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## Super Slam Dunk Touchdown Crack Code Activation



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### About This Game

Super Slam Dunk Touchdown is a retro styled, local multiplayer, couch-competitive, all-sports mashup driven by a 3D physics engine. Assemble a crack squad of sports athletes and use their unique shot styles and abilities to score goal units and demolish the opposing team. American football players tackle, soccer players steal, roller derby players skate and everybody dunks! Battle for control of baseballs, basketballs, bowling balls, tennis balls, and more. Configure your matches your way, and play with up to six players locally, 3-on-3. Watch out for banana peels, streaking fans and ice resurfacing trucks, not to mention the opposing team!

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Title: Super Slam Dunk Touchdown  
Genre: Action, Indie, Sports  
Developer:  
Tipping Goat LLC  
Publisher:  
Tipping Goat LLC  
Release Date: 16 Dec, 2015

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English







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I don't understand how anyone can't like this game.

Its literally every sport rolled into one. Awesome Game! 11/10, and the streaker always steals the ball from the other team, but not me >:D I love the mixture of the sports makes the ultimate, epic game! I have played very little because I have been too busy latley, but, I still LOVE IT!

Here is a list of what happened to me when I first played this game:

First: Browsing steam, see this game, im like wotever m8 il just buy this im bored.

Second: Play it, im like "m8 this is ok", then start to get into it

Third: GET INTO IT IM LIKE YEAH M9 EPIC PROSKILLZ LOVE IT EPIC AMAZING YOLO I LOVE THIS!!!

BUY IT!!. The dev has worked hard with the community to improve communcation about this product, and I think this game is pretty good. Now, mind you, its not online, at all. We all still want that, and this would be an amazing indy hit if it had online. But even without online the game is good.

EDIT to Add: I have a Let's Play up of this one. Please note this game is really early in development, and I have seen a lot of growth from the developer. So while I don't give it an A+ review at this time, keep an eye on this one as it grows.

[https://www.youtube.com/watch?v=uiCE5dC\\_3SY](https://www.youtube.com/watch?v=uiCE5dC_3SY). Really fun game. It's a shame it doesn't have online co-op though. This game is a mess. Could not load in big picture mode. Had to enable controller input in a game championing itself as a co-op multiplayer. Multiple A.I issues, random stutters and freezing on a rig with a gtx 1060 and latest generation i5. Putting in for a refund and hoping that no one falls prey to this game... it is disapointing as it has promise.. What can I really say about this? It's mayhem on the court and combines so many sports in the most crazy ways it can. Best part is, it all works together really really well! Amazing if you wanna play with friends. This is a nice arcade party game. I think in the future, it would be helpful to make the courts wider, as the play can degrade into literal clouds of dust too often.

[and as with an Alpha, there are moments where you just need to shut things down. All in all though, this is a fun concept that's executed fairly well.](#)

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Great Steam Link local party game! You can also play against AI as well if you want to kill some time.. This game feels really messy, I find it difficult to elaborate teamplay when the passes take so long to actually trigger. The shots also take long to fire (and by that I mean the time between the button release and the shot, not the shot's charging tuime), sometimes having the ball while being half the field ahead of the closest opponent isn't enough to get a fully charged shot, the charge time is so long compared to the turbo's reload time that you'll often find yourself caught. It felt like most of my goals were either the result of one player not being caught in a fight (and yet it's not always enough, as I said before), or the outcome of a lucky mess made of random tackles.

Of course, everything depends on the characters on the field, but when taking all I said above into account I fail to see why I'd pick the basketball player over the roller-derby or the american football player (that is, with the default scoring parameters). It really seems to me that there are some balance issues.

It might be that I missed something, but to be fair the game doesn't explain much about its mechanics. Some of them are fairly simple to discover (different shot types when charging the shot for instance), but all in all I think more tutorials are needed (one by character). For instance, I had no idea what to do when a fight triggered, I thought that a high stat in fight was enough to win a brawl, but after reading a guide on Steam you apparently have to mash the shot button to actually do something. The small tutorial that happens durnig the Shot Practice is definitely not enough.

The in-game events felt somewhat underwhelming, I expected something that actually could change the course of the game but I found them to actually have little effect on the match.

I think it should be noted that I only played against the AI, maybe this game would feel less frustrating with human players. I might change my review if I try it with human players, but I'm not very optimistic.

On a consumer point of view, I think the base price is too high for what this game has to offer: only local quick matches and a couple of challenges. Definetly not worth it if you plan to play solo, unless you get it with a large discount. Not sure it's worth its price for local multiplayer either.

P.S. Also what is it with game periods being called "quarters" when we typically get to play three of them?. Alright, this is my review for SSDT! As previous reviews said, if you like arcade, fast-paced action sports games, this one is for you! Choose your favorite athlete and you're ready to go!

You can customize about everything about the match; Time per period, number of periods, arena size, what kind of ball appears, events that can occur right in the middle of the match, the number of points given depending on how the goal was scored, etc. You can also select from 4 different colors for your team.

Different kind of sports means different kinds of goals to be scored. You can shoot in the net (with or without a keeper), shoot in the hoop or aim for a long toss between american football posts. Each athlete has different kind of shots, try them all to find your favorite one!

The AI can be harsh sometimes but you can edit its skill as well.

Couple downsides though. There is no online multiplayer mode (I secretly hope for one in the future) and the price may seem a bit out of reach for some people.

TL;DR

Bought it yesterday, quick matches, fun game, worth its price IMO. Good job Tipping Goat!. I love arcade sports games, especially if they are creative but the gameplay of this game is so glitchy that I really can't recommend it. I might have accepted the gameplay if the game would still be in early access or if it would cost about 3 \u20ac when in sale.

If you want some nice arcade sports games try Kopanito All-Stars Soccer, Pixel Cup Soccer 17 or Super Blood Hockey instead. I really like them and the last two games are still in development.. Maybe I didn't give it enough a chance but... it was just spamming the basic moves. There isn't enough complexity here. Dash dash dash, hit attack to take the ball from opponent, get the ball, dash dash dash, try to score before they hit attack on you. Do this a billion times and that's the game. Really wanted to like but... isn't quite there. Needs better AI for solo play. Local co-op is much more fun I'd wager, but... not worth it. Especially

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for \$15. I'd pay like, \$3 for this and be fine with it.. This is a fun little game that plays exactly as you'd expect from its appearance: like a crazy version of the old Nintendo ice hockey games. The controls take a bit of getting used to, but the variety of characters are fun. Amusing to play around with.

Keyboard controls don't appear to be listed anywhere, so I had to keep hitting buttons to figure out how to play:

Directional arrows: Move

Space bar: Enter

Escape: Menu

.(comma): Shoot

.(period): Pass

V(slash): Turbo boost

Right Shift: Switch players. Really fun game. It's a shame it doesn't have online co-op though. Good couch game :). This game feels really messy, I find it difficult to elaborate teamplay when the passes take so long to actually trigger. The shots also take long to fire (and by that I mean the time between the button release and the shot, not the shot's charging time), sometimes having the ball while being half the field ahead of the closest opponent isn't enough to get a fully charged shot, the charge time is so long compared to the turbo's reload time that you'll often find yourself caught. It felt like most of my goals were either the result of one player not being caught in a fight (and yet it's not always enough, as I said before), or the outcome of a lucky mess made of random tackles.

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P.S. Also what is it with game periods being called "quarters" when we typically get to play three of them?. Originally this was a negative review, not because the game was bad, but because I saw a huge potential that was ruined by a couple small issues, and it was frustrating as I really loved the concept of this game.

First I'd like to put the emphasis on the professionalism of the dev team, after the bad review they tried to reach out and understand. They also gave fair arguments and explanation. And eventually the recent updates of the game tackled most of those "small issues".

The game is not yet perfect of course but I can see a huge improvement, and I respect a lot the work that has been put by the team to fix the game.

The AI is now way better does encourage team play. I found myself thinking about very exiting team strategies that would have never worked before because of the dumb (sometimes too aggressive) AI. It gives so much more depth and replayability to the game.

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It's not part of the update log but I have the feeling either the player stats, or the ball weight\physics has changed and it makes the game more enjoyable.

The multiplayer games are still pretty epic and fun and the game has become a no brainer when I have friends over.

I can't wait to see the future updates, I really hope the team brings more gameplay options, powerups ? special moves ? new way to shoot the ball ? :)

It's worth the \$15, it's packed with fun, good ideas, and a caring dev team willing to enhance the game for the community.

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