USER GUIDE HANDBOOK

DOUBLE DASH
STUDIOS

Sky Racket

HELLO!

First of all, we want to thank you for all the support you have given us. It was a long journey until we got to this point and you were part of the motivation to keep us going. This game was very dear to us , so we gave it our best with all the hard work, love and care we could.

We hope you'll have fun with the adventures of RacketBoy and Racket Girl through their colorful worlds, batting shots and saving the galaxy.

Double Dash Team <3

INDEX

Story.....3
Main Characters.....4
Controls.....10
Missions.....13
Celestial Clouds.....16
Gravity Grove.....19
Mighty Metropolis.....20
Radiant Rock.....23

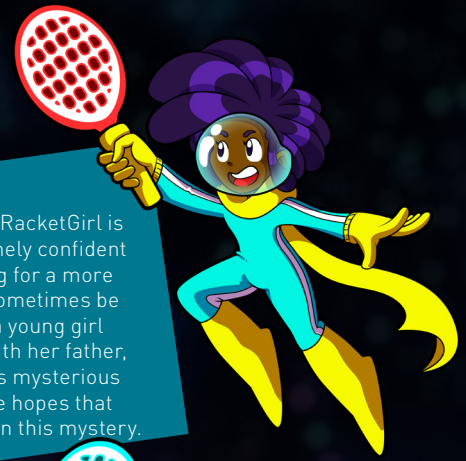
STORY

In a far away galaxy, Santana, the Capybara Goddess, creator of all, lived peacefully enjoying her existence, until a fateful day when she was attacked by the terrible tyrant Korrg. Power hungry, the dark despot imprisoned the Goddess and stole her power.

In a last effort to save the Galaxy, Santana created the Sky Rackets: two powerful artifacts capable of reflecting evil.

Wielded by two children now dubbed **RacketBoy** and **RacketGirl**, they are the only hope to stop Korrg from wiping life off all existence.

MAIN CHARACTERS

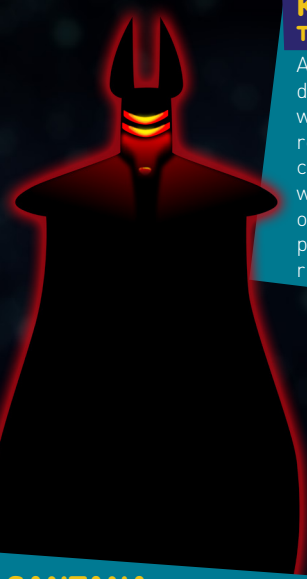


RACKETGIRL

A little older than Racketboy, RacketGirl is more responsible, but extremely confident about her own abilities, opting for a more relaxed posture (which can sometimes be mistaken for arrogance). As a young girl she trained in space tennis with her father, a retired champion, before his mysterious disappearance years ago. She hopes that her journey will shed a light on this mystery.

RACKETBOY

Curious, agitated, restless and never gives up. RacketBoy is an incurable optimist who does not let himself be shaken by the mishaps along the way and always believes he will win. Partly out of courage, partly out of naivety due to his young age. He demonstrated great skill in space tennis since the first time he received the powers of the Sky Racket by the Capybara Goddess.



KORRG
TERRIBLE CANINE VILLAIN

A terrible egocentric tyrant wrapped in darkness and mystery, Korrg controls the whole galaxy with its iron paws and wants to rebuild it in its image. No one saw his face closely, behind his expressionless helmet with laser eyes. Leader of a vast army of creatures, rumors say that he has the power to make his monsters grow (and the rumors are true).

SANTANA
COSMIC CAPYBARA GODDESS

The Cosmic Capybara Goddess has existed since the beginning of time. They say that her first breath began the universe, and his last one will close it. Always with closed eyes, watching over all living creatures, the Santana possesses unimaginable powers and wisdom, which in the wrong hands can mean the end of all existence. She is also an excellent swimmer and feeds on plants and water.

MAIN CHARACTERS

BUDDIES

BATATA
The first Buddy to be rescued. Batata is a yellow flying elephant-like creature. Friendly and eager to help, he can shoot Pellet Balls to help.

MOKEKA
The second Buddy, found in Gravity Grove, is a samurai-like hummingbird. Honorable and educated, Mokeka swears his loyalty to the heroes as soon as he is rescued. He wields his razor sharp beak like a powerful katana, and is able to slash through several enemies in a small radius around the player.

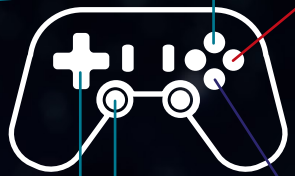
FAGULHA
The third Buddy, from Mighty Metropolis, is a rebel commando lightbulb, part of the resistance in the city. She is always happy, excited and ready to fight, and is one of the most powerful Buddies in the game, able to fire a burst of laser that goes through whatever in front of the player.

KANJIKA
The fourth Buddy, from Radiant Rock, is a neon dog with blue feathery wings. Loyal to the end, Kanjika protects the player creating a bubble shield around the hero. If well used, this buddy can help the player finish a Set without taking damage.

CONTROLS

PLAYER CONTROLS

BUDDY ACTION
Whenever the player has a Buddy equipped, wait for him to start glowing white and give the audio signal. That's the cue for calling the Buddy Action. Different Buddies do different things, and call for different strategies and ways to play.



RACKET ATTACK
This is the button to swing the Racket. Usually the player uses it to deflect enemy balls, but it can also be used to whack many different enemies. Just look for a Green Glow on an enemy to figure out if it's vulnerable for a good swing.

D+PAD / ANALOG STICK
Moves the character around. RacketBoy and RacketGirl can fly anywhere in the screen, as long as there isn't an enemy in the way.

ROLLING DASH
Holding the Dash Button makes our heroes roll up into a spinning ball, making them move faster and becoming a smaller target. It's great for reaching those fast balls or dodging during more bullet hell-y moments.

MAP

RAINBOW ORBS
Each Rainbow Orb contains a tiny bit of the Goddess' power. Are you able to recover all 53 of them through the Galaxy?

1. GAME ORB COUNTER
The amount of Rainbow Orbs the player collected throughout the game.

2. LEVEL ORB COUNTER
The amount of Rainbow Orbs in this Set, collected and still missing.

3. BOSS
This world's Boss. Beware!

4. MAP BUDIES
Need a hand? Talk to a Buddy and have it follow you on the next battle!

MISSIONS

Every world has several optional Missions for the player to complete. These challenges vary from just finishing a level, to crazy stunts like juggling an enemy around the screen.
You'll have to devise some crafty new ways of playing each level if you want to complete every mission and get the secret reward.

CONTROLS

P2 DROP-IN/ P1 PAUSE
Use the multiplayer mode for playing with 2 people.

PLAYER 2 DROP-OUT
Fell free to leave.

CANCEL
Cancel and go back with this button.

INTERACT
Choose and confirm with this button.

D+PAD
Moves the character around the map.

CHANGE WORLD
Fast travel from world to world.

CHANGE CHARACTER
Change to play as RacketBoy or RacketGirl.

CELESTIAL CLOUDS

With beautiful yellow clouds and pastel-colored skies, Celestial Clouds marks the beginning of our adventure.

ENEMIES

BLOCKS

The foot soldiers of Korrg's army, they are in every level in the game. These big square blocks with big mouths just move around and block the character. Blue explode with one hit, Purple with two, Pink has health-giving Hearts inside and Greys are indestructible!

DUCK DUCK

Very common enemies, DUCK DUCKS are mostly harmless, but they shoot Big Balls, one of the game's most common projectiles. They show up everywhere!

FLOWER DUCK

Just like the DUCK DUCK, they are very common. They leave their aviator hats behind when they explode, and those can be striked as well. They shoot single use Pellet Balls.

Look out for Pink Lasers, you can't hit those back!

SUBCAT

A cat that is also a sandwich or a sandwich that is also a cat? Subcats move in weird patterns and fire non-deflectable **Pink Lasers.** They can be quite difficult to avoid in large numbers.

PIPCORN

These corn kernels usually come in groups, flying straight or in weird patterns. Their **Green Glow** indicate they are deflectable. Striking it with the racket will make it pop into full blown popcorn, flying back and damaging whatever they hit, making it possible to do some fun combos and chain reactions. All enemies and objects with the Green Glow can be struck with the racket.

Buddy Batata is really helpful when it comes to destroying enemies and performing combos.

BANANANA

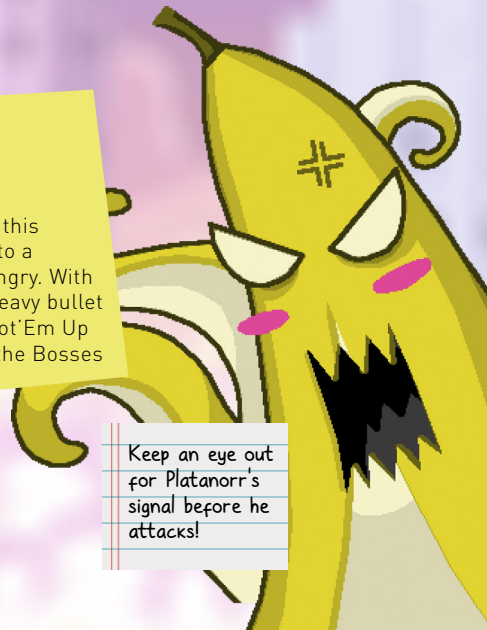
Flying bananas that use their peels as parachutes when struck by a racket or ball. As the Pipcorn, they can be **deflected** and used to destroy other enemies.

Just focus on staying on the left side of the screen and pay attention to balls that fly your way!

PLATANORR

PHENOMENAL PROVIDER OF POTASSIUM

Our heroes' first big challenge, this adorable banana was turned into a gigantic octopus and it's very angry. With a very large hitbox and mildly heavy bullet patterns this boss sets the Shoot'Em Up mood players can expect from the Bosses throughout Sky Racket.



Fired by Duck Ducks, Big Balls stay in the game until they leave the screen. It will turn into a Rainbow Ball, if you hit it enough.

Keep an eye out for Platanorr's signal before he attacks!

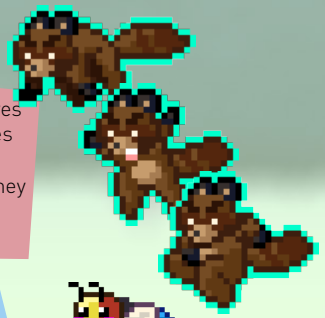
GRAVITY GROVE

A donut-shaped planet covered by rainforest and ancient temples, some parts of Gravity Grove have upside down forests due to its unconventional physics.

ENEMIES

TANOOKI

These trash pandas can disguise themselves as other enemies! The fake enemy explodes in a bunch of raccoons that latch onto our heroes, slowing them down. Fortunately, they can be struck with the racket and used to destroy other enemies.



BEELUSION

It's a bee inside a magician's top hat! This bee can create illusions of itself, but only one of them is real and can attack, firing Pink Lasers towards our heroes.

Look out for suspicious-looking enemies and blocks. If anything happens, just shake it off!

SHROOMER

A funghi octopus, very poisonous. It shoots hallucinogenic sparkling spores that induce warped vision, making it a lot harder to, say, hit things with a racket.

Avoid the spores or things will get really crazy!

DEE & KAY

A big statue of two monkeys brought to life. It creates earthquakes that bring up and down spikes. Some spikes are real, others are Tanukis in disguise.

Buddy Mokeka is great at close-range fighting!

Your racket can strike many things other than just balls!

LUCHANUKI

LOVELY LARGE LUCHADOR

Luchanuki is another innocent creature that was transformed by the terrible Korrg. His attacks are based on wrestling moves of luchadores using flying kicks, tackles and even chairs against the player! Defeating him requires attention and deflecting the sneaky Tanukis..

Luchanuki is throwing chairs! Maybe you can throw something back at him!!

MIGHTY METROPOLIS

Welcome to Mighty Metropolis, the planet-wide city, home of the Korrg Empire.

ENEMIES

Buddy Fagulha can destroy big groups, and is also very good at hitting accurate spots.

IWATCHU

These big floaty eyes act as searchlights and are constantly looking for the heroes. Whenever it spots a hero it sounds the alarm and calls Copdrones enemies. Hitting the IWATCHU with the racket stuns it for a while.

COPDRONE

Responding to Iwatchu's call, Copdrones roll and charge against the heroes. They are fast but can be deflected with a well-swung racket.

If you get spotted by a light, try smacking the Copdrones away with your racket.

ROADMAGE

These wizard mice are traffic cops as well. Trafficmancers, maybe? They summon stop and warning signs, that can either block or harm our heroes. Defeating the Roadmage also destroys the signs it created.

SENTAI FOXES

These three foxes form the Super Sentai Fox Team. Megan, Jamie and Michael J. are guns for hire and work for KORRG protecting his city from possible rebellions. They think they are working for the right side, but they ultimately will get the short end of the stick.

The most common of the deflectible projectiles, Pellet Balls explode when they come in contact with an enemy.

MEGA FOXORAH

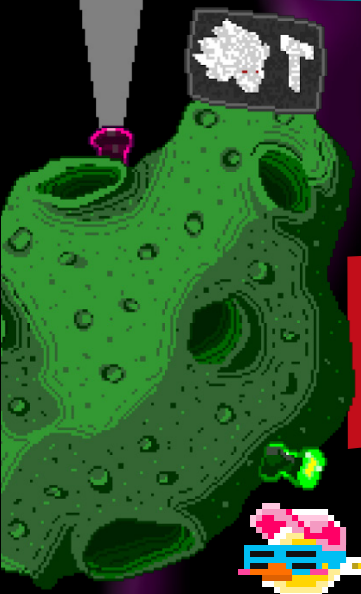
Product of the mutation of the three Sentai Foxes through Korrg's transformation beam into one being, Mega Foxorah is a giant monster with three heads, three tails and one terrible temper. Aside from the huge laser beam it fires from its mouth, this boss spawns two kinds of little fox heads to attack: the Red Fox Head shoots a pattern of lasers and pellets and the Yellow Fox Head acts as a searchlight (like the Iwatchu enemy). Fortunately, the mighty Mecha Buddy will help the player in this battle!

Foxorah can't see too well, so the little foxes help it aim its laser.

RADIANT ROCK

The roaming asteroid Radiant Rock is home to one of Korrg's most secret bases, and also a giant underground pinball rave party!

ENEMIES



NEON BLOCKS

The blocks have new looks to fit the dark and neon atmosphere of Radiant Rock! Blue and Grey Blocks seem like made of neon glass. Purple Blocks are rocking some cool shutter shades.

NEON DUCK

Neon Ducks are transparent yellow and blink with the music. They also wear cool shades and caps. They stretch their necks like a coil and shoot Silver Balls, making the level feel like a game of pinball.

Silver Balls have their own gravity and make the level feel like a game of pinball.

Bumpers can give you some extra balls if you need more firepower.

BUMPERS

They come as Circles and Triangles. Bumpers need to be hit three times before they explode, changing color each time while releasing Pellet Balls or Pink Lasers.

MECHA BUDDY

This giant behemoth used to be a prototype for Korrg's latest war machine. Now, stolen by the Buddies and repurposed for the Resistance, this iron giant helps our heroes during some of the most difficult moments of the level.

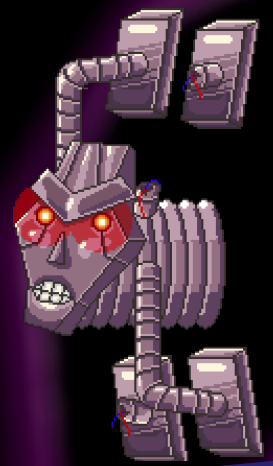
Its hands can deliver powerful punches and turn into convenient flippers, which is very useful for Radiant Rock's more "pinball-like" parts, acting as a last barrier for the projectile mayhem.

Buddy Kanjika can give you some assistance in protecting the Mecha as well.

GENERATOR

The Generator is a giant headed machine with security lasers. Protected by a huge vault door, it is the last line of defense before entering the Korrg Asteroid Base. Even after breaking the door and its two mounted cannon spheres, the room is filled with defense mechanisms and the Generator itself fires lasers and Pinball Balls. Fortunately, the heroes can be helped by the Mecha Buddy, considering it survived the trip.

Things get easier if Mecha Buddy survives until the end.



TENNISTAR TRIPLE TECHNO THREAT

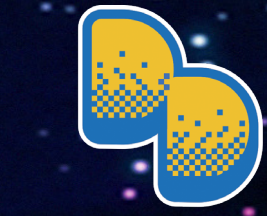
He is the big baddie here. Tennist/Robot/Freelance DJ, Tennistar is the yang to RacketBoy and RacketGirl's yin. He yields the Flaming Racket, stolen from the temple at Gravity Grove. Our heroes must battle the deadliest tennis match yet! Any mistake could be lethal when the evil cyborg raises the stakes with blocks, lasers and other tricks to turn the tide to his favor.

Your Rash will help you in keeping up with Tennistar.

CONCEPT ART

NOTES

NOTES



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