

# TOP GOAL

## USER MANUAL

### Controls

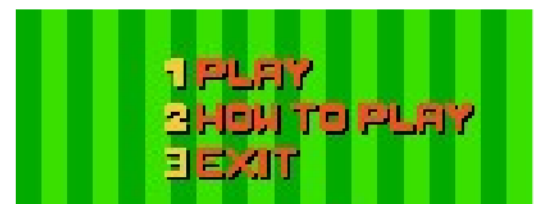
#### -INGAME

- Player 1
  - W: Jump
  - A: Move Left
  - S: Move right
- Player 2
  - I: Jump
  - J: Move Left
  - L: Move Right



#### -MENU

- While on the main menu, press any of the keys indicated next to the options to either play a new match, access the "controls" screen or exit the game.



\*Joystick controllers are not supported at this stage of development. Sorry for the inconvenience.

## How to play

Top Goal is a 1v1 soccer game, and as such, it was designed to be played by two players at the same time. Take it to the field with your friends or family and be the first one to score 3 points to win the game.

Points are obtained by scoring goals. To do so, get the ball inside your opponent's goal by hitting it over or under him.

Find the balance between offense and defense to win games and become the top goal scorer in your friend group.



# GESTURE

## -Super Caudron

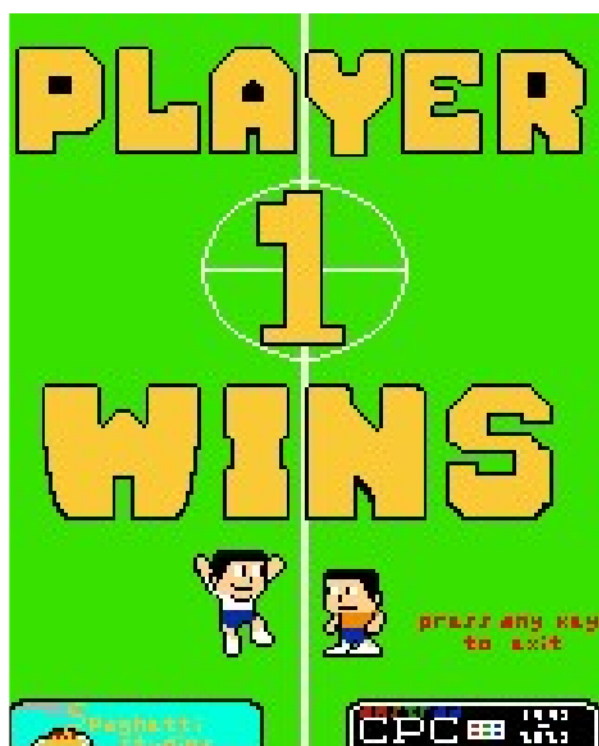
To reference the phenomenal retro platform game *Super Caudron* released by [Titus Software](#) an image of the game's protagonist is shown as an ad in one of the stadium's banners alongside the game's title and the developing team's logo.



## -Amstrad CPC

The 30st anniversary of Amstrad CPC's end of commercial life is referenced by a little nod at the game's final screen.

At the end of every match, the screen will change to the announcement of the winner and a banner will be featured at the bottom right corner with the last date in witch Amstrad CPC's commercial life ended (1993) over the current year (2023).



## Used software

- [Visual Studio Code](#) | Code editor
- [PaintTool SAI](#) | Painting software
- [CPCTelera](#) | Game development framework



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