinct personalities, cars and driving habits. Let them remember wins, losses and the player’s build, then return for short rematches as progress advances.

Third priority: make repeated races feel like a developing relationship.

Gameplay ideas four to six

04 Reversible driving setups

Offer saved drag, circuit and cruise setups with clear trade-offs and an easy return to the previous setup. Let experimentation teach the player without forcing repeated rebuilding.

Keep the first version to three understandable presets.

05 Inspect junkyard finds before buying

Show visible faults, the likely repairs and an estimated repair cost during inspection. Let the player weigh a cheap rough shell against a more complete car before committing.

Reward attention and judgment instead of surprise expenses.

06 Small delivery jobs

Add short parts, paint or workshop delivery jobs that use the existing roads. Vary the vehicle and handling challenge, with modest rewards that feed the garage loop.

A practical reason to drive between bigger events.

Gameplay ideas seven to ten

07 A garage scrapbook

Save before photos, the first win in each car, personal-best slips and show trophies. Let players revisit how a rough find became their own build.

Make progression personal and easy to remember.

08 Optional quick skill challenges

Offer brief braking, launch, cornering or smooth-driving challenges with immediate feedback and an optional retry. Keep them available as practice rather than mandatory gates.

Help players improve without interrupting free play.

09 Cruise night meets and show categories

Create a relaxed meet with a few clear judging categories, such as paint, craftsmanship or overall character. Let different kinds of builds have a reason to attend.

Give appearance and individuality a social payoff.

10 A compact three stop road trip

Build one short trip with three memorable stops, a small route choice and a light maintenance or cargo decision. Reuse roads where possible rather than starting with a huge new map.

A bounded way to test adventure beyond the garage.

Ranked design proposals. Implementation is in progress; this book does not claim the features are complete.

Gameplay research sources

These references informed the research and genre comparisons. The ranked features and suggested scope are recommendations for this game, not claims that each source implements every idea.

My Garage

Repair, maintenance and physical behavior; junkyards and delivery work.

Gran Turismo 7 online manual

License and driving-skill practice reference.

NIGHT-RUNNERS PROLOGUE

Racing crews, detailed customization and character dialogue reacting to progress.

Motor Town Behind The Wheel

Driving work and a broader vehicle-based gameplay loop.

Jalopy

A compact road-trip and vehicle-maintenance reference.

Research references checked 12 October 2026. Vehicle-specific references are linked in the car selection keys.