HaberDashers Game Manual

Premise

In the world of *HaberDashers*, it's an exciting afternoon. The adults are away and the kids have left out their toy tracks. The Dashers have their karts assembled and are ready to race.

Systems and Players

Systems Supported

PC - Windows 10 (64-bit) and later

Player Support

1-4 players



Each of these icons represents the four characters that players can choose to be their avatar.

Tracks

The kids of the house have an unspoken agreement with the miniature racers, building tracks for them to race on when no one is around. There are three tracks in the house, each with different challenges.



A warm, homey space where toy trains abound. Dash around long turns and thrilling jumps from books stacked high upon the coffee table down to a cozy couch. A balanced experience for any Dasher.

Bathroom



Soap bars and water and ducks, oh my! Brave the spiral climbs and the treacherous dive into the bathtub. A twisting, winding, bubbly track where drift-happy Dashers are sure to have a splash.

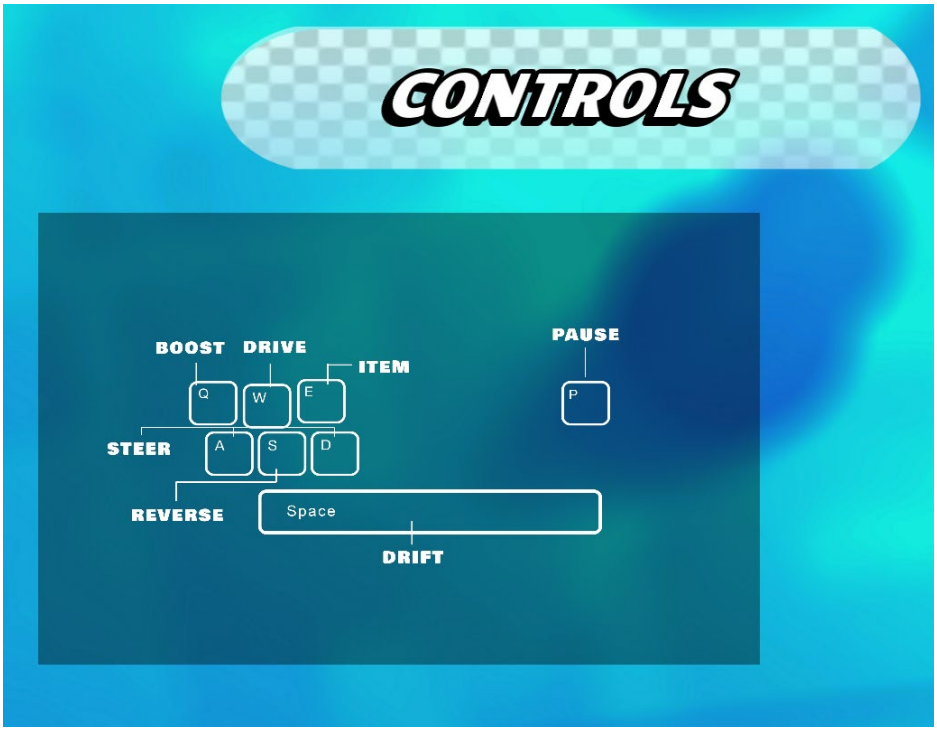


A daring dash across a hazardous kitchen. Open flames, falling dirt, and water puddles are scattered around, ready to catch anyone off guard. Perfect for Dashers with an adventurous streak.

Techniques

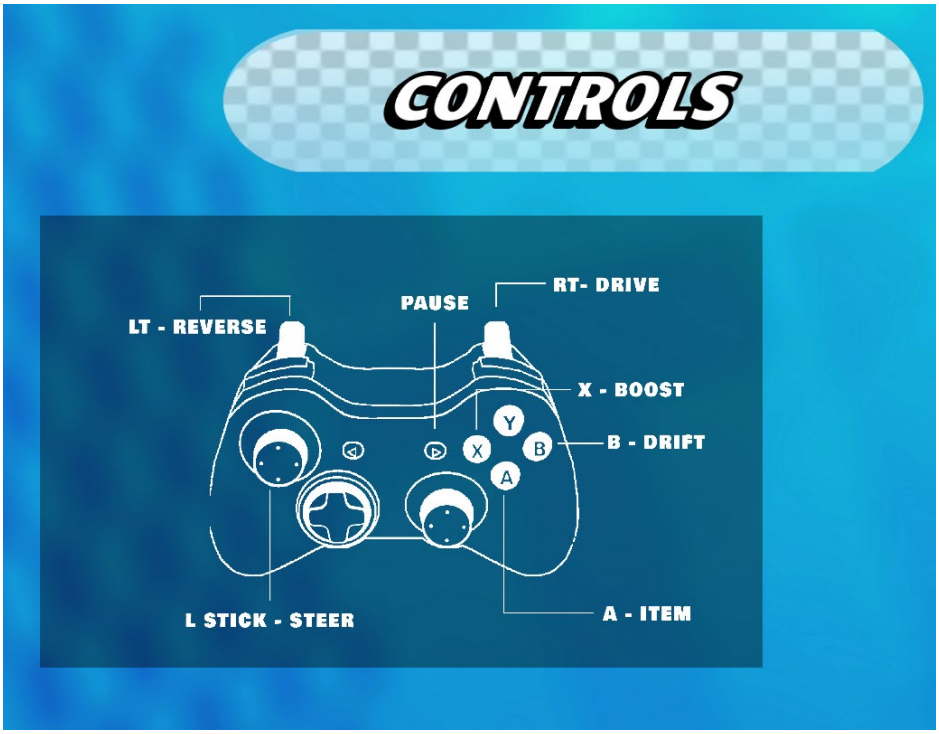
Controls

Keyboard



Q - Boost
W - Drive
E - Item
D - Steer
S - Reverse
Space Bar - Drift
P - Pause

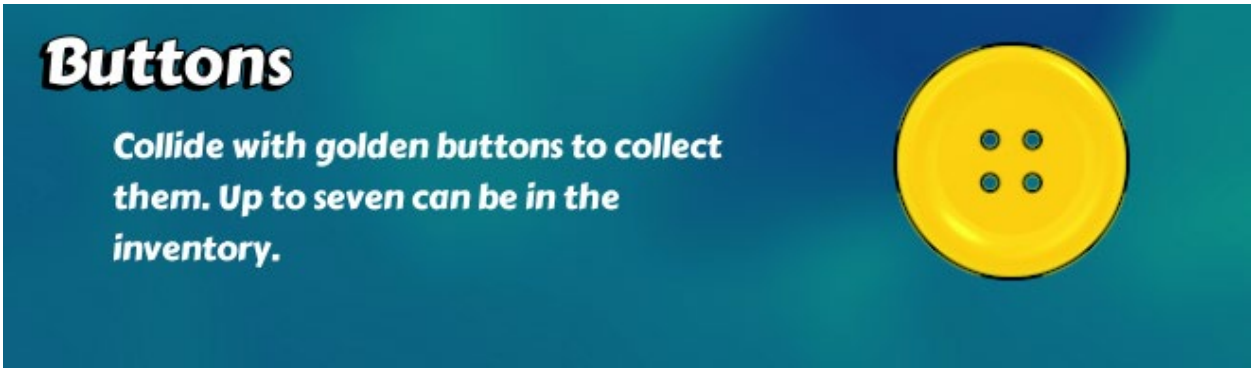
Controller



Left Trigger - Reverse
Right Trigger - Drive
Left Stick - Steer
X - Boost
B - Drift
A - Item
Start Button - Pause

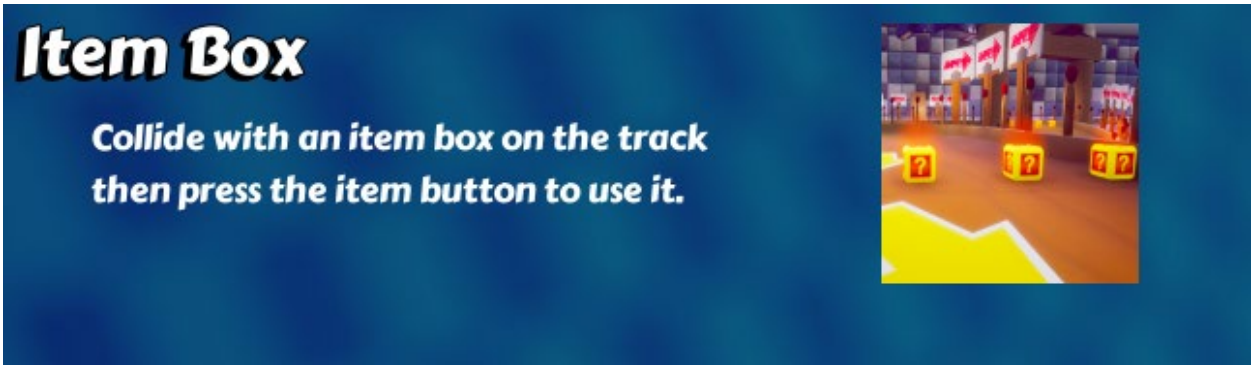
Items

Buttons



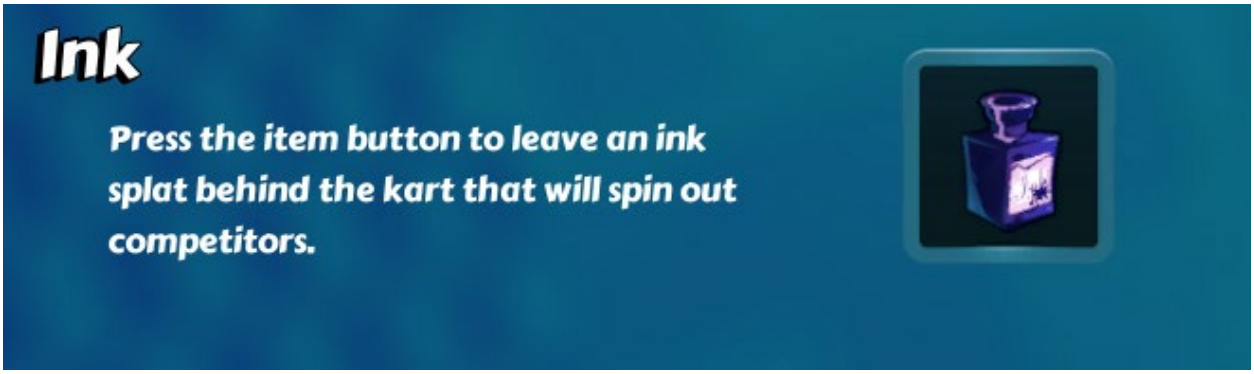
Buttons: Collide with golden buttons to collect them. Up to seven can be in the inventory.

Item Box

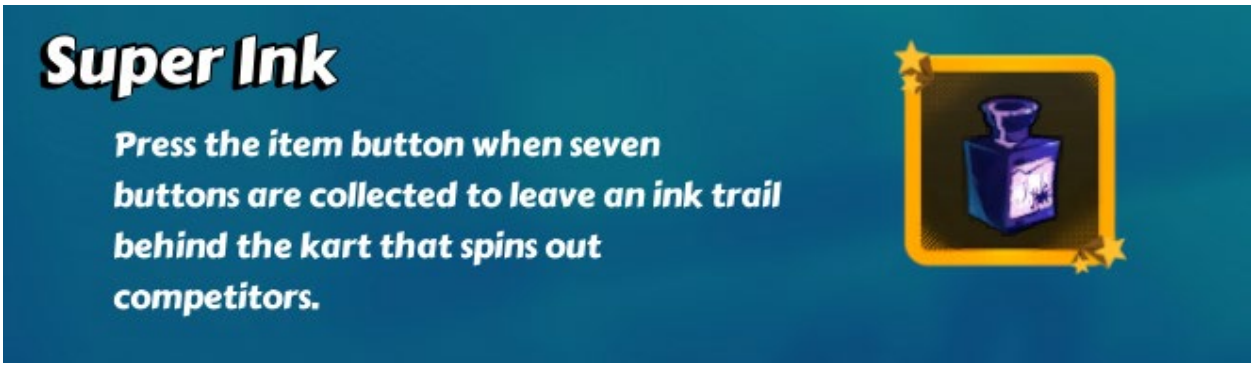


Item Box: Collide with an item box on the track, then press the item button to use it.

Ink

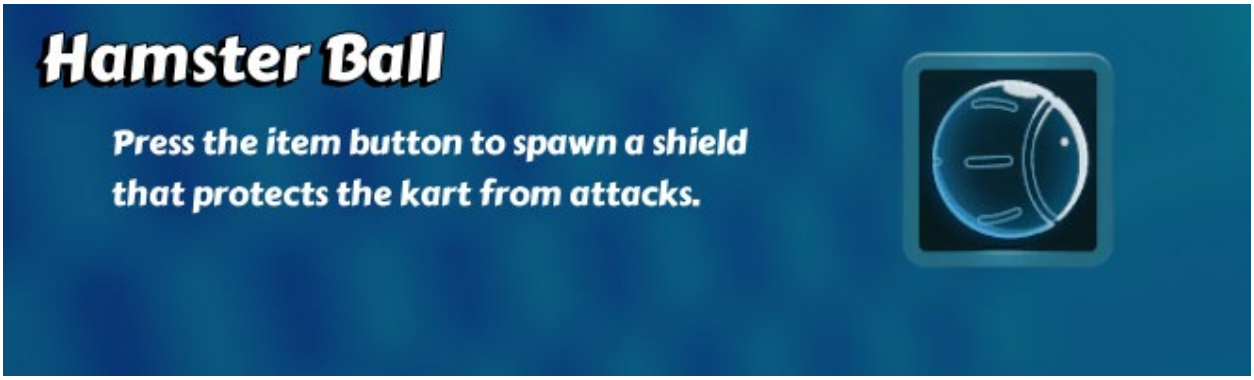


Ink: Press the item button to leave an ink splat behind the kart that will spin out competitors.

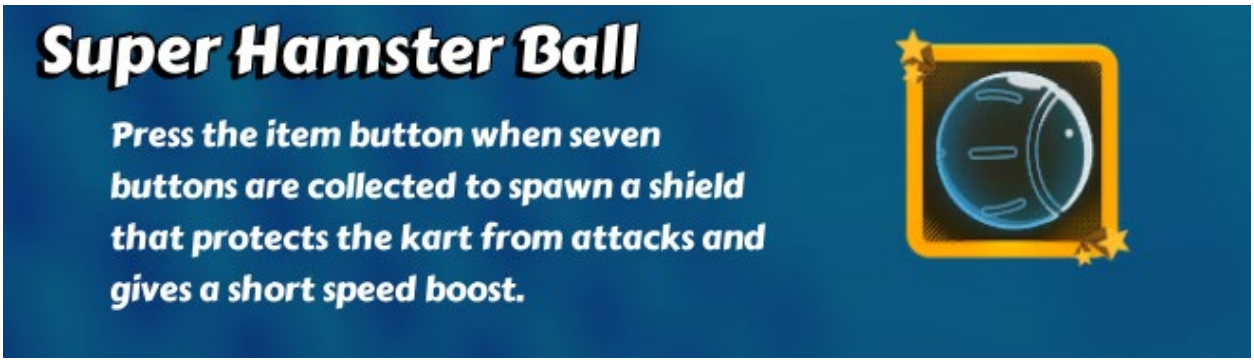


Super Ink: Press the item button when seven buttons are collected to leave an ink trail behind the kart that spins out competitors.

Hamster Ball

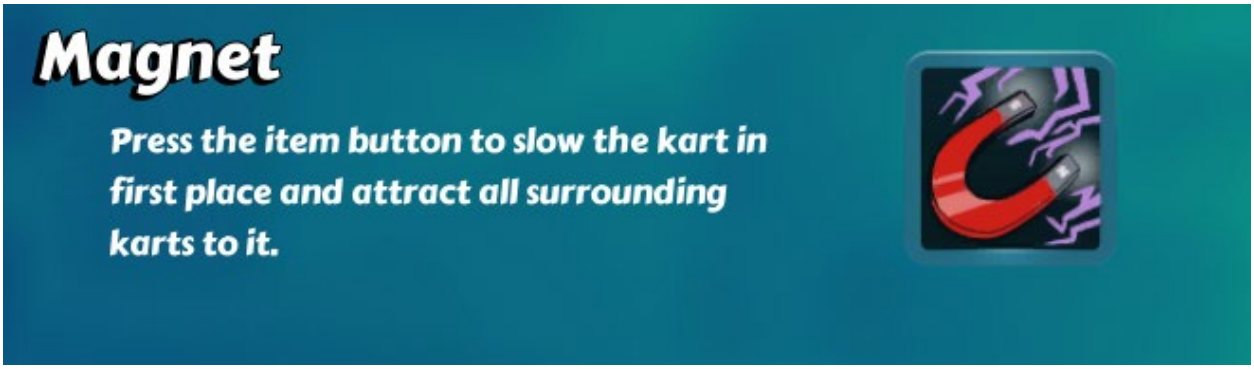


Hamster Ball: Press the item button to spawn a shield that protects the kart from attacks.



Super Hamster Ball: Press the item button when seven buttons are collected to spawn a shield that protects the kart from attacks and gives a short speed boost.

Magnet

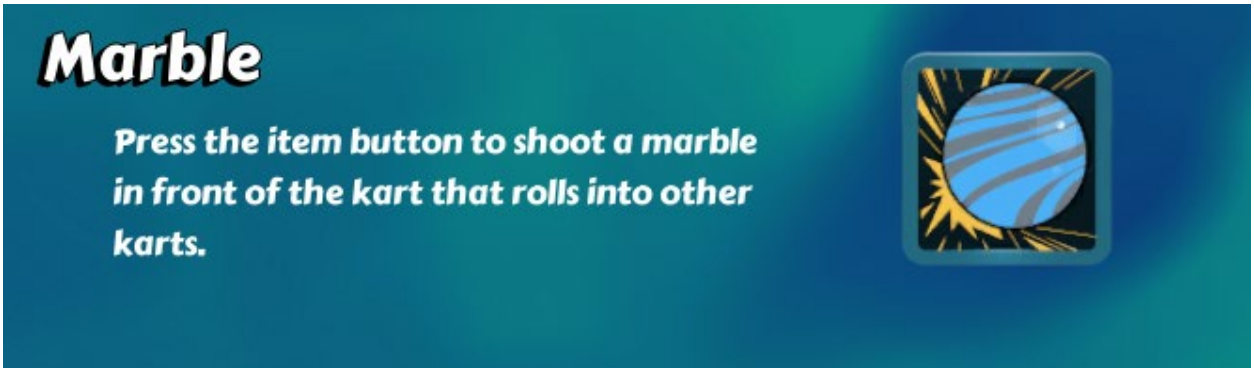


Magnet: Press the item button to slow the kart in first place and attract all surrounding karts to it.

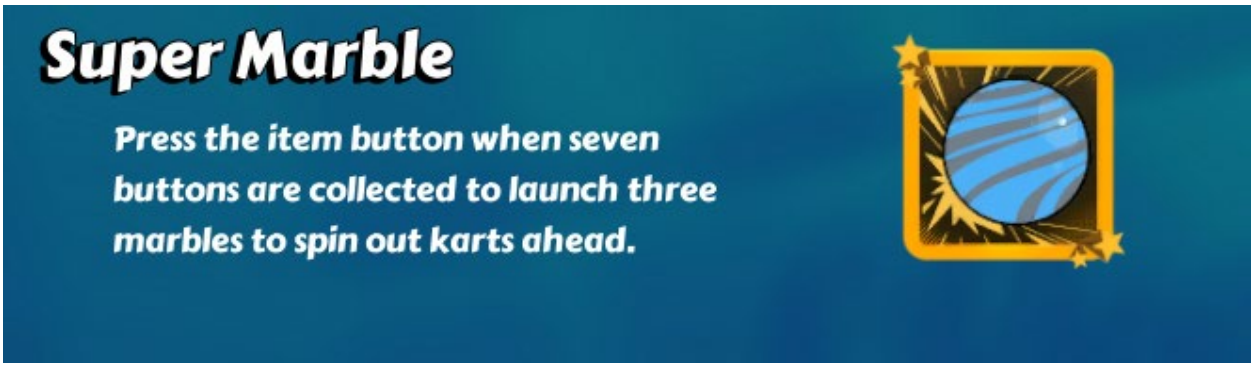


Super Magnet: Press the item button when seven buttons are collected to spawn a stronger magnet above the kart in first place.

Marbles

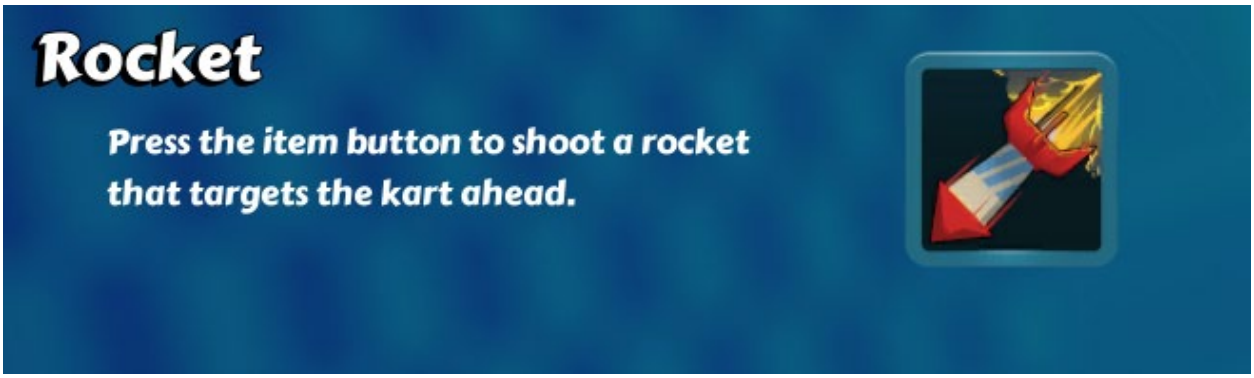


Marble: Press the item button to shoot a marble in front of the kart that rolls into other karts.

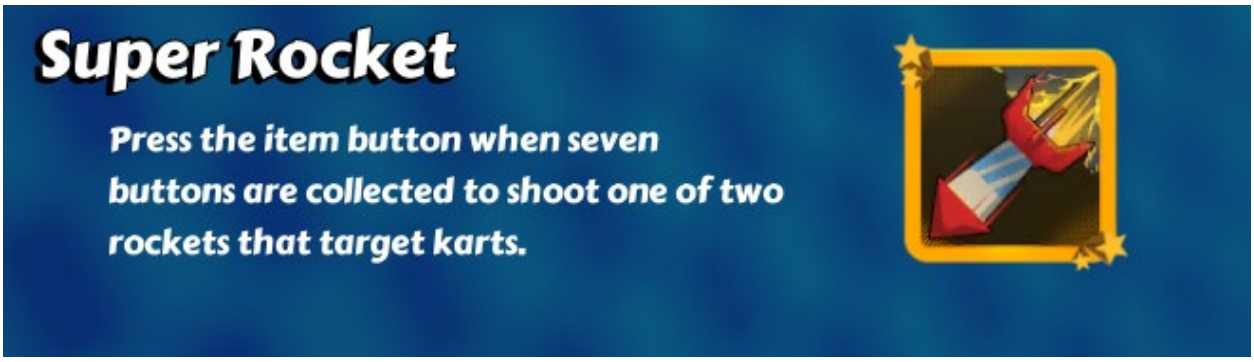


Super Marble: Press the item button when seven buttons are collected to launch three marbles to spin out karts ahead.

Rocket

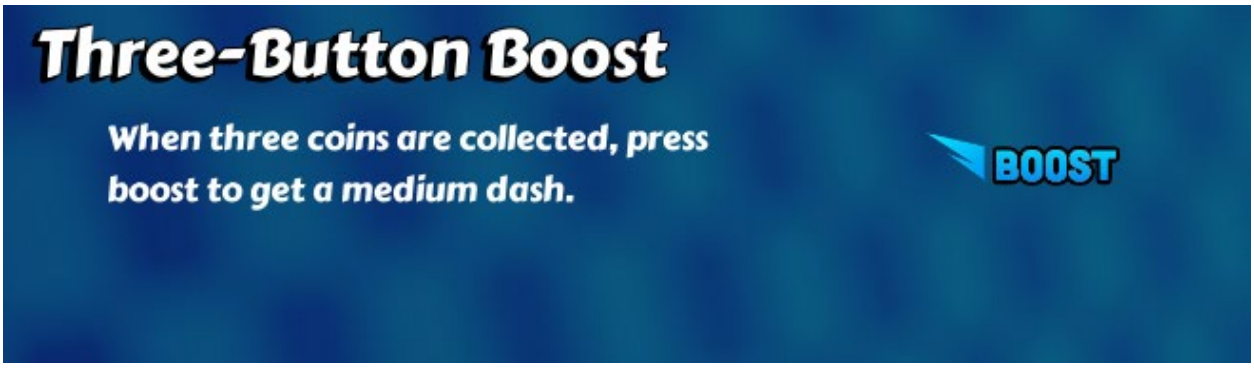


Rocket: Press the item button to shoot a rocket that targets the kart ahead.

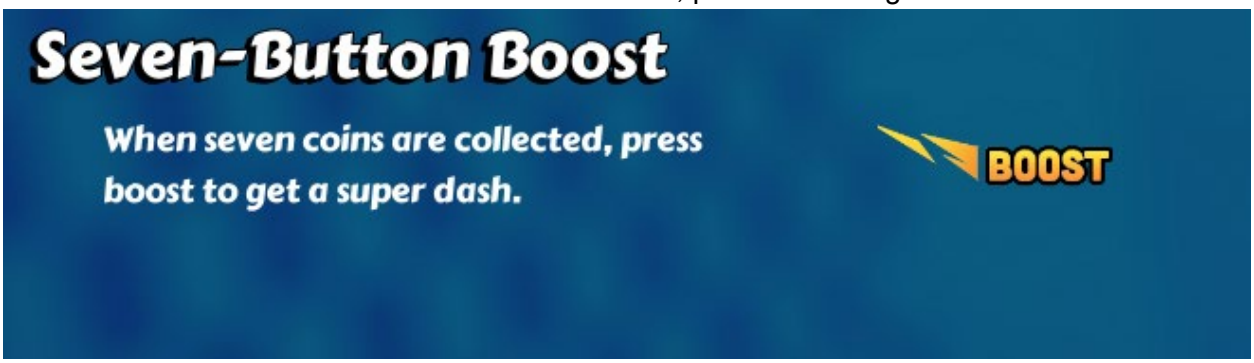


Super Rocket: Press the item button when seven buttons are collected to shoot one of two rockets that target karts.

Boosting



Three-Button Boost: When three coins are collected, press boost to get a medium dash.

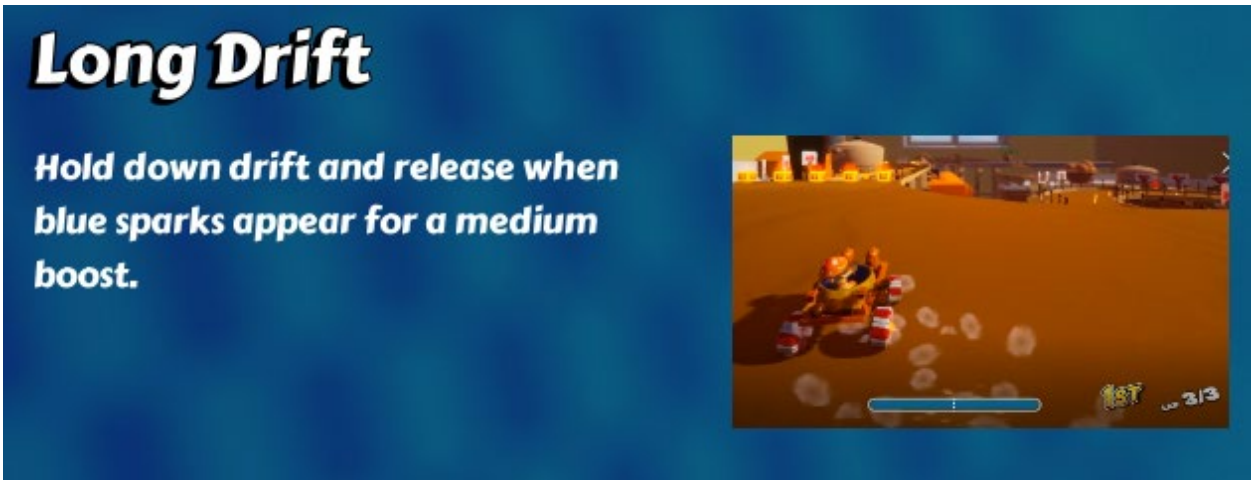


Seven-Button Boost: When seven coins are collected, press boost to get a super dash.

Drift



Short Drift: Hold down drift and release when red sparks appear for a small boost.



Long Drift: Hold down drift and release when blue sparks appear for a medium boost.

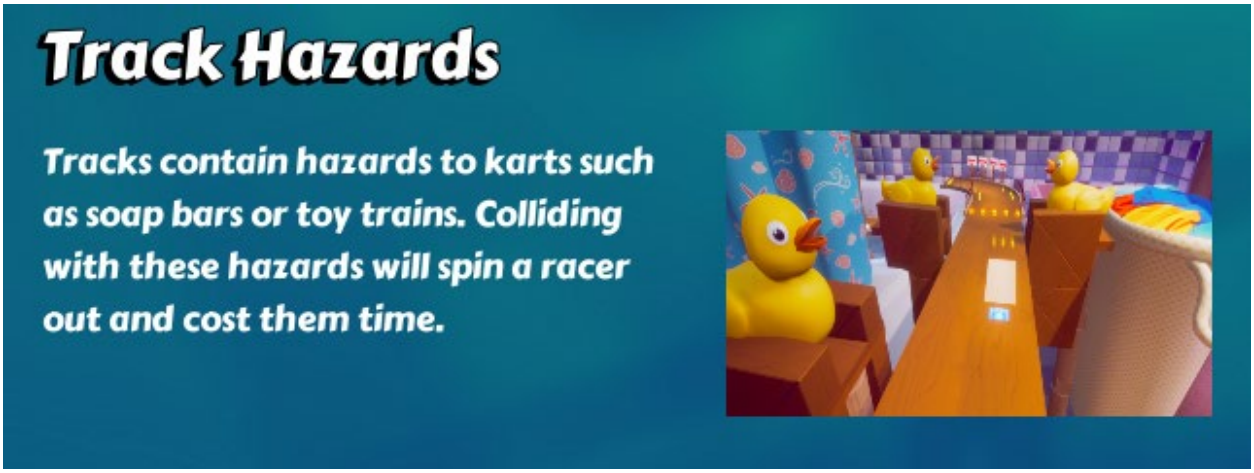
Track Objects

Secondary Surfaces



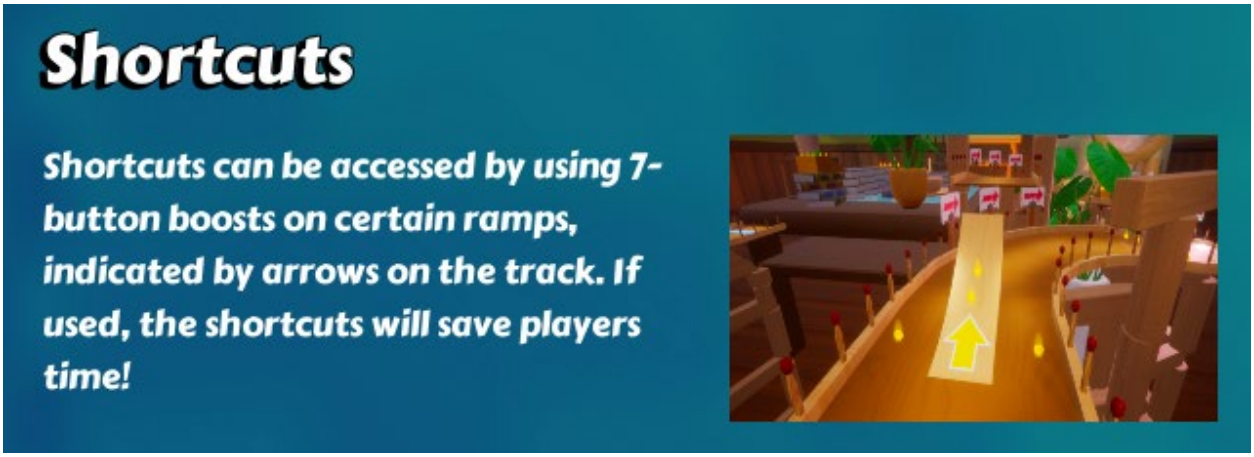
Secondary Surfaces: Dirt or water may be present on the track in places. Be careful: driving over these secondary surfaces is difficult.

Track Hazards



Track Hazards: Tracks contain hazards to karts such as soap bars or toy trains. Colliding with these hazards will spin a racer out and cost them time.

Shortcuts



Shortcuts: Shortcuts can be accessed by using 7-button boosts on certain ramps, indicated by arrows on the track. If used, the shortcuts will save time!