

For the Atari 2600

3-POINT DASH

v2



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Title:

3-point dash v2

Genre:

Sports/Arcade game

Objective:

The objective of 3-point Dash v2 is to score as many points as possible by shooting three-pointers. The game consists of shooting rounds, where the player must make 9 successful shots into the hoop within a given time limit in order to advance to the next shooting round. If the player fails to make 9 shots into the hoop within the allotted time, the game ends.

Gameplay:

The game is played on a basketball court with an adjustable hoop that moves left and right and speeds up as the game progresses. The player controls a basketball player who can move left and right using a joystick. Pressing the joystick button makes the player shoot towards the hoop, jumping to shoot the ball in the air. If the player presses the joystick left or right together with the button, the ball will fly in that direction, allowing for shooting at an angle.

Scoring:

Each successful three-pointer scores three points. The player's score is displayed on the screen, along with a ball counter indicating the number of remaining balls to be made into the hoop to advance to the next shooting round. Additionally, there is a time bar on the screen that turns green when a sufficient number of balls have been made into the hoop, indicating a guaranteed progression to the next round of shooting.

Difficulty levels:

In the Standard difficulty level, the hoop is slightly wider, making it easier to score points. In the Hard difficulty level, the hoop is narrower, making it more difficult to score points.

Controls:

Joystick left/right: Move the basketball player left or right

Joystick button: Shoot the ball towards the hoop

Joystick left/right + button: Shoot the ball towards the hoop at an angle

Have fun playing the 3-point dash v2!

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