

TIPPING GOAT LLC PRESENTS

SUPER SLAM DUNK TOUCHDOWN

A SPORTS GAME FOR EVERYBODY

INSTRUCTION MANUAL

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LOADING INSTRUCTION

WINDOWS – DRM-FREE

BE CERTAIN TO UNZIP THE SSDT ARCHIVE TO A NEW FOLDER BEFORE ATTEMPTING TO LOAD THE GAME. ONCE THE FILES ARE UNZIPPED, NAVIGATE TO THE NEW FOLDER AND RUN THE EXE FILE.

WINDOWS – STEAM

LAUNCH THE GAME FROM STEAM AS YOU WOULD ANY GAME IN YOUR STEAM LIBRARY.

CONTROLLER IS HIGHLY RECOMMENDED TO PLAY

IT IS BEST TO CONNECT ALL USB CONTROLLERS BEFORE LOADING THE GAME. ANY USB GAME CONTROLLER THAT CAN BE DETECTED BY WINDOWS SHOULD WORK WITH SUPER SLAM DUNK TOUCHDOWN.

NOTE: PLEASE DO NOT USE ANY ADDITIONAL XINPUT GAME CONTROLLER SOFTWARE SUCH AS “DS4 TOOL” AS IT MAY CAUSE THE GAME TO BELIEVE ONE CONTROLLER IS ACTUALLY TWO CONTROLLERS.

STEAM CONTROLLER AND STREAMING -- IMPORTANT!!!!!!

TO USE THE STEAM CONTROLLER YOU MUST RUN THE GAME FROM STEAM.

FOR THE STEAM CONTROLLER TO WORK, OR TO STREAM THE GAME THROUGH STEAM, STEAM LINK OR NVIDIA GAMESTREAM: YOU MUST SET TITLE SCREEN->OPTIONS->USE XINPUT TO YES.

NOTE THAT WHILE STEAM IS RUNNING, THIS WILL LIMIT THE NUMBER OF CONTROLLERS TO 4, AND THAT ONLY XINPUT CONTROLLERS WILL WORK IF THE STEAM CONTROLLER IS PLUGGED IN. SEE OPTIONS FOR MORE INFORMATION.

INTRODUCTION

GO FOR GOAL UNITS IN A SPORT GAMES TOURNAMENT. ARE YOU THE BEST?
BECOME A WINNER IN THE...

SUPER SLAM DUNK TOUCHDOWN

YOU CAN ASSEMBLE A TEAM OF UP TO 3 SPORTS ATHLETES AND TAKE ON THE CPU
OR FRIENDS WITH 1-6 PLAYER SPORTS ACTION.

USE TEAMWORK TO PUNT, PASS AND PUNCH YOUR WAY TO VICTORY. PLAY
DEFENSE, ASSIST THE GOALIE, GUARD YOUR TEAMMATE OR TACKLE THE REFEREE
— THE PATH TO BECOMING A SPORTS CHAMPION IS UP TO YOU...

EXPERIENCE THE REAL THRILL OF 3D PHYSICS AS ADVANCED 16 BIT STYLE
GRAPHICS FILL YOUR WIDE SCREEN TELEVISION. STEREO SOUND PUTS YOU IN
CENTER OF THE GAME*. SUPER SLAM DUNK TOUCHDOWN IS A FRANTIC, ROWDY AND
WILD ALL-SPORTS MASHUP.

*WHERE AVAILABLE

BASIC CONTROLS

YOU'RE IN CONTROL OF THE ACTION. GRAB A CONTROLLER, OR YOU CAN USE YOUR KEYBOARD AND MOUSE, OR YOU CAN USE THE KEYBOARD BY ITSELF. IT IS UP TO YOU, BUT THE PROS USE ANALOG STICKS TO AIM WITH PRECISION AND DOMINATE THE GAME.

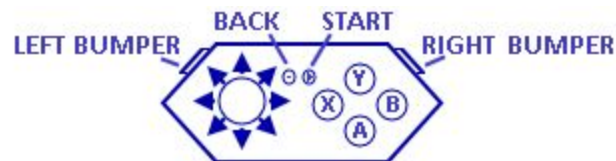
UI AND MENUS

KEYBOARD: USE THE ARROW KEYS ON YOUR KEYBOARD TO NAVIGATE UP AND DOWN THE MENUS. THE SPACE BAR WILL SELECT A MENU OPTION. ESCAPE WILL GO BACK.

MOUSE: CLICK THE UI BUTTONS WITH THE MOUSE TO ACTIVATE THEM. CLICK THE [X] ICON TO CLOSE A WINDOW OR GO BACK.

GAME CONTROLLER: MOVE WITH THE STICK, USE BUTTON 1 ("SHOOT") TO ACTIVATE A MENU OPTION. PRESS BUTTON 2 ("PASS") TO CANCEL OR GO BACK.

GAME CONTROLLER



USE THE CONTROL CONFIG SCREEN TO ASSIGN YOUR BUTTONS. BUTTON LAYOUT MAY VARY DEPENDING ON CONTROLLER TYPE.

ANALOG STICK: MOVE / AIM WHILE SHOOTING OR PASSING

A BUTTON: SHOOT / FIGHT

B BUTTON: PASS / REQUEST PASS FROM CPU PLAYER

RIGHT BUMPER: TURBO BOOST + BLOCK ATTACK

Y BUTTON: SWAP CONTROL WITH CPU PLAYER

BACK BUTTON/SELECT: BACK

START BUTTON: START

KEYBOARDING

USE THE KEYBOARD AND MOUSE, OR KEYBOARD ALONE FOR MORE OPTIONS TO CONTROL YOUR PLAYER.

THE DEFAULT KEYBOARD CONTROLS ARE:

WASD = MOVE AND AIM

J = SHOOT / FIGHT

K = PASS / REQUEST PASS FROM CPU PLAYER

L = TURBO BOOST + BLOCK ATTACK

LEFT CONTROL = SWAP CONTROL WITH CPU PLAYER

AIMING WITH THE MOUSE

FOR MORE PRECISE KEYBOARD PLAY, AIM AND SHOOT WITH THE MOUSE.

THE DEFAULT MOUSE CONTROLS ARE:

LEFT MOUSE BUTTON = SHOOT / FIGHT

RIGHT MOUSE BUTTON = TURBO BOOST + BLOCK ATTACK

MOUSE BUTTON 4 = PASS / REQUEST PASS FROM CPU PLAYER

MOUSE BUTTON 5 = SWAP CONTROL WITH CPU PLAYER

YOU CAN USE KEYBOARD KEYS OR THE MOUSE FOR ANY OF THE ACTIONS, BUT IF YOU WANT TO AIM WITH THE MOUSE, HOLD THE "SHOOT" BUTTON ON THE MOUSE AND DRAG THE MOUSE IN THE DIRECTION YOU WANT TO SHOOT THE BALL. RELEASE THE MOUSE BUTTON TO SHOOT.

CONFIGURING YOUR CONTROLS

FROM THE TITLE SCREEN, CLICK OPTIONS AND THEN CLICK CONFIG CONTROLS.

FROM THE CONTROL CONFIGURATION SCREEN YOU CAN CYCLE THROUGH ALL THE TYPES OF GAME CONTROLLERS YOU HAVE CONNECTED, AND CONFIGURE THE BUTTONS FOR EACH TYPE, INCLUDING KEYBOARD AND MOUSE.

THE KEYBOARD AND MOUSE CONFIG IS LAST IN THE LIST, AFTER ALL THE CONTROLLERS.

TO SET A BUTTON:

1. NAVIGATE TO THE DESIRED ACTION WITH KEYS, STICK OR MOUSE.
2. PRESS THE SPACE BAR OR “SHOOT” BUTTON, OR LEFT CLICK THE BUTTON.
3. WHEN PROMPTED, PRESS THE DESIRED CONTROLLER BUTTON, KEY OR MOUSE BUTTON FOR THIS ACTION ON A CONTROLLER.
4. REPEAT FOR A 2ND OPTIONAL BUTTON ASSIGNMENT.
5. YOU MAY ALSO PRESS CANCEL OR OPT TO DELETE THE ASSIGNMENT FOR AN ALTERNATE BUTTON

NOTES:

- ALL CONTROLLERS OF THE SAME TYPE SHARE THE BUTTON CONFIGURATION. YOU MAY WISH TO ADD A 2ND BUTTON FOR SOME ACTIONS DEPENDING ON CONTROLLER PREFERENCES IN YOUR GROUP.
- IF “X-INPUT” IS ENABLED, YOU WILL NOT BE ABLE TO SEE THE NAMES OF THE X-INPUT CONTROLLERS.

CONTROL TIPS

IT'S IMPORTANT TO CONTROL YOURSELF UNDER PRESSURE. HERE'S HOW!

CARRYING THE BALL

- AN UN-CARRIED BALL WITH A HIGHLIGHT AROUND IT IS CONSIDERED A “LOOSE” BALL
- COLLECT ANY LOOSE BALL BY TOUCHING YOUR CHARACTER TO THE BALL
- YOUR CHARACTER WILL AUTOMATICALLY CARRY THE BALL UNTIL YOU SHOOT OR PASS IT, OR IT IS STOLEN OR KNOCKED AWAY FROM YOU

- MOVE IN ANY DIRECTION WHILE HOLDING THE BALL WITH THE ANALOG STICK
- YOU WILL MOVE AT A REDUCED SPEED WHEN CARRYING THE BALL

SHOOTING

- TO SHOOT THE BALL: HOLD SHOOT BUTTON, AIM WITH THE AIM CONTROLS (ANALOG STICK, KEYBOARD OR MOUSE), RELEASE SHOOT BUTTON
 - BALL TRAVELS IN DIRECTION YOU ARE AIMING
 - AIM ARROWS INDICATE ROUGHLY THE DIRECTION IT WILL TRAVEL AND THE ANGLE UPWARDS IF APPLICABLE
- HOLD SHOOT BUTTON LONGER FOR BETTER/HIGHER/FASTER SHOTS (DEPENDS ON PLAYER TYPE)
 - AIM ARROWS WILL GROW TO INDICATE CHARGE LEVEL
- HOLD SHOOT BUTTON TO CHARGE UP CHARGE SHOT
 - CHARGE SHOTS ARE EITHER FIELD GOAL SHOT OR WEAPONIZED SHOT DEPENDING ON PLAYER TYPE
 - AIM ARROWS WILL ANGLE UPWARDS TO INDICATE FIELD GOAL SHOTS
- DEPENDING ON PLAYER SHOT TYPE, AIM FOR NET, FIELD GOAL OR HOOP WITH STICK WHEN SHOOTING
 - SEE PLAYER DETAIL FOR MORE INFORMATION
- USE SHOT PRACTICE MODE TO TRY OUT DIFFERENT PLAYERS' SHOT STYLES AND CHARGE SHOTS

SCORING

THERE ARE 4 WAYS TO SCORE. MASTER THEM ALL TO BECOME THE GREATEST SPORTS LEGEND. BE SURE TO USE SHOT PRACTICE MODE TO LEARN PLAYER SHOT STYLES AND BALL PHYSICS.

TO SCORE IN THE NET

1. PASS TO TEAMMATE TO CONFUSE THE GOALIE
2. TEAMMATE SCORES.
3. GREAT ASSIST!

-OR-

1. USE TURBO TO OUTFRAN THE GOALIE
2. AIM FOR THE NET AND SHOOT!

3. TOUCHDOWN!

TO SCORE IN THE HOOP

1. LEARN YOUR SHOTS AND BALL TYPES
2. POSITION AND AIM CAREFULLY WITH A FIELD GOAL SHOT (RARE)

-OR-

1. SELECT THE BASKETBALL PLAYER
2. HOLD SHOOT BUTTON FOR MORE ACCURACY
3. AIM FOR THE HOOP WITH THE STICK
 - SEE PLAYER DETAIL FOR MORE INFORMATION

TO SLAMDUNK

1. STAND BETWEEN TWO LINES UNDER THE HOOP
2. PRESS SHOOT BUTTON TO INITIATE DUNK SEQUENCE
3. WAIT FOR YOUR DUNK AND TIME SHOOT BUTTON TO SLAM DUNK WHILE IN THE AIR
 - TIMING DEPENDS ON PLAYER TYPE
 - LOOK FOR CLUES AS YOUR CHARACTER'S POSE CHANGES, THE SCREEN BORDER COLOR CHANGES, AND THE FLASH BULBS APPEAR

TO FIELD GOAL

- SELECT A PLAYER WHO CAN SCORE FIELD GOALS
- TAKE TIME TO CHARGE UP A CHARGE SHOT
- TIME TURBO TO DEFLECT ATTACKS WHILE CHARGING
- FIND OPPORTUNITIES TO SCORE WHILE OTHERS ARE IN A ROWDY CLOUD

-OR-

1. SELECT THE BASEBALL PLAYER
2. HOLD THE SHOOT BUTTON DEPENDING ON BALL TYPE AND DISTANCE, BUT NOT LONG ENOUGH TO CHARGE THE FAST PITCH
3. HOME RUN

PASSING

- TO PASS, HOLD PASS BUTTON, AIM FOR PLAYER, WATCH FOR PLAYER PASS HIGHLIGHT AND RELEASE.
- YOU MUST HAVE A CLEAR PATH TO THE PLAYER YOU ARE PASSING TO.
- IT IS UP TO YOUR TEAMMATE TO RECEIVE THE PASS
- COMMUNICATE VERBALLY WITH YOUR TEAMMATES
- TO REQUEST A PASS FROM A CPU PLAYER, PRESS THE PASS BUTTON WHILE YOUR TEAMMATE HAS THE BALL

TURBO BOOST

- USE TURBO BUTTON FOR SPEED BOOST. WHEN THE STAMINA METER ABOVE YOUR PLAYER REFILLS, YOU CAN TURBO AGAIN.
- TIME TURBO USAGE TO DEFLECT ATTACKS — WATCH FOR THE WHITE OUTLINE ON PLAYERS WHEN THEY TURBO
- USE TURBO TO OUTRUN THE GOALIE

FIGHTING

- POINT YOUR ANALOG STICK TOWARDS YOUR OPPONENT AND PRESS THE SHOOT/FIGHT BUTTON
- TURBO USAGE WILL DEFLECT OPPONENT ATTACKS AND KNOCK THEM OUT FOR A KO
- TOO MUCH VIOLENCE MAY RESULT IN THE ROWDY CLOUD

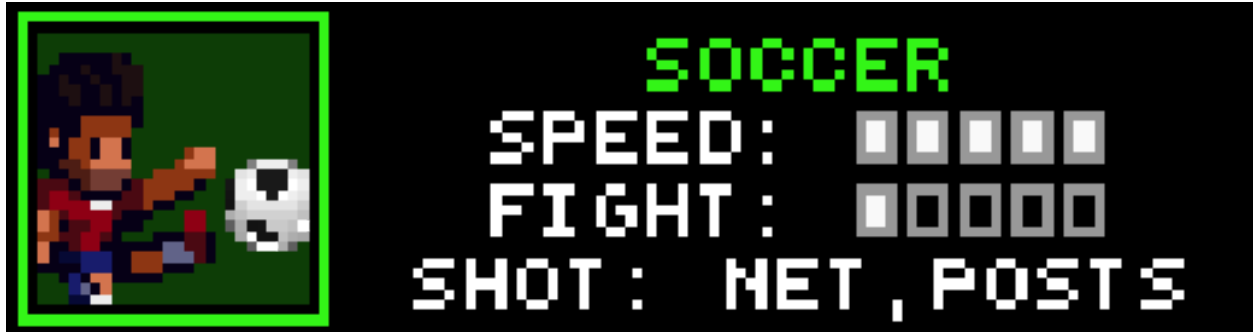
IN THE ROWDY CLOUD

- MASH THE SHOOT/FIGHT BUTTON TO BEAT UP YOUR OPPONENTS IN THE ROWDY CLOUD
- HOLD STICK IN ANY DIRECTION TO STEER THE ROWDY CLOUD WHILE MASHING SHOOT/FIGHT BUTTON
- AVOID ROWDY CLOUD FOR A CHANCE TO SCORE
- ROWDY CLOUD DEPLETES STAMINA
- THE BALL WILL EJECT FROM THE CLOUD IN THE DIRECTION OF THE OPPONENT'S GOAL -- BUT ONLY IF YOUR TEAM IS THE BUTTON-MASHIEST!

PLAYER DETAIL

LEARN THEM ALL TO ASSEMBLE THE BEST SPORTS TEAM.

SOCCER PLAYER



SOCCER PLAYER – GO FOR THE GOOOOOOOAL!

DUNK STYLE

1. BICYCLE KICK
2. DIFFICULTY: HARD

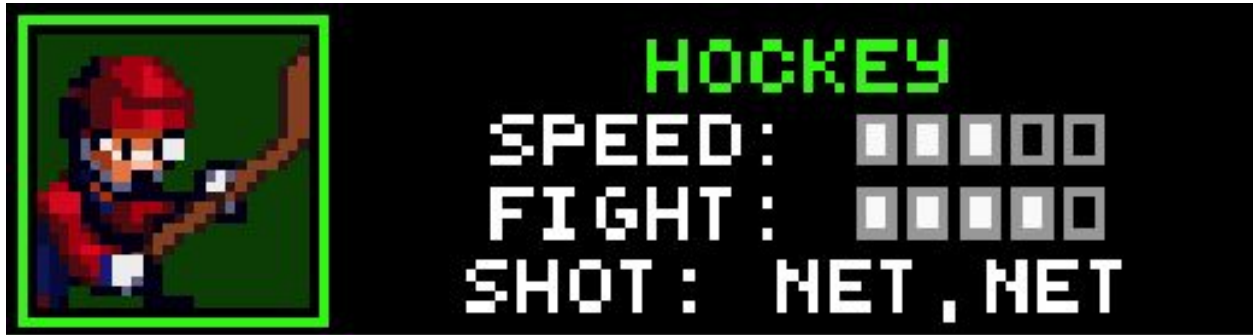
OFFENSE CONTROLS

1. KICK SHOOT (NET)
 1. HOLD FOR HIGHER KICK
 2. LONG PRESS FOR POWER PUNT CHARGE SHOT (FIELD GOAL)
2. KICK PASS
3. SPRINT TURBO

DEFENSE CONTROLS

1. SLIDE TACKLE STEAL
2. REQUEST PASS
3. SPRINT TURBO

HOCKEY PLAYER



HOCKEY PLAYER – TOUGH AND RUTHLESS!

DUNK STYLE

1. STICK DUNK
2. DIFFICULTY: HARD

OFFENSE CONTROLS

1. WRIST SHOT (NET)
 1. HOLD FOR STRONGER SHOT
 2. LONG PRESS FOR WEAPONIZED SLAP SHOT CHARGE SHOT (NET)
 3. KO PLAYERS WITH WEAPONIZED CHARGE SHOT
2. STICK PASS
3. TURBO CROSS CHECK KO

DEFENSE CONTROLS

1. CROSS CHECK
2. REQUEST PASS
3. TURBO CROSS CHECK KO

AMERICAN FOOTBALL PLAYER



AMERICAN FOOTBALL PLAYER – TOUCHDOWN FOR USA

DUNK STYLE

1. SPIKE DUNK
2. DIFFICULTY: EASY

OFFENSE CONTROLS

1. SPIRAL TOSS (NET)
 1. HOLD FOR FURTHER SHOOT
 2. LONG PRESS FOR LACES OUT CHARGE SHOT (FIELD GOAL)
2. THROW PASS
3. FREIGHT TRAIN TURBO

DEFENSE CONTROLS

1. KO TACKLE
2. REQUEST PASS
3. FREIGHT TRAIN TURBO

ROLLER DERBY PLAYER



ROLLER DERBY PLAYER – HELL ON QUADS

DUNK STYLE

1. ROLLER DUNK
2. DIFFICULTY: MEDIUM

OFFENSE CONTROLS

1. UNDERHAND PITCH (NET)
 1. CONSISTENT WIND UP EVERY TIME
 2. LONG PRESS FOR WEAPONIZED FASTPITCH CHARGE SHOT (NET)
 3. KO PLAYERS WITH WEAPONIZED CHARGE SHOT
1. UNDERHAND PASS
2. TURBO SKATE

DEFENSE CONTROLS

1. SHOULDER CHECK
2. REQUEST PASS
3. TURBO SKATE

BASKETBALL PLAYER



BASKETBALL PLAYER – SLAM DUNK FOR THE GOLD

DUNK STYLE

1. SUPER SLAM DUNK
2. DIFFICULTY: EASY

OFFENSE CONTROLS

1. HOOP SHOT (HOOP)
 1. HOLD FOR BETTER ACCURACY
 2. AIM SHOT TOWARDS HOOP WITH ANALOG STICK
 3. LONG PRESS FOR LOB CHARGE SHOT (FIELD GOAL)
2. BASKETBALLER PASS
3. HUSTLE TURBO

DEFENSE CONTROLS

1. FAST BREAK STEAL
 1. GET A SPEED BOOST AFTER STEALING THE BALL
 2. WAIT FOR SPEED BOOST TO END AND THEN USE TURBO TO LEAVE OPPONENTS EATING YOUR SNEAKERS IN THE DUST
2. REQUEST PASS
3. HUSTLE TURBO

BASEBALL PLAYER



BASEBALL PLAYER – PITCH A HOME RUN

DUNK STYLE

1. PITCH DUNK
2. DIFFICULTY: MEDIUM

OFFENSE CONTROLS

1. BATTER UP HIT (FIELD GOAL)
 1. HOLD FOR HEIGHT AND DISTANCE
 2. LONG PRESS FOR WEAPONIZED FAST PITCH CHARGE SHOT (NET)
 3. KO PLAYERS WITH WEAPONIZED CHARGE SHOT
2. TOSS PASS
3. RUN TURBO

DEFENSE CONTROLS

1. TUSSLE
2. REQUEST PASS
3. RUN TURBO

THE GOALIE

KEEPER OF THE NET

THE GOALIE IS UNDER CPU CONTROL. YOU MUST USE CUNNING AND SKILL TO OUTWIT THE GOALIE.

TIPS:

- DO NOT FIGHT WITH THE GOALIE, YOU WILL LOSE
- CLEAR A PATH OF OPPONENTS IN FRONT OF YOUR GOALIE WHEN THE GOALIE HAS THE BALL
- TIME YOUR TURBO, USE TEAMWORK, OR RICOCHET WEAPONIZED SHOTS TO GET THE BALL AROUND THE GOALIE AND INTO THE NET
- USE TURBO TO GET INTO AN OPEN DUNK ZONE

BALL INFORMATION

YOU NEVER KNOW WHAT BALL THE REFEREE WILL THROW. LEARN THEM ALL!

 BASEBALL HERE'S THE PITCH SIZE: 7.3 CM MASS: 145 G BOUNCE: LOW FRICTION: LOW SHAPE: ROUND	 BASKETBALL REBOUND THE ROCK SIZE: 24.1 CM MASS: 623 G BOUNCE: HIGH FRICTION: MED SHAPE: ROUND
 BOWLING BALL KNOCK 'EM DOWN SIZE: 21.5 CM MASS: 6803 G BOUNCE: LOW FRICTION: LOW SHAPE: ROUND	 FOOTBALL PASS THE PIG SKIN SIZE: 29 CM TIP TO TIP MASS: 425 G BOUNCE: MED FRICTION: MED SHAPE: POINTY EGG
 HOCKEY PUCK GO WHERE IT'S GOING SIZE: 7.62 CM MASS: 170 G BOUNCE: LOW FRICTION: LOW SHAPE: PUCK	 SOCCERBALL FANCY A GAME OF FOOTY? SIZE: 23 CM MASS: 425 G FRICTION: LOW BOUNCE: MED SHAPE: ROUND
 TENNIS BALL VOLLEY UP A SMASH SIZE: 7.3 CM MASS: 57.5 G BOUNCE: HIGH FRICTION: MED SHAPE: ROUND	

NPCS AND RANDOM EVENTS

IN THE WILD WORLD OF SPORTS, ANYTHING CAN HAPPEN. YOU MUST BE ALERT AND DO YOUR BEST WHEN NON PLAYER CHARACTERS GET INVOLVED IN THE GAME

REFEREE

AKA THE ZEBRA

HE TRIES TO MAKE THE GAME A FAIR MATCH, BUT HE CAN GET IN THE WAY OF YOUR SHOTS AND FIGHT MOVES. EASY TO OVERLOOK, THE REF IS A DYNAMIC ELEMENT IN THE GAME AT ALL TIMES.

THE STREAKER

AKA THE NAKED GUY

WHY IS THIS FAN SO CRAZY? HIS LOVE OF THE GAME COMPELLS HIM TO RUN AROUND THE FIELD WITH NO CLOTHES ON. BEAT HIM UP OR HE WILL STEAL THE BALL!

ICE RESURFACER

AKA THE "HAM-BONEY"

SPONSORED BY SPORTS HAM, IT IS THE HAM-BONEY DRIVER'S JOB TO CLEAN THE ICE. BUT SOMETIMES HE DRIVES ONTO THE ICE DURING THE MATCH BY MISTAKE. WHEN YOU HEAR HIS SPECIAL MUSIC, DON'T GET HAMBOWNED! (ICE ONLY)

THE MARCHING BAND

LET'S GO BAND!

THEY ARE SUPPOSED TO PLAY AT HALF TIME BUT SOMETIMES THEY GET TOO EXCITED ABOUT THE MUSIC. TRY TO MAKE THE BEST OF IT AND DON'T RUN INTO THEM, MUSICAL INSTRUMENTS CAN BE DANGEROUS. (TURF ONLY)

BANANA PEELS

BANANAS MAY BE HEALTHIER THAN HOTDOGS, BUT CARELESS FANS CAN MAKE A MESS. DON'T SLIP UP!

STADIUM LIGHTS

I HOPE THEY ARE SECURED TO THE CEILING...

SCORING

THERE ARE MANY WAYS TO SCORE. MASTER THEM ALL IF YOU CAN.

THE NET – 4 PTS

GUARDED BY THE GOALIE, THIS IS THE HIGHEST SCORING GOAL IN THE GAME. PLAYERS WHO SHOOT FOR THE NET MUST USE TEAMWORK, CUNNING AND SPEED TO SCORE BIG. AIMING SHOTS IS CRITICAL. DON'T FIGHT THE GOALIE!

THE HOOP (SHOOTING) – 3 PTS

PLAYERS WHO CAN SHOOT FOR THE POSTS HAVE A CHANCE TO SINK A BASKET, IF YOUR AIM IS TRUE AND YOU ARE THE RIGHT CHARGE AND DISTANCE FROM THE HOOP. BUT ONLY THE BASKETBALL PLAYER IS THE MASTER OF THE RIM.

WHEN USING THE BASKETBALL PLAYER, AIM CAREFULLY TOWARDS THE HOOP AND CHARGE UP THE SHOT FOR ACCURACY. CHARGE TOO LONG HOWEVER, AND HE WILL LOB IT FOR A FIELD GOAL.

THE HOOP (SLAM DUNKING) – 3 PTS

EVERYONE CAN SLAM DUNK! TURBO BOOST AROUND THE GOALIE TO GET IN BETWEEN THE DUNK LINES, AND THEN TAP THE SHOOT BUTTON TO START THE DUNK. ONCE IN THE AIR, TIME THE SHOOT BUTTON AGAIN TO SINK THE BASKET. EACH PLAYER IS DIFFERENT!

THE UPRIGHTS – 2 PTS

FOR PLAYERS WHO SHOOT FOR THE POSTS, AIM AND CHARGE ENOUGH TO GET THE BALL BETWEEN THE POSTS FOR AN EASY 2 POINTER.

GAME SCREENS

KNOW THE SCORE BEFORE YOU PLAY!

LOGO SCREEN

THIS INFORMS YOU THAT TIPPING GOAT LLC HAS CREATED THIS SOFTWARE FOR YOUR ENJOYMENT. YOU MAY PRESS ESC TO SKIP THIS SCREEN ONCE YOU ARE FAMILIAR WITH IT.

TITLE SCREEN

THIS SCREEN CONTAINS THE MAIN MENU. USE ARROW KEYS TO NAVIGATE AND THE SPACE BAR TO SELECT, OR THE FIRST CONTROLLER TO MOVE THE STICK WILL CONTROL THE MENU USING THE STICK, AND USE THE SHOOT BUTTON TO SELECT.

PLAY MENU

- QUICK MATCH: PLAY A MATCH WITH AND/OR AGAINST FRIENDS AND/OR THE BOTS
- CHALLENGE MODE: PLAY ALONE OR WITH FRIENDS AGAINST THE CPU FOR INCREASING LEVELS OF CHALLENGE
- SHOT PRACTICE: HONE YOUR SKILLS WITH FRIENDS OR ALONE
- MINI GAME? YES, A MINI GAME! UP TO 6 PLAYERS CAN JOIN A FREE-FOR-ALL. CAN YOU SCORE THE TARGET POINTS FIRST?
- CREDITS: DESTROY THE GAME CREDITS! HIT ESC OR PAUSE TO QUIT THIS MODE.

OPTIONS

- LANGUAGE: CHOOSE YOUR LANGUAGE PREFERENCE
 - ENGLISH: USE FOR MOST ENGLISH SPEAKING PLAYERS
 - AMERICAN: USE THIS IF THERE IS ONLY ONE FOOTBALL IN YOUR MIND
 - BRITISH: USE THIS IF THE WORD "SOCCER" OFFENDS YOU
- MUSIC VOLUME: SET THE VOLUME OF ALL IN-GAME MUSIC
- SOUND VOLUME: SET THE VOLUME OF ALL IN-GAME SOUND EFFECTS

- **USE XINPUT: ONLY USE THIS IF YOU ARE RUNNING THE GAME FROM STEAM AND WANT TO USE THE STEAM CONTROLLER, OR IF YOU WANT TO STREAM THE GAME THROUGH STEAM OR NVIDIA GAMESTREAM.** NOTE THAT ENABLING THIS WHILE STEAM IS RUNNING AND A STEAM CONTROLLER IS CONNECTED MAY CAUSE ANY NON-XINPUT CONTROLLERS TO STOP WORKING, AND LIMIT THE MAXIMUM NUMBER OF CONTROLLERS TO 4. WRITE YOUR CONGRESSPERSON TO TELL THEM YOUR FEELINGS ABOUT XINPUT.
- **CONTROLLER CONFIG:** TAKES YOU TO THE CONTROLLER CONFIGURATION SCREEN. USE THIS SCREEN TO MAP BUTTONS FOR ALL TYPES OF GAME CONTROLLERS YOU DESIRE. SEE CONFIGURING YOUR CONTROLS FOR MORE INFORMATION.

PLAYER SELECTION

PICK YOUR PLAYERS AND GAME OPTIONS, AND GET READY FOR ALL THE SPORTS!

PICKING HUMAN PLAYERS

MOVE ANY ANALOG STICK CONNECTED TO YOUR PC AND YOU WILL BE ASSIGNED A PLAYER NUMBER. MOVE THE PLAYER NUMBER TO YOUR DESIRED TEAM (IF APPLICABLE) AND PLAYER. PRESS THE SHOOT BUTTON TO SELECT A PLAYER, OR THE PASS BUTTON TO CANCEL YOUR SELECTION. YOU MAY ALSO CHANGE THE FIELD TYPE BY SELECTING THE FIELD ICON AT THE TOP OF THE SCREEN, AND ADJUST GAME OPTIONS BY SELECTING THE OPTIONS BUTTON.

ASSIGNING CPU PLAYERS

MOVE YOUR PLAYER ICON OVER A “CP” PLAYER TOKEN AND PRESS THE SHOOT BUTTON TO PICK UP THE “CP” PLAYER TOKEN. MOVE THE TOKEN TO THE DESIRED PLAYER AND TEAM AND PRESS THE SHOOT BUTTON AGAIN TO PLACE IT.
TEAM COLORS: CYCLE THROUGH UNLOCKED COLORS BY CLICKING ON THE UNIFORM AT THE TOP OF THE SCREEN.

STARTING THE GAME

WHEN ALL PLAYERS ARE READY, PRESS “START” OR THE SPACEBAR TO BEGIN THE COUNTDOWN, OR “PASS” TO CANCEL THE COUNTDOWN.

GAME PLAY

FOR COMPETITIVE PLAY, THE HOME TEAM WILL TRY TO SCORE BY BRINGING THE BALL TO A GOAL AREA ON THE RIGHT SIDE OF THE FIELD. THE AWAY TEAM WILL

ATTEMPT TO SCORE ON THE LEFT SIDE GOAL. PLAYER NUMBERS INDICATE WHICH PLAYER IS CONTROLLED BY WHICH HUMAN. PLAYERS WITH NO NUMBER UNDER THEM ARE UNDER CPU CONTROL.

DURING MATCHES, A CLOCK DISPLAYING THE TIME LEFT IN THE QUARTER APPEARS AT THE TOP OF THE SCREEN. THE CURRENT SCORE AND THE CURRENT QUARTER NUMBER INDICATION IS ALSO DISPLAYED. THE OBJECTIVE OF SPORTS IS TO ACCUMULATE MORE POINTS THAN THE OTHER TEAM BEFORE THE TIME RUNS OUT.

QUARTERS AND HALFTIMES

BY DEFAULT, THE END OF EACH QUARTER BRINGS YOU TO THE HALFTIMES SCREEN. THIS SCREEN GIVES A BRIEF SUMMARY OF THE LAST QUARTER AND ALLOWS TEAMS TO CHOOSE NEW PLAYERS. TO CHOOSE A NEW PLAYER, PRESS "PASS" TO DESELECT YOUR PLAYER, THEN NAVIGATE YOUR PLAYER NUMBER TO ANOTHER PLAYER TYPE AND PRESS "SHOOT" TO SELECT.

WHEN ALL PLAYERS ARE READY, PRESS "START" OR SPACEBAR TO BEGIN THE COUNTDOWN, OR "PASS" TO CANCEL THE COUNTDOWN.

AFTER THE LAST QUARTER, THE GAME WILL END AND THE WINNING TEAM RECEIVES A TROPHY. PRESS "START" TO RETURN TO THE TITLE SCREEN AFTER THE GAME ENDS.

OVERTIME

IF THE SCORE IS TIED, THE GAME WILL GO INTO OVERTIME. IF SUDDEN DEATH IS DISABLED, THERE WILL BE ANOTHER CHANCE TO CHANGE YOUR PLAYERS AND THE GAME WILL GO INTO AN ADDITIONAL OVERTIME QUARTER. THIS REPEATS UNTIL ONE TEAM IS AHEAD.

SUDDEN DEATH OVERTIME

IF ENABLED (DEFAULT), THE GAME WILL GO INTO SUDDEN DEATH OVERTIME WHEN TIME RUNS OUT. THE GOALIES ARE PERMITTED TO LEAVE THEIR GOALIE BOXES IN A "POWER PLAY" AND THE NEXT SCORE WINS THE GAME. GUARD YOUR GOAL!

GAME OPTIONS

THERE ARE VARIOUS WAYS TO CONFIGURE THE MATCH YOUR WAY! GAME OPTIONS ARE AUTOMATICALLY SAVED FOR YOUR CONVENIENCE. CLICK THE “OPTIONS” BUTTON FROM THE CHARACTER SELECT SCREEN USING THE MOUSE OR BY NAVIGATING A PLAYER ICON TO THE BUTTON AND PRESSING “SHOOT”. USE THE OPTIONS MENU TO ADJUST MOST GAME OPTIONS.

FIELD TYPE MAY BE ADJUSTED BY CLICKING THE FIELD TYPE ICON AT THE TOP OF THE CHARACTER SELECTION SCREEN.

FIELD TYPE

AT THE TOP OF THE TEAM SELECTION SCREEN IS THE FIELD TYPE. CLICK IT TO CYCLE THROUGH THE DIFFERENT TYPES. YOU MAY CHOOSE:

- **TURF:** HIGH FRICTION GRASS — THE BALL WON'T ROLL FAR, AND PLAYERS STOP QUICKLY
- **COURT:** GET ON YOUR SNEAKERS AND GET READY FOR SOME BOUNCING BALLS ON THIS SMOOTH SURFACE
- **ICE:** EVERYTHING SLIDES AROUND! GO FOR LONG DISTANCE SHOTS AND USE YOUR MOMENTUM TO YOUR ADVANTAGE
- **STREET:** A ROUGH FLAT SURFACE FOR WHEN YOU ARE FEELING GRITTY

*NOTE THAT THE FIELD TYPE IS RANDOMLY SELECTED WHEN YOU ENTER THE CHARACTER SELECT SCREEN.

ARENA OPTIONS

CHOOSE THE LENGTH OF THE ARENA BY CLICKING ON THE SIZE ICON.

- **SMALL:** FOR QUICK, FREQUENT SCORING IN A TIGHT SPACE
- **MEDIUM:** EXTRA MEDIUM, FOR AVERAGE NORMALCY
- **LARGE:** A WIDER ARENA FOR LONGER MATCHES OF ATTRITION AND MORE MIDFIELD PLAY

SCORING

CHANGE THE GAME BY CHANGING ALL THE POINTS

- **NET POINTS:** ADJUST THE NUMBER OF POINTS FOR NET SHOTS. TRY LOWERING THIS AND TURNING OFF THE GOALIE FOR A WHOLE NEW GAME
- **HOOP POINTS:** ADJUST THE DUNK AND HOOP SHOT POINTS HOW YOU LIKE IT
- **POST POINTS:** THE NUMBER OF POINTS FOR SHOOTING BETWEEN THE UPRIGHTS

GAME TIME

HOW LONG DO YOU WANT TO PLAY?

- **SUDDEN DEATH OVERTIME:** AFTER THE SECOND OVERTIME NOTICE, PLAYERS RESET AND THE GOALIES COME OUT OF THEIR BOXES! THE NEXT POINT WINS...
- **QUARTER LENGTH:** HOW LONG YOU WANT EACH QUARTER TO LAST
- **HALFTIMES:** HOW MANY HALFTIMES DO YOU WANT?

TOTAL TIME IS DISPLAYED AT THE BOTTOM OF THE GAME TIME WINDOW. THE TOTAL TIME IS THE LENGTH OF EACH QUARTER, MULTIPLIED BY THE NUMBER OF QUARTERS, WHICH IS DETERMINED BY THE NUMBER OF HALFTIMES. EXAMPLE: 2 HALFTIMES WILL GIVE YOU 3 QUARTERS, IF EACH QUARTER IS 1 MINUTE, YOU WILL PLAY FOR A 3 MINUTE GAME.

BALL TYPES

TOGGLE ON AND OFF BALL TYPES TO YOUR LIKING. SEE BALLS FOR MORE INFORMATION.

RANDOM EVENTS

SET THE FREQUENCY OF RANDOM EVENTS. THE HIGHER THE NUMBER, THE MORE FREQUENT THE EVENT. NOTE THAT SOME EVENTS CAN ONLY TAKE PLACE ON CERTAIN SURFACE TYPES. SEE RANDOM EVENTS FOR MORE INFORMATION.

CPU SETTINGS

- **AUTO-BALANCE TEAMS:** CONTROL WHETHER CPU PLAYERS WILL AUTOMATICALLY FILL IN TO MAKE TEAMS EVEN. TURN THIS OFF FOR ASYMMETRICAL MATCHES SUCH AS 2-ON-3, 1-ON-2 AND 1-ON-3.
- **MINIMUM PLAYERS:** USED FOR AUTO-BALANCE TEAMS TO DETERMINE THE TOTAL NUMBER OF PLAYERS IN THE MATCH.
- **GOALIES:** TIRED OF GETTING BEAT UP AND NOT SCORING? TRY SENDING THE GOALIES ON VACATION FOR A BIT BY TURNING THIS OPTION OFF.
- **GOALIE LEVEL:** THE HIGHER THE NUMBER, THE MORE SKILLED BOTH TEAM'S GOALIES WILL BE.
- **CPU PLAYER LEVEL:** THE HIGHER THE NUMBER, THE MORE SKILLED ALL CPU PLAYERS ON BOTH TEAMS WILL BE.
- **CONTROL BALL CARRIER:** WITH THIS OPTION TURNED ON, A HUMAN PLAYER WILL ALWAYS CONTROL THE BALL CARRIER. KEEP YOUR EYE ON THE BALL! WHEN YOUR CPU TEAMMATE PICKS IT UP, YOU WILL AUTOMATICALLY SWITCH CONTROL TO THAT PLAYER. IF YOU ARE PLAYING WITH TWO HUMANS ON YOUR TEAM AND ONE CPU, ONLY ONE OF THE HUMAN PLAYERS WILL AUTO-SWITCH TO CONTROL THE BALL CARRIER.

CHALLENGE MODE

1-3 PLAYERS ATTEMPT TO DEFEAT CUSTOM MATCHES AGAINST THE CPU. CAN YOU BEAT LEVEL 10?

CHALLENGE MATCH PLAY

EACH LEVEL OF THE CHALLENGE MODE CHANGES THE GAME IN DIFFERENT WAYS. THE GOALIE AND CPU LEVELS WILL GET HARDER AS YOU GO ON. SOME PLAYER TYPES WILL BE LOCKED AND YOU MUST LEARN DIFFERENT PLAYER TYPES TO MASTER THE MATCH. TIME, RANDOM EVENTS, AND POINTS-PER-GOAL TYPE MAY ALSO VARY, AND SOME LEVELS EVEN DISABLE THE GOALIES.

MINI GAME?

GET YOUR FRIENDS TOGETHER FOR A DIFFERENT TAKE ON SSDT!

FREE-FOR-ALL

THERE'S NO TEAMS -- IT'S EACH PLAYER FOR THEMSELVES IN THIS BATTLE FOR POINTS. SLAM DUNKS ARE DISABLED, AND THERE IS NO GOALIE. ALL PLAYERS SHOOT FOR AS MANY POINTS AS THEY CAN IN A MICRO-ARENA.

OBJECTIVE

IN THIS MODE, YOU MUST GET THE TARGET NUMBER OF POINTS BEFORE EVERYONE ELSE. DON'T WORRY ABOUT PLAYING DIRTY! EVERYONE'S SCORE IS DISPLAYED BELOW THEIR PLAYER, SO BE SURE TO STOP THE HIGH SCORING PLAYER AND GO FOR ALL THE POINTS.

SCORING

SCORING HAS BEEN ALTERED FOR FREE-FOR-ALL

NET: 1 POINT (UNGUARDED BY GOALIE)

POSTS: 2 POINTS

HOOP.: 3 POINTS

SLAM DUNK: DISABLED

This image shows a single sheet of white paper with horizontal blue ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.