

ONE ON ONE

Player Manual - Version 1.1.0 - Tronsoft Games

1. The game

One on One is real-time half-court basketball for two, seen from above. One ball, one hoop, a 24-second shot clock and an LED scoreboard. Two players share one keyboard, or one player takes on a computer opponent at Rookie, Pro or Legend skill. The first to the target score (11 or 21) wins; there are no draws.

2. Setup screen

Choose the opponent (Two players, or Versus CPU at three skills - the screen opens on Pro), the target score, and the possession rule. Loser's outs gives the ball to the player who was just scored on; winner's outs keeps it with the scorer. Set the sound volume and press Tip off. Your choices are stored in the browser and restored next time.

3. Controls

	Move	Action
Player 1 - Sky Tallis	W A S D	Space
Player 2 - Ray Carver	Arrow keys	Enter
Either	P pauses / resumes	Esc returns to setup

The action key is contextual. **With the ball:** hold to jump, release to shoot; the release nearest the top of the jump is the most accurate, and a quick tap is a hurried shot. **Defending a dribbler:** press when within reach to steal. **Defending a shooter in the air:** press to jump and contest; a close, well-timed contest blocks the shot and knocks the ball loose.

4. Possession and the clock

Each possession begins with a check: the ball-handler at the top of the key, the defender four feet off. The shot clock runs for 24 seconds; letting it expire is a turnover. After a defensive rebound or a steal, the new ball-handler must carry the ball back past the three-point arc before shooting - the court reads "take it back past the arc" until it is done. A reach-in foul resets the clock and leaves the fouling defender stumbling.

5. Shooting

A shot's chance starts from distance - 0.95 inside four feet, and 0.02 less per foot beyond that (about 0.75 at ten feet, 0.55 at twenty, 0.47 at the arc) - and is then adjusted for the shooter's ratings, fatigue, the defender's closeness or contest, release timing, and a hot streak of two or more makes. A drive that arrives at the rim moving fast becomes a dunk, which nearly always scores unless the defender is on the spot; one dunk in about twelve shatters the backboard. Threes score three; everything inside the

arc scores two.

6. Fatigue

Running drains the stamina bar above each player; standing still recovers it. A tired player is slower, shoots worse, and is easier to steal from. Jumping costs a little stamina each time.

7. The players

	Speed	Shooting	Inside	Dunk	Steal	Block	Stamina
Sky Tallis, the Tower	0.97	0.95	1.12	1.15	0.9	1.25	0.95
Ray Carver, the Cutter	1.04	1.12	1.0	0.85	1.15	0.85	1.05

Ratings are multipliers on 1.00. Tallis protects the rim and finishes; Carver is quicker and the better shooter from range. Both are original characters.

8. The computer opponent

Rookie wanders and reaches late; Pro sits between ball and hoop and contests when close; Legend does both sharply. The computer always plays Ray Carver.

9. Accessibility and settings

The setup screen is fully keyboard-operable. The play-by-play line and score are announced through a live status region for screen readers. Motion is essential to the game; the setup screen respects the reduced-motion preference. Sound has a single effects channel with a volume slider; there is no music.