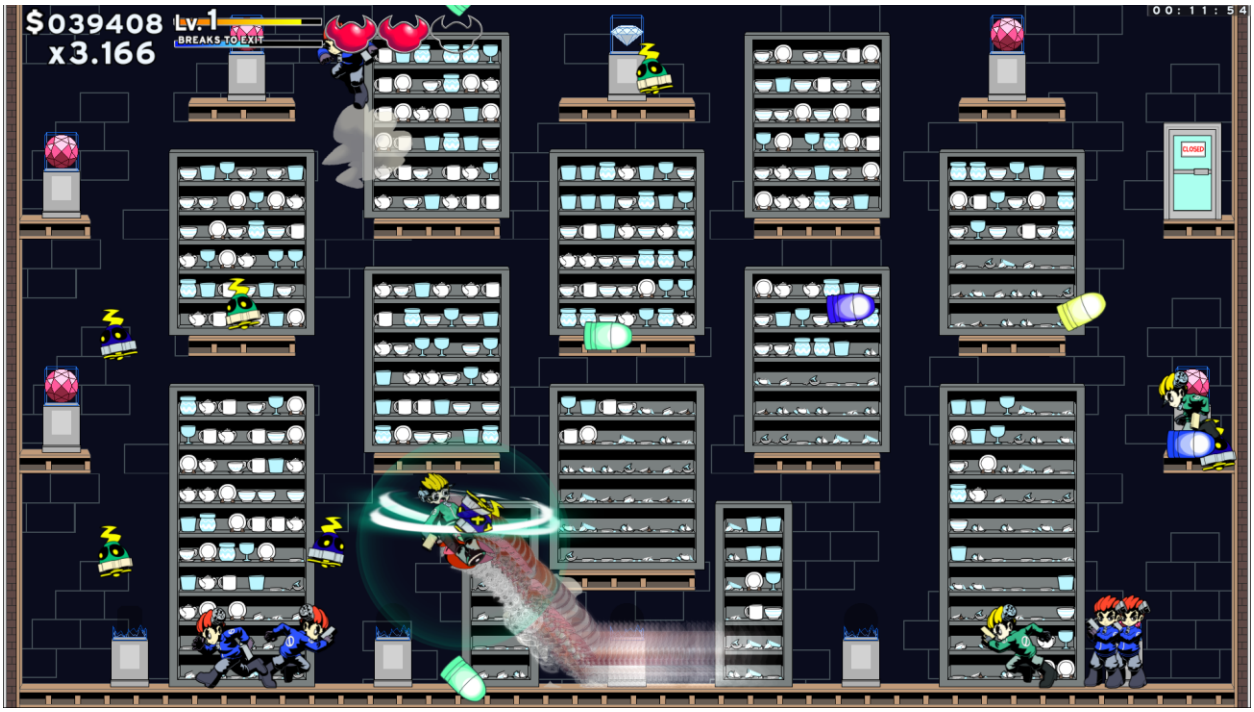
# INFERNAL RACKET!

PLAYER'S MANUAL

## The Goal:

Destroy everything! You're a demon on a rampage, hunting for the ultimate treasure: a priceless and unnecessarily large *Legendary Diamond!* Make your way through each level while causing as much destruction as you can—the resilient berserker will level up, gain new powers, and ultimately reach and destroy the Legendary Diamond!

LET'S GET SMASHING!




## The UI:

**From left to right along the top left portion of the game screen, the following information is displayed:**

- **Property Damage:** The total cash value of all the destruction you've caused in the current run. Every object has its own value--bigger items are generally worth more!
- **Score Multiplier:** Just below the property damage counter, this score multiplier starts at 4X at the start of every level and counts downwards.

- Any object broken in a stage has its final value multiplied by this score multiplier. In other words, smashing a sapphire gemstone at the start of a stage nets you four times the property damage than waiting until the end!
- When the multiplier reaches 1X, two things will happen: First, the exit door will open if you haven't yet broken enough objects on the stage to open the door yourself (see "Breaks to Exit" below). Second, the ghost will spawn. This spirit will chase you relentlessly, and any contact with the ghost results in an instant game over. But any objects he passes over will be transformed into its golden variant, which increases their cash value and experience points rewards substantially. NOTE: Whenever the ghost is active, the score multiplier will slowly count upwards, so the longer you last, the higher your property damage can go!

- **Player's Level/Experience Bar:** Every object rewards a certain amount of experience when broken, which is represented by this orange experience bar. Once you level up and exit the current level, you can choose from one of three randomly chosen upgrades. The maximum player level is 9.




- **"Breaks to Exit" bar:** This blue bar represents your progress in the current level. You only need to destroy 70% of all the objects in a level in order to progress. Once you pass this threshold (or the score multiplier hits 1X as explained earlier), the exit will open and the ghost will spawn. Most levels can be completed well before the score multiplier reaches 1X, and it's to your advantage to do so!
- **Health:** These red demon-shaped health containers can each absorb one attack from any non-ghost enemy. They can also be refilled or expanded upon from certain upgrades. Remember that touching the ghost means an instant game over, no matter how much health you still have!

# Controls:

You can use a keyboard, keyboard & mouse, or a gamepad to play Infernal Racket. The default controls are as follows:

- Move left and right – A and D, or gamepad analog stick/D-pad.
- Enter doors – W, or gamepad analog stick/D-pad
- Jump – Left or right mouse click, or gamepad A button.
- Fall through wooden floors – Press jump button while holding DOWN (S on the keyboard, or gamepad analog stick/D-pad). You can also double-tap on the keyboard or the gamepad's D-pad to do this.

- Pause the game – Escape/enter, or gamepad Start/Menu button.
- Confirm/OK – Left or right mouse click, or gamepad A button.
- Cancel/back out of menus – Escape, or gamepad B button.
- Skip/rewind music tracks – keyboard 1 and 2 keys, or gamepad LB&RB / L1&R1.

Keyboard controls can be freely re-configured in the title screen's options menu. All bindings can also be viewed here. Certain keys, like the escape and enter keys, cannot be re-configured.

**For information on enemies, glassware types and values, and to view your achievements and stats, please see the "INFO" and "STATS" screens (from the main menu).**

# CONTACT:

You can contact Game Soup by writing to GameSoupGeneral@gmail.com.

We hope you enjoy Infernal Racket! Thanks for reading!

Sincerely,

Joe and Ed
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