

Regular Human Basketball

Version 1.1

About

Inspired by the simple controls of QWOP and the relaxing co-operative gameplay of Spaceteam comes the new party game from Powerhoof. In Regular Human Basketball you and your teammates run around inside a giant mechanical death machine flicking switches and shootin hoops. It's local multiplayer for 2-10 players, and out now for free on PC!

We (Dave Lloyd and Barney Cumming) originally made Regular human basketball for a local-multiplayer game jam in 2013. [Crawl](#) came out of a similar game jam, and took all our attention for a while, but then we decided to take a couple of weeks break from early access updates, give it some polish and put it out!

Check out our other stuff at powerhoof.com!

How to play

- First of all you'll need at least 1 other player.
- Each player has controls to run left/right, a jump button, and an action button used to turn on/off switches.
- Most controllers should work. Try restarting after plugging them in if it's not working.
- You can cram some people around a keyboard too- view the controls in the info section in-game.

Don't have enough controllers?

- Press "C" in the main menu to enable "shared controllers"
- With Shared controllers turned on, two people share a controller, using the analog stick, shoulder button, and trigger.

Sound track

Available here- <https://feedingtime.bandcamp.com/album/regular-human-basketball-ost>

Full Credits

Powerhoof:

Dave Lloyd ([@duzzondrums](#)) – Code/Design

Barney Cumming ([@powerhoof](#)) – Art/Design

With help from:

Louis Meyer ([@louisdmeyer](#)) - Commentary system

Ben Weatherall ([@sunraheadgear](#)) - Music and background art

Regular Human Basketball uses these sounds from freesound:

- <http://www.freesound.org/people/ecfike/sounds/128696/>
- <http://www.freesound.org/people/Alexy621/sounds/118428/>
- <http://www.freesound.org/people/MentalSanityOff/sounds/218318/>
- <http://www.freesound.org/people/Pertti.Orn/sounds/250965/>
- <http://www.freesound.org/people/musicmasta1/sounds/131385/>
- <http://www.freesound.org/people/joedeshon/sounds/264291/>
- <http://www.freesound.org/people/smmassuda/sounds/136629/>
- <http://www.freesound.org/people/Razzvio/sounds/79571/>
- <http://www.freesound.org/people/Halleck/sounds/121677/>
- http://www.freesound.org/people/Corsica_S/sounds/108687/
- http://www.freesound.org/people/Corsica_S/sounds/108685/
- <http://www.freesound.org/people/KeyKrusher/sounds/152730/>
- <http://www.freesound.org/people/volivieri/sounds/80137/>

Regular Human Basketball uses these Unity Components

- **ex2D** – 2d atlas and animation editor -
<https://www.assetstore.unity3d.com/en/#!/content/1795>
- **InControl** – Cross platform controller support -
<https://www.assetstore.unity3d.com/en/#!/content/14695>
- **Easy Voice** – TextToSpeech generator -
<https://www.assetstore.unity3d.com/en/#!/content/22328>