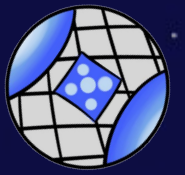


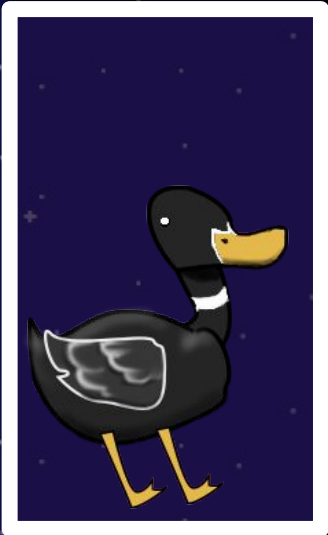


THUNDER DUNK



An electrifying multiplayer sports-ball party game...of death!

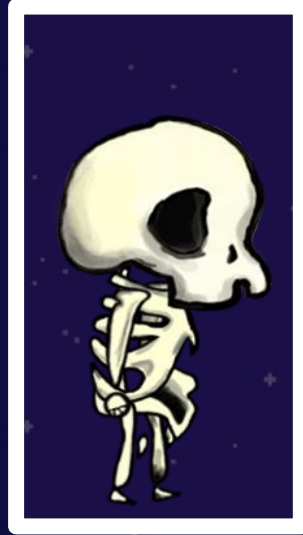
Characters



"DACK"



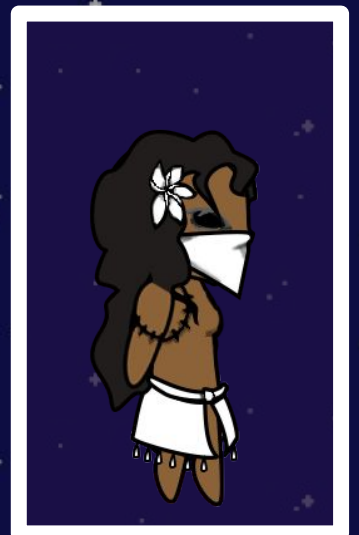
"Old-Man Jenkins"



"SkeleJim"



"Can Waifu"



"Kū"

Controls

Walk!



Charge!



Throw your character a short distance in any direction. Can hold 2 charges. Takes 10 seconds to refill 1 charge.

A



Jump!

Double Jump!

Hold for more power!

X



Punch!

Throw a circle a short distance in any direction. Used to hit the ball and other players

THE STADIUM



The Story

In a faraway galaxy, five prisoners are pitted against each other in a battle to survive. The game: A high speed "ball in goal" sport that's been played since the days of old.

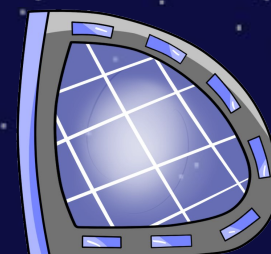
The prisoners, great warriors from across the Universe, fight to score goals against their opponents while winning the hearts of the cheering crowd. Only the strongest and quickest team will come out the winner of THUNDER DUNK!

The Game

Smack the Ball into the Goal to score a point for your team. The team with the most points when time runs out, wins!

The Ball:

Send it flying and hope it goes where you want it to!

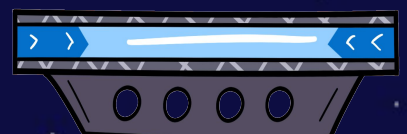


Goal:

One for each team, get the ball into it to score a point for your team!

Platform:

A simple one-directional platform. Stand on top and jump up from below. Sometimes are moving!



Speed Arrows:

Anything touching these gets pushed in the direction it's facing.

