

**FOR IMMEDIATE RELEASE**

## Cranked MTB Game Releases Free Demo on Steam

*The downhill mountain bike game from members of the Mad Skills crew is free to play now, with Steam Next Fest starting October 19 and Early Access opening December 1.*

**LULEÅ, Sweden (October 13, 2026)** Session Syndicate, the small studio behind the downhill mountain bike game Cranked, has released a free demo on Steam. It runs on Windows, Mac and Linux. The demo has real bikes from Frameworks and Atherton Bikes, plus riding gear from Fox Racing. The studio says more brands are on the way.

The demo is Zone 1 of the game's open-world mountain. It has 37 challenges, race trails, hidden trails, and the Lakeside Enduro, which is three stages on one bike with no restarts between them. Riders can play online with friends, and there's an FPV drone mode for chasing buddies down the hill and filming it.

Cranked is led by game director Joe Welch, who was part of the crew behind *Mad Skills Motocross* and *Mad Skills BMX* at Turborilla.

"I've been riding for almost 20 years and never felt like any game on the market truly captured what mountain biking really felt like," said Welch. "A big reason I wanted to make Cranked was to get my riding fix on days I can't get out, which is more and more now. I just wanted a game that gave me as much joy and fun as I have on a real bike."

The team pitched Cranked to publishers and got turned down, with the publishers saying mountain biking was too niche. So the studio funded the game itself, with help from players on [Patreon](#) who have been playing development builds and giving feedback for the past year.

The trails are handcrafted, and the bike handling is purely physics-based, where the rider controls the whip and style with no canned animations.

"I don't want a bunch of smooth dirt colored trails that feel like you're riding on a highway. That isn't mountain biking," said Welch. "Things need to be rough and actually affect the bike so that line choice matters."

Session Syndicate has committed to never adding microtransactions to Cranked.

Cranked will be part of Steam Next Fest, October 19 to 26. Early Access opens December 1, 2026, and the full PC release follows in 2027. Consoles will follow.

Play the [free demo here](#), and wishlist it while you're there.

## Key dates

- **Free demo:** out now on Steam (Windows, Mac, Linux)
- **Steam Next Fest:** October 19 to 26, 2026
- **Early Access:** December 1, 2026
- **Full PC release:** 2027, with consoles to follow

## Links

- **Free demo on Steam:** [https://store.steampowered.com/app/5268450/?utm\\_source=press&utm\\_medium=press&utm\\_campaign=demo\\_launch\\_oct2026](https://store.steampowered.com/app/5268450/?utm_source=press&utm_medium=press&utm_campaign=demo_launch_oct2026)
- **Trailer:** <https://youtu.be/z6VnWfRnqAE>
- **Media kit (logos, screenshots, key art):** <https://www.crankedgame.com/media-kit>
- **Website:** <https://www.crankedgame.com>

## About Cranked

Cranked is a downhill mountain bike game for PC from Session Syndicate, a self-funded independent studio. The trails are handcrafted and the bike handling is physics-based. Cranked opens in Early Access on Steam on December 1, 2026.

## Media contact

Bryan Stealey  
Session Syndicate  
[bryan@sessionsyndicate.com](mailto:bryan@sessionsyndicate.com)

###