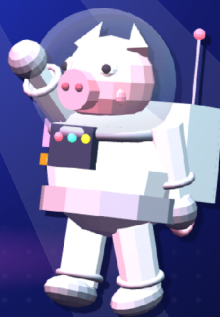


SSS

20
CHALLENGES
INSIDE!

SAFARI SMASH SANDBAG

10 SECONDS • 1 SANDBAG • NO MERCY



12 MODES ♦ 7 FIGHTERS ♦ 7 STAGES ♦ 118 ACHIEVEMENTS

1 PLAYER • KEYBOARD • TOUCH • CONTROLLER

MAGIADEV.OVH/SSS

▲ WARNING • READ BEFORE PLAYING

A very small percentage of sandbags may experience extreme discomfort when exposed to certain patterns of punches, kicks, piñatas or rocket engines. If your sandbag shows any of the following symptoms, stop playing immediately: dizziness, altered vision, spontaneous flight, or a sudden urge to take revenge. Take a 15 minute break every hour. Your thumbs will thank you. The bag will not.

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CHAPTER 01

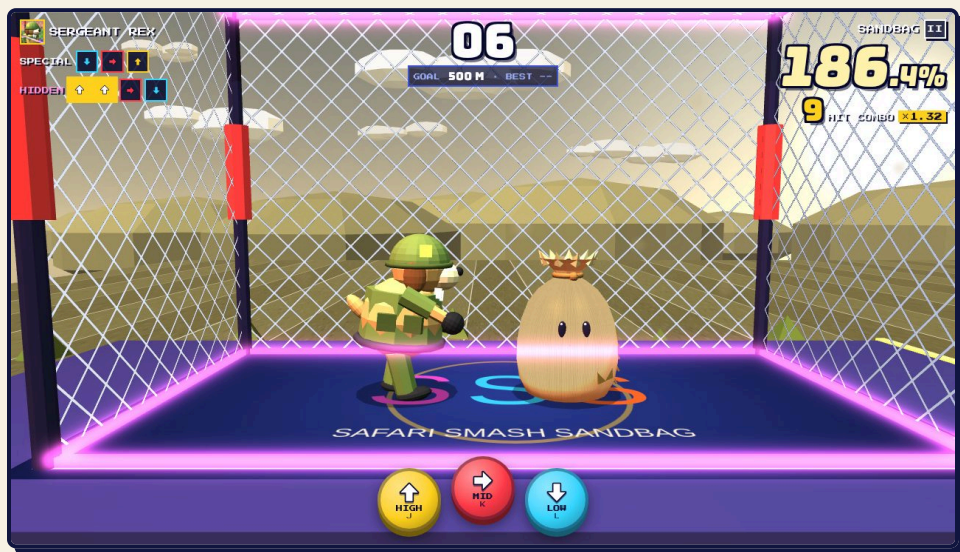
WELCOME TO THE GRAND PRIX

Somewhere between a training dojo, a lucha ring and a launch pad, the most important sporting event on Earth is about to begin: the **Safari Smash Sandbag Grand Prix**.

The rules have not changed since the very first tournament. A fighter steps into a steel cage with one sandbag. They have **ten seconds** to beat it as hard as they can. Then the cage lifts, the fighter unleashes one final **SMASH**, and the bag flies down an endless field. The longest shot wins.

Seven arenas. Seven champions. One **Golden Sandbag**. This year six of the toughest animals on the planet have signed up: a masked lucha rooster from Mexico, a karate monkey from Japan, a retired army dog from the USA, a mafia tiger from Little Italy, a goldfish who forgot why he came, and the first pig on the Moon.

And somewhere in the corner of every training ground, an old sack of rice is listening. It remembers every single hit.



Sergeant Rex softens up the classic sandbag. Every hit raises its damage percentage, and the higher it climbs, the further it will fly.

THE GOLDEN RULE

Damage is distance. The bag's damage percentage is the single most important number in the game. Everything you do in the cage exists to push that number up before the timer hits zero.

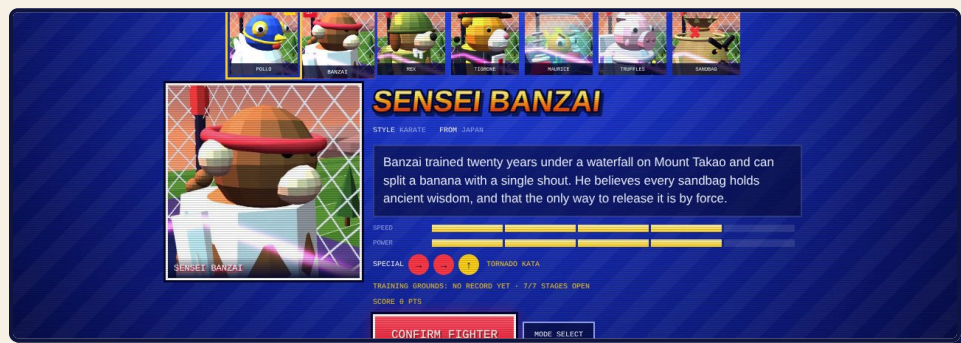
CHAPTER 02

GETTING STARTED

SSS runs in any modern web browser on computer, tablet or phone. No installation needed. On a phone, add it to your home screen to play it fullscreen like a real app.

FROM TITLE TO FIGHT

- 1 **Title screen.** Press any key, tap the screen or press a controller button. On phones and tablets the game switches to fullscreen. The very first time, a 30-second animated **HOW TO PLAY** shows you the basics (big SKIP button top left). Watch it again any time from the pause menu or the Options.
- 2 **Mode Select.** Modes are sorted in three families: **Story Modes**, **Classic Modes** and **Special Modes**. Open a family, then pick a mode. New players should start with **Story Mode** or the **Home Run Contest**. Locked modes show what you need to do to open them.
- 3 **Choose your fighter.** Move the cursor over a portrait, then press to **pick** the fighter: the portrait flashes and the announcer calls their name. Press **CONFIRM FIGHTER** to lock it in.
- 4 **Choose your bag.** Same two steps on the bag rack. Each bag handles differently (see *The Bag Rack*).
- 5 **Stage Select.** Pick an arena. A large preview shows the stage, its champion, its gimmick, the goal and your best distance there.



The fighter select screen. The profile shows style, origin, speed and power, the special combo and your records for the current mode.

SAVE DATA

Your progress, records, unlocks and achievements are saved automatically in your browser. Clearing your browser data, or using a private window, starts you from scratch.

CHAPTER 03

CONTROLS

SSS is a **three-button** game. Each button aims at one part of the bag.

ACTION	KEYBOARD	TOUCH	CONTROLLER
 HIGH strike	 or 	Yellow button	
 MID strike	 or 	Red button	 or 
 LOW strike	 or 	Blue button	
Charged strike	Hold any strike button, release to attack		
Smash (aim & gauge)	Any strike key,  or 	Tap anywhere	Any face button
Smash now (Training)		SMASH button	 / 
Dash (Beyond Gravity)	 / 	Tap anywhere	Any face button
Fast forward ×3 (flight)		 button, bottom right, after 8 s of flight	
Pause (fight or flight)	 or 	II button	
Restart		Pause menu ► Restart (not in Story Mode)	
How to Play	Pause menu or Options · skip with  ,  or SKIP		

MENUS

ACTION	KEYBOARD	CONTROLLER
Move cursor	Arrow keys (or  / 	D-pad / left stick
Pick / confirm	 or 	 or 
Back		
Change bag (stage select)		 / 
Switch records tab	 	D-pad

CONTROLLERS

Any standard controller works (Xbox layout shown). Plug it in or pair it before opening the page, then press a button to wake it up.

CHAPTER 04

READING THE SCREEN



The fight screen during a Home Run Contest round (here with the hidden combo hint switched on).

- 1 **Fighter:** portrait and name. Under them, your **SPECIAL** combo with drawn arrows. Each arrow lights up as you enter the sequence. In Story Mode and Arcade, a small **STORY / ARCADE** line shows your running score.
- 2 **Hidden combo hint:** only with Unlock Everything and the Show hidden combo option. It greys out once used in the round.
- 3 **Round clock:** 10 seconds (13 with the Alarm Clock). It turns red for the last 3 seconds.
- 4 **Info line:** goal and best, or the score, targets, round number... depending on the mode.
- 5 **Damage %:** the number that becomes distance. It jumps on every hit and changes colour as it climbs (see below).
- 6 **Hit combo:** the chain counter and its damage multiplier. It vanishes when the chain breaks.
- 7 **Bag name** and the II pause button.
- 8 **Strike buttons** (touch screens). A button that turns pale is going stale: switch to another strike.

THE DAMAGE COLOURS

0%	250%	450%	650%	800%	1100%	1500%	3500%+
----	------	------	------	------	-------	-------	--------

White when fresh, then yellow, orange, **red from 800%**, and darker and darker brown beyond. A glance is enough to know how far the bag will go.

CHAPTER 05

ANATOMY OF A ROUND

Every Home Run round has three phases. Master all three and the bag will leave the atmosphere.

PHASE 1**THE FIGHT**

10 seconds inside the cage.
Juggle, slam and combo the bag to raise its damage %.

PHASE 2**THE SMASH**

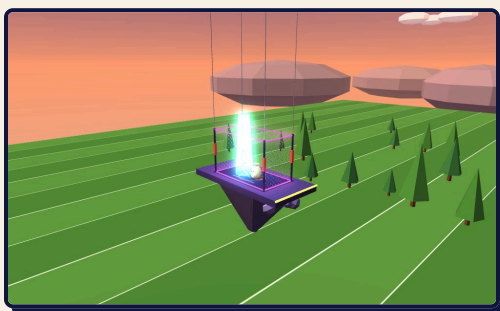
TIME! The cage lifts, the bag hops back to the centre, and you get one final blow: aim, then charge.

PHASE 3**THE FLIGHT**

The bag flies down the field. Stage gimmicks can keep it going. Where it stops is your distance.

THE WARP-IN

Each round starts with your fighter beaming down onto the platform in a column of light and sparkles. The stage card shows the arena, its location and the goal. When the announcer says **FIGHT!**, the clock starts.



Teleport beam, incoming.

TIME!

At 00 the bell rings and the cage rises. Wherever the bag was, it bounces back to the middle of the platform so the final smash is always perfectly framed. Your fighter dashes beside it and hangs in the air, waiting for your input. See *The Smash*, page 11.

LANDING

When the bag stops moving, a flag is planted with the distance in meters. Beat your record and a golden **BEST** flag will wait for you there next time. Pass the stage goal in flight and you will see **GOAL!** pop above the bag.

CHAPTER 06

STRIKING THE BAG

Your fighter dashes to the bag automatically. You only choose **where** to hit it.

STRIKE	EFFECT	BASE DMG	ANGLE
 HIGH	Pops the bag up toward the ceiling. Perfect to start a juggle.	4%	78°
 MID	A straight blow that slams the bag into the fence. Strongest single hit.	5%	16°
 LOW	Spikes the bag down into the mat so it bounces back up at you.	3%	-32°

CHARGED STRIKES

Hold a strike button instead of tapping it. After a short moment your fighter winds up and glows. The charge fills in about **0.8 s**; at full power you hear a *tick* and see sparks. Release to unleash a smash attack. A charge held too long fires on its own after 1.25 s.

A charged strike deals up to **double damage**, up to **70% more knockback** and, like a special, a **bonus that grows with the bag's damage** (shown as **+X%**). Your chain does not break while you wind up. A fully charged one shouts **FULL POWER!** Slow, heavy fighters such as Rex and Truffles love it; fast fighters still do better with specials.

CHAINS

Hits that land less than **0.9 s** apart form a chain. Each link adds **+4% damage**, up to **+60%** from the 16th hit onward. Keep the rhythm going and the bag's percentage climbs faster and faster.

STALE STRIKES

The crowd gets bored of the same move. The game remembers your last 9 strikes. Three of the same zone in that window is a fair mix; every repeat **beyond three** cuts its damage by **9%**, down to a floor of 55%. On touch screens a stale button turns pale. **Mix up high, mid and low!**

APEX HITS

Strike the bag when it hangs at the very top of its arc (in the air, almost not moving) for a **+25% apex bonus**. HIGH, wait, then MID is a classic.

CHAPTER 07

THE DAMAGE ENGINE

For players who want to understand exactly what happens on every hit. Here is the real formula used by the game.

DAMAGE PER HIT

$$\text{damage} = \text{move} \times \text{fighter} \times \text{bag} \times \text{momentum} \\ \times \text{freshness} \times \text{chain} \times \text{apex} \times (1 + \text{charge})$$

FACTOR VALUE

move	HIGH 4 · MID 5 · LOW 3
fighter	Fighter damage rating, from ×0.90 (Pollo) to ×1.60 (The Sandbag)
bag	Bag damage rating: Beach Ball ×0.85 ... Anvil ×1.50
momentum	1 + (closing speed ÷ 18), capped at ×2.5 . Closing speed is how fast the bag is flying <i>toward</i> your strike.
freshness	1 – 0.09 × (repeats – 3) of the same zone in your last 9 strikes, minimum 0.55
chain	1 + 0.04 × (chain – 1), capped at 1.60
apex	×1.25 when the bag is in the air near the top of its arc
charge	0 to 1 depending on how long you held

$$\text{charge bonus} = 32 \times \text{fighter} \times \text{bag} \times \text{charge}^{1.5} \times (1 + p/250)$$

KNOCKBACK

How far the bag is thrown by a hit grows with its damage, exactly like a classic platform fighter:

$$\text{kb} = (((p/10 + p \times d/20) \times 200 / (w+100) \times 1.4) + 18) \\ \times \text{scaling} / 100 + \text{base}$$

p = damage % after the hit · **d** = this hit's damage (max 24) · **w** = bag weight · **scaling / base**: HIGH 95 / 14, MID 110 / 10, LOW 70 / 18. The result is multiplied by the fighter's power, ×1.3 for a special, ×1.6 for a hidden combo, and up to ×1.7 for a charge.

WHY MOMENTUM MATTERS

Momentum is the biggest multiplier in the cage. Bounce the bag off the far wall, then hit it as it flies back at you: a cyan **ring** and cyan text mean you landed a big momentum hit.

CHAPTER 08

SPECIALS & COMBOS

Every fighter has a **special combo**: three strikes in a precise order, landed inside one chain.

When the last hit of the sequence connects, the screen flashes, the special's name appears and the bag takes a big burst of extra damage. The special is always shown at the top right of the screen during a fight, so you never have to remember it.

$$\text{special bonus} = 18 \times \text{fighter dmg} \times (1 + p/400)$$

knockback $\times 1.3$

The bonus grows with the damage the bag has already taken: **+25%** at 100%, **+50%** at 200%. Specials can be repeated as often as you like in a round. Land three in one round for the **SHOWBOAT** achievement.

FIGHTER	INPUT	SPECIAL	FINAL SMASH
EL POLLO LOCO	  	TOPE SUICIDA	COSMIC PLANCHA
SENSEI BANZAI	  	TORNADO KATA	SUPREME KIAI
SERGEANT REX	  	OPERATION THUNDER	ARTILLERY STRIKE
DON TIGRONE	  	OFFER YOU CAN'T REFUSE	FAMILY BUSINESS
MAURICE	  	BLUB BLUB BARRAGE	TIDAL WAVE
CAPTAIN TRUFFLES	  	ORBITAL DROP	LIFTOFF

HIDDEN COMBOS TOP SECRET

Rumour has it each fighter also knows a **secret 4-hit combo**, never shown anywhere in the game. It hits three times harder than a special and the arena goes into a cinematic slow motion when it lands. The full list is printed in the *Secrets* chapter, page {P:SECRETS}. Do not peek if you want to find them yourself!

ORDER MATTERS

The game reads your last strikes in order. If you mess up, just start the sequence again; the chain only needs to stay alive (hits less than 0.9 s apart).

CHAPTER 09

THE SMASH

When the clock hits zero, you get one last blow. It decides everything.

STEP 1 • POINT BLANK

The closer your fighter is to the bag when the cage lifts, the stronger the smash. Right next to it (under 1.7 m) gives the maximum **✖1.5 POINT BLANK** bonus. From 5 m and beyond there is no bonus. In between it scales smoothly, shown as **CLOSE RANGE ✖1.2** and so on.

STEP 2 • THE AIM ARROW



A giant arrow sweeps back and forth from **8°** (flat) to **80°** (almost straight up). Press any button to lock it. If you wait too long it locks by itself after 2.6 s.

- ▶ **Under 15°**: LINE DRIVE! The bag skims low and fast.
- ▶ **Over 70°**: SKY BALL! A huge arc. Great on low-gravity stages and to reach things flying high.
- ▶ Around **35°–45°** is the safe classic, but the best angle depends on the stage, the bag and the wind. Experiment!

STEP 3 • THE POWER DIAL



Left: the needle runs around the dial. Right: two PERFECTs, the bag is about to leave orbit.

A needle runs once around a circular dial in 2.6 seconds. There are **two green zones**. Press any button each time the needle crosses one. Each press is judged:

RESULT	WINDOW	BONUS
PERFECT	within 3% of the zone centre	+20%
GOOD	within 7.5%	+8%
MISS	outside, or no press	+0%
SUPER SMASH: two PERFECTs		+10% more

While you aim and charge, the music slows to half speed and sinks under the action, speed lines close in, and the world loses its colour until the blow lands. The best possible dial gives **×1.5** launch power. Then the screen flashes, your fighter's final smash name appears, and the bag is gone.

LAUNCH SPEED

$$v = (p \leq 150 ? 8 + 0.3p : 53 + 0.12(p - 150))$$

× fighter power × bag launch × point blank × dial

Below 150% every point of damage counts a lot. Above that, it still keeps adding speed, just more slowly. There is no cap: a bag at 2000% simply leaves the planet.

MAXIMUM POWER

Point blank (×1.5) plus a SUPER SMASH (×1.5) multiplies your launch speed by **2.25**. Doing both at once unlocks the **MAXIMUM POWER** achievement.

CHAPTER 10

FLIGHT & THE FIELD

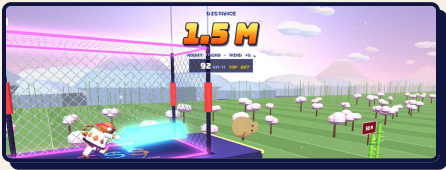
Once launched, the bag is on its own. Air drag slows it down, gravity pulls it back, and each stage has something waiting on the field.

THE ENDLESS FIELD

There is no wall at the end: distance signs every 50 m, scenery that keeps repeating, a field that goes on forever.

THE FLIGHT SCREEN

The big counter shows the distance. Under it, the **speedometer** gives the bag's speed in km/h and its **TOP** speed of the flight. After 8 seconds in the air a ►►*3 button appears at the bottom right (or press **F**): the flight runs three times faster. Tap it again to go back to normal speed. The **II** button next to it pauses the flight.



BOUNCES & ROLLS

When the bag lands it bounces, slides and finally stops. Each bag reacts differently: the Old Tire rolls on and on, the Anvil just drops dead, the Vespa starts its engine and rides for three more seconds. Sand, water and moon dust also change how far it skids.

SKY TARGETS

About **one flight in three**, something is flying high above the field. If your bag goes higher than 32 m it may crash straight into it: the game drops into dramatic slow motion, the camera frames the collision and the object is destroyed in a shower of debris. It is pure show, but it counts for three achievements.

STAGE	WHAT FLIES THERE
TRAINING GROUNDS	Plane · Hot-air balloon
BOOT CAMP	Helicopter · Fighter jet
LUCHA ARENA	Lucha blimp · Hot-air balloon
MOUNT TAKAO	Kite · Carp streamer
LITTLE ITALY	Pizza blimp · Helicopter
THE AQUARIUM	Rubber duck · Submarine
MOON BASE	Satellite · UFO

THE FIGHTERS



EL POLLO LOCO

STYLE LUCHA LIBRE
FROM MEXICO

SPEED ■ ■ ■ ■ ■
POWER ■ ■ ■ ■ ■

Raised in the fighting pits behind a Guadalajara taquería, El Pollo Loco won his mask by beating 99 roosters in a single night. Nobody has seen his face since. He fights for every chicken who never made it out of the coop.

“¡Ay, caramba! Your bag has no wings, amigo. Neither did I, until tonight.”

SPECIAL COMBO

⬇ ⬆ ⬆

TOPE SUICIDA

FINAL SMASH

COSMIC PLANCHA

FIGHTING STYLE

Fastest of the starting four. Short cooldown between hits makes him the king of long chains, but each hit is light. Ideal for momentum juggles.

DASH	SPEED	RECOVERY	DAMAGE	LAUNCH	POWER
	44 m/s	0.11 s		×0.90	×0.92



HIDDEN 4-HIT COMBO · ? ? ? ? · SEE PAGE {P:SECRETS}

THE FIGHTERS



SENSEI BANZAI

STYLE KARATE
FROM JAPAN

SPEED

POWER

Banzai trained twenty years under a waterfall on Mount Takao and can split a banana with a single shout. He believes every sandbag holds ancient wisdom, and that the only way to release it is by force.

“The bag flew. The bag learned. Come back when you have found your inner banana.”

SPECIAL COMBO

TORNADO KATA

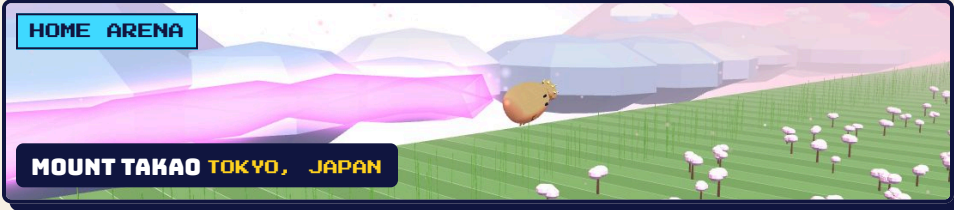
FINAL SMASH

SUPREME KIAI

FIGHTING STYLE

The all-rounder. Perfect balance between speed and power, and the easiest special in the game: two mids and a high.

DASH	SPEED	RECOVERY	DAMAGE	LAUNCH	POWER
	35 m/s	0.15 s	×1.00		×1.00



HIDDEN 4-HIT COMBO · ? ? ? ? · SEE PAGE {P:SECRETS}

THE FIGHTERS



SERGEANT REX

STYLE MILITARY
FROM USA

SPEED     

POWER     

Twelve tours of duty, zero sticks fetched. Rex was discharged from the K-9 Corps for "excessive enthusiasm" and now treats every sandbag as an enemy fortification to be breached, flattened and claimed for the flag.

"Target neutralized. Requesting immediate belly rubs. Over."

SPECIAL COMBO

OPERATION THUNDER

FINAL SMASH

ARTILLERY STRIKE

FIGHTING STYLE

Slow, heavy, devastating. Every hit lands hard and his smash launches further than anyone in the starting cast. Pick your strikes carefully.

DASH	SPEED	RECOVERY	DAMAGE	LAUNCH	POWER
	27 m/s	0.21 s	×1.25		×1.18



HIDDEN 4-HIT COMBO · ? ? ? ? · SEE PAGE {P:SECRETS}

THE FIGHTERS



DON TIGRONE

STYLE MAFIA
FROM ITALY

SPEED

POWER

Head of the Stripes Family, Don Tigrone runs every sandbag racket from Palermo to Little Italy. He never raises his voice and he never misses a payment. He doesn't hit sandbags. He makes them disappear.

"Nothing personal, capisce? The bag owed the Family some distance."

SPECIAL COMBO

OFFER YOU CAN'T REFUSE

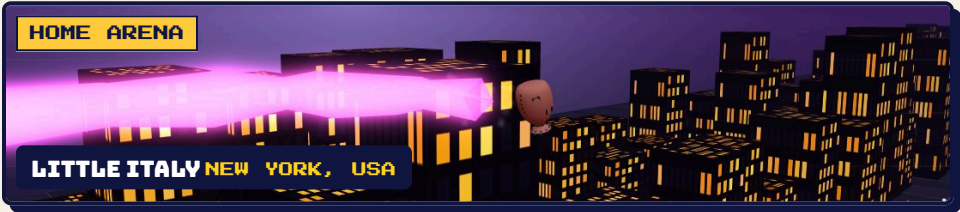
FINAL SMASH

FAMILY BUSINESS

FIGHTING STYLE

Heavy hitter with a little more speed than Rex. His special finishes on a MID, so it slams the bag straight into the fence for easy rebounds.

DASH	SPEED	RECOVERY	DAMAGE	LAUNCH	POWER
	30 m/s	0.18 s	×1.15		×1.12



HIDDEN 4-HIT COMBO · ? ? ? ? · SEE PAGE {P:SECRETS}

THE FIGHTERS



MAURICE

STYLE BOWL BOXING
FROM PET SHOP

SPEED
POWER

Maurice has a three-second memory and a forty-year grudge he can't quite place. Former champion of the aquarium circuit, he had his bowl fitted with spring-loaded gloves and came out of retirement for one reason. He forgot the reason. He kept the gloves.

"Wait... did I win? Who are you? Why am I wet? Let's go again."

SPECIAL COMBO

→

↓

→

BLUB BLUB BARRAGE

FINAL SMASH

TIDAL WAVE

FIGHTING STYLE

Quick, light and slippery. His special is a ping-pong of mids and lows that keeps the bag low and close, perfect for fast chains.

DASH	SPEED	RECOVERY	DAMAGE	LAUNCH	POWER
	38 m/s	0.14 s	×0.95		×1.05



HIDDEN 4-HIT COMBO · ? ? ? ? · SEE PAGE {P:SECRETS}

THE FIGHTERS



CAPTAIN TRUFFLES

STYLE ASTRONAUT
FROM SOUTH AFRICA

SPEED ■ ■ ■ ■ ■
POWER ■ ■ ■ ■ ■

Born on a pig farm outside Cape Town, Truffles became the first pig in space, the first pig on the Moon, and the first pig to spend three days stuck in an airlock. He trained for low gravity by bouncing sandbags across the lunar dust, and now he wants to fly the Golden Sandbag home to orbit.

“One small step for a pig, one giant smash for pig-kind. Oink.”

SPECIAL COMBO

↑ ↑ ↓

ORBITAL DROP

FINAL SMASH

LIFTOFF

FIGHTING STYLE

Solid power and a strong launch. His special ends on a LOW spike, which bounces the bag right back into his snout.

DASH	SPEED	RECOVERY	DAMAGE	LAUNCH	POWER
	33 m/s	0.17 s		×1.05	×1.08

HOME ARENA

MOON BASE SEA OF TRANQUILITY

HIDDEN 4-HIT COMBO · ???? · SEE PAGE {P:SECRETS}

CHAPTER 11

THE BAG RACK

The bag is your second choice before every round, and it changes everything: how it moves in the cage, how much damage it soaks up, how it flies and how it lands.

Bags unlock as your **total score** grows: the sum of your best distance on every stage (any fighter). The Golden Sandbag is the exception: it is a reward for achievements. Story Mode is always played with the classic Sandbag.



SANDBAG **BALANCED**

The classic sack of rice. Takes a beating and flies true.

WEIGHT 100 • DMG $\times 1.00$ • KNOCKBACK $\times 1.00$

UNLOCK: AVAILABLE FROM THE START



BEACH BALL **BOUNCY • FLOATY**

Featherweight. Ricochets all over the cage and drifts through the air, but takes less damage.

WEIGHT 60 • DMG $\times 0.85$ • KNOCKBACK $\times 1.35$

UNLOCK: TOTAL BEST DISTANCE 250 M



ALARM CLOCK **+3 SECONDS**

It never stops ringing. You get 3 extra seconds of fight time, and its bells make it spring off the ground.

WEIGHT 95 • DMG $\times 1.00$ • KNOCKBACK $\times 0.95$ • +3 S FIGHT TIME

UNLOCK: TOTAL BEST DISTANCE 500 M



VESPA **RIDES ON LANDING**

Heavy in the cage, but once it touches the field the engine starts and it rides on for 3 seconds.

WEIGHT 130 • DMG $\times 1.15$ • KNOCKBACK $\times 0.80$ • RIDES 3 S AFTER LANDING

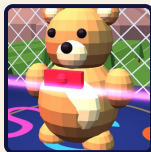
UNLOCK: TOTAL BEST DISTANCE 800 M

**ANVIL** **HEAVY** • +50% DAMAGE

Barely moves in the cage but soaks up half again as much damage. Slices through the air and never bounces.

WEIGHT 175 • DMG $\times 1.50$ • KNOCKBACK $\times 0.55$

UNLOCK: TOTAL BEST DISTANCE 1,200 M

**TEDDY BEAR** **SOFT** • +30% DAMAGE

Stuffed and squishy. Soaks up 30% more damage but barely bounces, and flops like a ragdoll when it lands.

WEIGHT 85 • DMG $\times 1.30$ • KNOCKBACK $\times 0.85$

UNLOCK: TOTAL BEST DISTANCE 2,200 M

**OLD TIRE** **BOUNCY** • ROLLS FAR

Pure rubber. Springs off every surface, then keeps rolling down the field long after landing.

WEIGHT 110 • DMG $\times 0.95$ • KNOCKBACK $\times 0.95$ • ROLLS AFTER LANDING

UNLOCK: TOTAL BEST DISTANCE 3,000 M

**GOLDEN SANDBAG** **ACHIEVEMENT REWARD**

Solid gold stitching. Same handling as the classic, slightly bouncier, very shiny.

WEIGHT 100 • DMG $\times 1.05$ • KNOCKBACK $\times 1.05$

UNLOCK: EARN 70 ACHIEVEMENTS

**BOTTLE ROCKET** **SECOND STAGE**

At the top of its arc the fuse catches and a second stage fires it across the sky.

WEIGHT 90 • DMG $\times 1.00$ • KNOCKBACK $\times 1.00$ • 2ND STAGE AT THE TOP OF ITS ARC

UNLOCK: TOTAL BEST DISTANCE 1,700 M

BAG SCIENCE

Light bags bounce wildly in the cage (easy momentum hits) but take less damage. Heavy bags barely move but every hit counts more. Weight also reduces knockback in the formula, so the Anvil stays put while you pile up the percentage.

CHAPTER 12

THE STAGES

Seven arenas around the world, and a little beyond it. Each one belongs to a champion.



TRAINING GROUNDS

SSS HQ

GOAL 400 M

NO GIMMICK

No tricks at all. The pure test of power and the place to set honest records.



BOOT CAMP

FORT REX, USA

GOAL 500 M

LANDMINES

Landmines line the field every 11 to 19 m. Land on one or skim low over it and it goes off. Half are duds (CLICK...), the others KA-BOOM the bag forward again at a random angle: SKIP SHOT, FORWARD BLAST or SKY ROCKET.

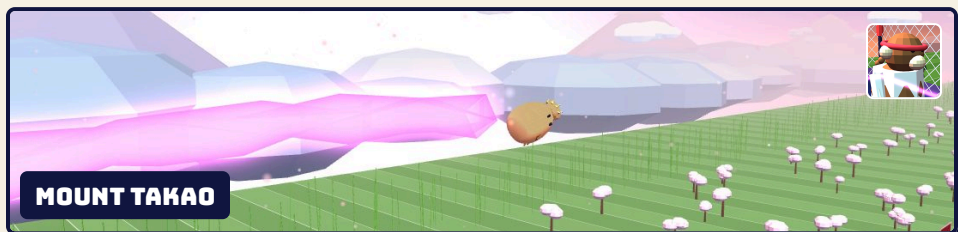
**LUCHA ARENA**

GUADALAJARA, MEXICO

GOAL 1000 M

PIÑATA BOOST

Piñatas hang in the sky. Fly through one and the bag takes off again with 22% more speed and a lift upward.

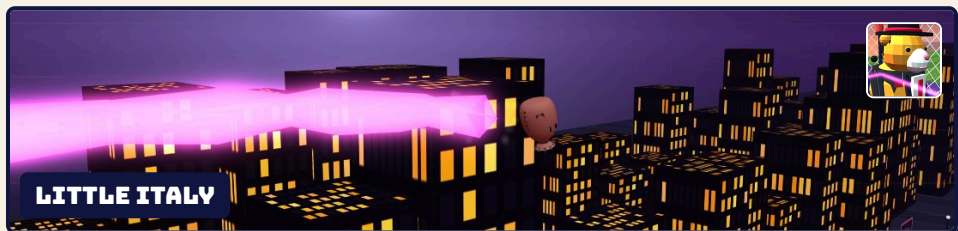
**MOUNT TAKAO**

TOKYO, JAPAN

GOAL 700 M

WIND • BAMBOO

The wind changes every round (check the HUD). Bamboo stalks snap when the bag hits them and push it forward, a little less with every stalk broken in the same flight.

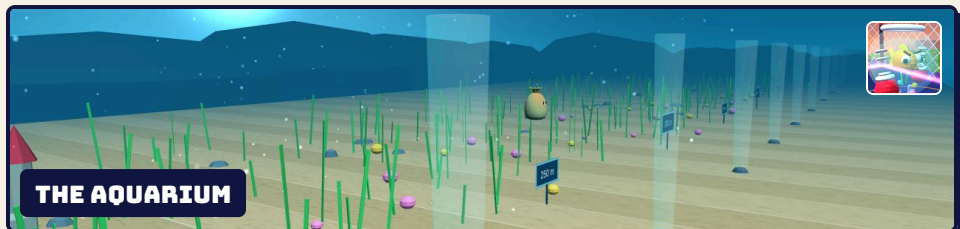
**LITTLE ITALY**

NEW YORK, USA

GOAL 900 M

CAR ROOFS

Parked cars line Mulberry Street. Hit a car side and it honks the bag back up; land on a roof and it bounces even higher.



THE AQUARIUM

PET SHOP, AISLE 7

GOAL 650 M

LOW GRAVITY • BUBBLES

Everything is underwater: lower gravity in the cage, heavy drag in flight. Bubble vents push the bag back toward the surface, and big bubbles drifting over the field pop for a little forward push.



MOON BASE

SEA OF TRANQUILITY

GOAL 2000 M

LOW GRAVITY

One sixth of the gravity and no air. Bags float for ages and skip across the dust. The highest goal in the game.

OPENING STAGES

A stage opens when you reach the goal of the stage before it, or when you clear the matching Story Mode chapter. The goal shown on each stage is the Home Run Contest target.

CHAPTER 13

GAME MODES



The main menu holds three families. Open one, pick a mode; **BACK** or **ESC** returns to the families.

MODE	IN SHORT	PAGE
STORY MODES		
Story Mode	Seven chapters, seven champions, three lives.	26
Story II - World Tour	Ten harder chapters, unlimited retries.	27
Arcade	A random gauntlet of 6, 8 or 10 events, three lives.	28
CLASSIC MODES		
Home Run Contest	10 seconds, one smash, longest shot.	7
Break the Targets	Five courses in a giant cage.	30
Car Crush	Wreck five vehicles against the clock.	31
Pinball	The bag is the ball. Five tables.	32
Beyond Gravity	A rocket at 2000% and a Moon landing.	34
Training	No clock, no records.	39
SPECIAL MODES		
Challenges	20 missions with their own twist.	35
All-Stars	One fighter vs every bag, or the reverse.	33
Madness	Every fighter, one bag, damage never resets.	33

MODE

STORY MODE

The Grand Prix ladder. Seven chapters, each hosted by a champion in their own arena, and the Golden Sandbag waiting at the end.

You have **three lives** (and no restart in the pause menu). Miss a chapter's goal and you lose one; lose all three and it is GAME OVER (and an achievement, *Insert Coin*). Clear the ladder and you get your fighter's own ending, plus stars on the select screen for every life you kept. Story Mode is always played with the classic Sandbag.

THE LADDER

1	THE OPEN QUALIFIER TRAINING GROUNDS · HOST: THE ANNOUNCER	300 M
2	BOOT CAMP BREACH BOOT CAMP · HOST: REX	600 M
3	MASKS OFF LUCHA ARENA · HOST: POLLO	900 M
4	THE DOJO TRIAL BREAK THE TARGETS · ROOKIE · HOST: BANZAI	40 S
5	AN OFFER CAR CRUSH · THE FAMILY SEDAN · HOST: TIGRONE	20 S
6	ONE SMALL SMASH MOON BASE · HOST: TRUFFLES	2,300 M
7	THE FINAL BOWL THE AQUARIUM · HOST: MAURICE	700 M

REWARDS

CLEAR	OPENS
Chapters 1–3	Boot Camp, Lucha Arena, Mount Takao
Chapter 4	Break the Targets mode
Chapter 5	Little Italy
Chapter 6	Captain Truffles + Moon Base
Chapter 7 (the end)	Maurice, The Aquarium, Story II and All-Stars

MODE

STORY II • WORLD TOUR

The champions want a rematch. Ten chapters, much higher goals, and every mini-game in the box.

There is no trophy this time, only glory: every fighter has a second ending, then the **credits** roll as one last mini-game (see page 48). Because the World Tour is much harder, you have **unlimited retries**, and you can restart a chapter from the pause menu. The game counts your failures; clear it without a single one for **UNTOUCHABLE**.

THE TOUR

1	THE WORLD TOUR TRAINING GROUNDS • HOST: THE ANNOUNCER	1,200 M
2	THE BLACK BELT EXAM BREAK THE TARGETS • BLACK BELT • HOST: BANZAI	28 S
3	NEON NIGHTS PINBALL • NEON ALLEY • HOST: TIGRONE	60,000 PTS
4	LUCHA REMATCH LUCHA ARENA • HOST: POLLO	1,500 M
5	NO VACANCY CAR CRUSH • CAMPER VAN • HOST: TIGRONE	20 S
6	OPERATION SANDSTORM BOOT CAMP • HOST: REX	1,500 M
7	ZERO-G ARCADE PINBALL • ORBIT STATION • HOST: TRUFFLES	110,000 PTS
8	THE GRANDMASTER BREAK THE TARGETS • GRANDMASTER • HOST: MAURICE	22 S
9	SCHOOL'S OUT CAR CRUSH • SCHOOL BUS • HOST: TIGRONE	24 S
10	THE FAR SIDE MOON BASE • HOST: SANDBAG	3,500 M

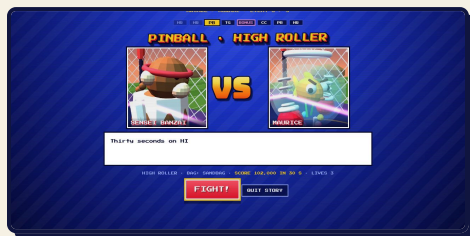
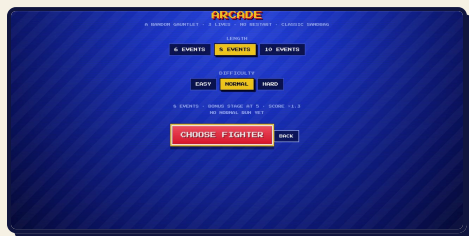
THE FINAL CHAPTER

Chapter 10 is hosted by someone you have been hitting for a very long time. Save your best fighter for the far side of the Moon.

MODE

ARCADE

A gauntlet built at random from every mode in the box. No story, just one event after another, and three lives to get through them.



- ▶ **Set up your run:** 6, 8 or 10 events, then EASY, NORMAL or HARD. Then pick your fighter. Arcade is always played with the classic Sandbag.
- ▶ **The events** are drawn from Home Run (every stage), Break the Targets, Car Crush and Pinball, never the same kind twice in a row. Before each one, a card presents it: "HOME RUN · BOOT CAMP · send the sandbag past 750 m". A strip at the top shows the whole run.
- ▶ **Beyond Gravity** always sits in the middle as a **bonus stage**. You cannot fail it, so grab every point you can.
- ▶ **The finale** is always a Home Run.
- ▶ **Three lives, no restart.** Fail an event and you lose a life; lose them all and the run is over.
- ▶ The goals get a little tougher as the run goes on, about 12% easier at the start and 12% harder at the end.

OPENING ARCADE

Arcade opens once Break the Targets, Car Crush, Pinball and Beyond Gravity are all open.

THE GOALS

HOME RUN	EASY	NORMAL	HARD
TRAINING GROUNDS	350 m	600 m	800 m
BOOT CAMP	450 m	750 m	1,100 m
LUCHA ARENA	450 m	750 m	1,050 m
MOUNT TAKAO	500 m	800 m	1,150 m
LITTLE ITALY	400 m	650 m	950 m
THE AQUARIUM	400 m	650 m	950 m
MOON BASE	1,150 m	2,000 m	2,800 m

EVENT	EASY	NORMAL	HARD
Targets	Courses 1-2 · 55 s	Courses 1-4 · 30-40 s	Courses 2-5 · 24-34 s
Car Crush	First 3 vehicles · +6 s	First 4 · normal time	Camper to tank · -3 s
Pinball	First 3 tables · 50% of goal	First 4 · 72%	Last 4 · 92%

The home-run goals were set by simulating every fighter on every stage with charged strikes only and a good dial, then keeping about 35%, 60% and 85% of the distance reached.

THE ARCADE SCORE

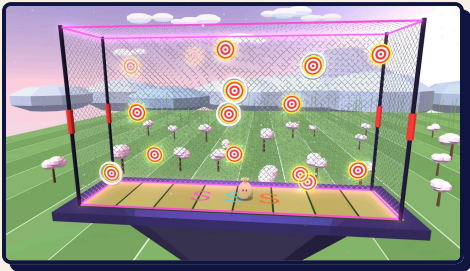
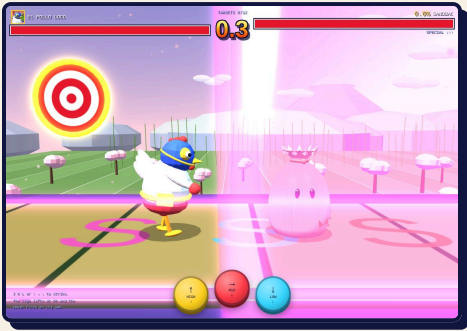
Every event you clear adds its round score (see *Score & Bonuses*, page 41). At the end, each life left is worth **10,000**, then the total is multiplied by the difficulty: **×1.0** Easy, **×1.3** Normal, **×1.7** Hard. Your run goes on the **Arcade ladder** (top 10).

Achievements: **COIN-OP** (clear a run), **HARD MODE** (clear it on Hard), **ONE CREDIT** (clear it without losing a life).

MODE

BREAK THE TARGETS

A giant cage, floating targets and a stopwatch. Knock the bag into every target as fast as you can.



There is no smash here: the bag itself is your projectile. Use HIGH to pop it up, MID to send it across the cage and LOW to bounce it off the floor. The clock counts **up**; your best time is your record.

COURSE	TARGETS	NOTES
1 • ROOKIE	8	Fixed targets. Learn the angles.
2 • BLACK BELT	10	Some targets slide back and forth.
3 • GRANDMASTER	12	More moving targets, higher up.
4 • PHANTOM	12	Ghost targets and figure-of-eight paths.
5 • SHOGUN	15	Everything at once, plus armored targets.

Ghost targets fade in and out: you can only break one while it is visible. **Armored targets** wear a steel ring: the first hit knocks the armor off (CLANG!) and bounces the bag away, the second breaks the target.

Clearing a course opens the next one. Courses have a 60 second limit in this mode (the Story chapters are much stricter: 40, 28 and 22 seconds).

BULLSEYE BLAST

Charged strikes send the bag flying in a straight, powerful line. Break a target with a fully charged hit for an achievement.

MODE

CAR CRUSH

Don Tigrone's favourite pastime. Bounce the bag into a parked vehicle and wreck it before time runs out.



The bag is the hammer: every time it slams into the vehicle at speed, the vehicle loses health. Dents appear, paint darkens, and at zero it explodes. Your fighter always dashes to the side of the bag that faces the car.

$$\text{damage per impact} = (\text{impact speed} - 3) \times 1.8 \times (1 + p/120) \times \text{bag dmg}$$

The damage % of the bag still matters: the more beaten up it is, the harder it hits the car. Build some % first, then go for the heavy impacts.

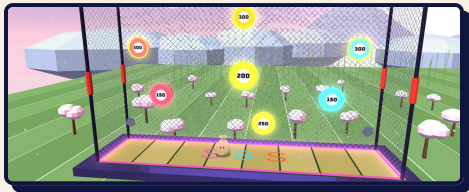
VEHICLE	HEALTH	TIME
THE FAMILY SEDAN Don Tigrone's pride and joy.	1,000	20 s
CAMPER VAN Two weeks of vacation, one awning, zero mercy.	1,600	25 s
SCHOOL BUS Eleven meters of yellow steel. Bring snacks.	2,300	30 s
ICE CREAM TRUCK Plays the same jingle all summer. Long overdue.	5,800	32 s
ARMY TANK Colonel Rex says it's surplus. Sixty tons of it.	8,000	40 s

Wrecking a vehicle opens the next one. Wrecking the **Camper Van** opens **Pinball** mode. The Ice Cream Truck loses its giant cone piece by piece; the Army Tank is the toughest job in the game.

MODE

PINBALL

The cage becomes a pinball table and the bag is the ball. You have 30 seconds.



- **Bumpers** score 100 to 300 points (1,000 for the jackpot bumper).
- **Multiplier:** every 5 bumper hits in a row, without a gap longer than 2.5 s, adds +1 to the multiplier, up to **×5**. Wait too long and the multiplier is lost.
- **Stars:** fly through a star to light it (+250). Light every star on the table for a **5,000 point JACKPOT**. The stars then reset.
- **Drop targets** (Temple Drop) sink when hit. Knock all five down for a **4,000 point TEMPLE BONUS**; they pop back up a moment later.
- **Warp holes** (Warp Zone) come in pairs: fly into one and the bag shoots out of its twin (+500).
- Your own strikes also score: 10 points per % of damage dealt.

TABLE	FEATURE	GOAL	UNLOCK
NEON ALLEY	Classic six-bumper table.	75,000	start
ORBIT STATION	Low gravity and drifting bumpers.	140,000	75,000 pts
HIGH ROLLER	Packed table with a 1000-point jackpot bumper.	150,000	140,000 pts
TEMPLE DROP	Knock down all five drop targets for a 4000-point bonus.	170,000	150,000 pts
WARP ZONE	Two pairs of warp holes and a roaming 1000 bumper.	200,000	170,000 pts

The unlock score must be reached on the previous table.

MODE

ALL-STARS

A marathon where every distance adds up. Two ways to play:

ONE FIGHTER • EVERY BAG

Pick a fighter, then smash all eight bags in a row on the Training Grounds. The Golden Sandbag is not part of the rack.

ONE BAG • EVERY FIGHTER

Pick a bag and send all six fighters after it, one after another. The Sandbag sits this one out.

THE SANDBAG AWAKENS

Finish an All-Stars run where every fighter hits the **classic Sandbag**... and something in the corner of the Training Grounds will finally move.

MODE

MADNESS

Pick a bag and a stage. Every fighter takes a turn on it, one after the other, and **the damage never resets**.

When a fighter's round ends, the cage drops down exactly where the bag landed, and the next fighter starts from there with all the damage already piled up. Distances add up across the whole run, and the percentage climbs to absurd levels. Runs of 10, then 100 kilometers are entirely possible. Madness opens once you have unlocked The Sandbag.

MODE

BEYOND GRAVITY

The bag is strapped to a rocket and starts the round at **2000%**. Destination: the Moon. The whole trip is shown in black and white, like an old TV broadcast.



Left: SUPER IGNITION. Right: dashing through the asteroid belt.

1 • LIFT-OFF

Fight and smash as usual on the Training Grounds. At 2000% the Bottle Rocket goes wherever you hit it, but the cage still matters: every % you beat into it above 2000 becomes **FUEL**. Fuel makes the rocket faster in space and is worth 30 points per %.

2 • ONE MORE TIME!

At the top of the rocket's arc, time freezes. Your fighter beams in right next to the rocket for a **second smash**: a new power dial appears. Your result becomes the **ignition boost**. The better the dial, the faster you will cross space; a SUPER IGNITION also gives you 5,000 points before you even leave the atmosphere.

3 • SPACE

For 22 seconds the rocket races toward the Moon. The kilometer counter runs at about 16,500 km per second, multiplied by your speed. **Tap anywhere** to dash toward the nearest asteroid or satellite. The rocket follows a **curved path**, so roughly one dash in two misses: MISSED! Not everything can be collected.

OBJECT	POINTS
Asteroid	200 + size bonus (up to ~540)
Satellite	1,000

Hits less than 2.5 s apart build a chain; every 4th link raises the score multiplier (up to ×5). Each object destroyed gives the rocket a little extra speed for the rest of the trip, and the rocket swings its nose back toward the Moon.

4 • TOUCHDOWN?

The rocket comes down on the Moon Base like a meteorite and leaves a crater. Your result is the **total distance in kilometers** (the real Earth–Moon distance is 384,400 km) and your **score**. Both are recorded per

MODE

CHALLENGES

Twenty special missions built from the pieces of the game, each with its own twist: a net, a crying baby, bowling pins, a forest of bamboo, a bag that has to come *down* to 0%.

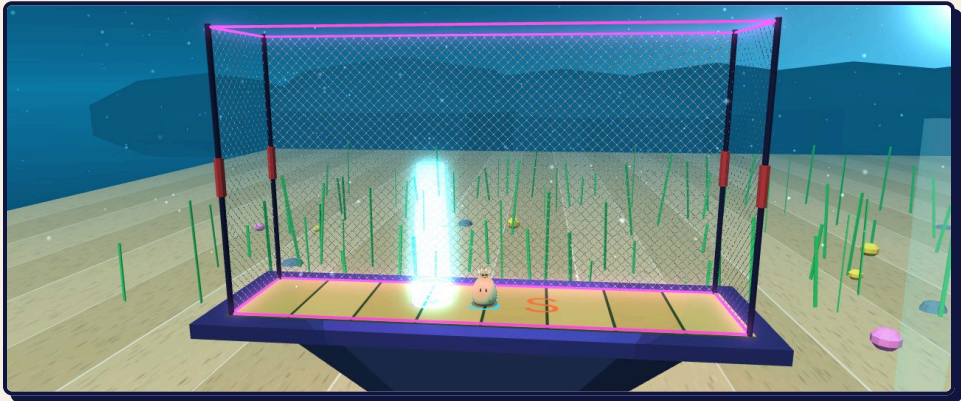


- **Opening them:** the first six are open from the start. Every challenge you clear opens one more. A challenge that needs a fighter you have not unlocked yet stays locked until you do.
- **Fighter and bag:** most challenges set them for you. When the card says ANY FIGHTER or ANY BAG, you choose on the select screen.
- **Retries:** unlimited. A cleared challenge gets its gold star, and the Challenges screen counts your stars. NEW marks the ones you have not tried.
- **Achievements:** CHALLENGER (first clear), HALF THE STARS (10) and CHALLENGE MASTER (all of them).

NOT A RECORD HUNT

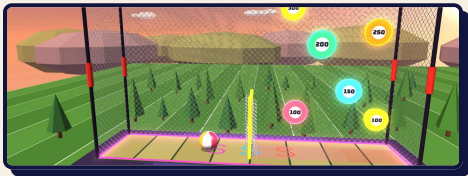
Challenges do not count for records or bag unlocks. They are pure skill tests: clear or fail.

#	CHALLENGE	GOAL · RULE
1	KEEP IT UP POLLO · BEACH BALL · TRAINING GROUNDS	Keep it in the air for 10 s The ball must never touch the mat
2	PING PONG BANZAI · SANDBAG · MOUNT TAKAO	Slam the bag into alternate walls 8 times in 25 s Giant cage · left wall, right wall, left wall...
3	SCRAMBLED REX · SANDBAG · BOOT CAMP	Send the bag 1000 m The buttons shuffle every 3 seconds
4	NEAR MISS ANY FIGHTER · ANY BAG · TRAINING GROUNDS	Land between 950 and 1050 m
5	PRICELESS TIGRONE · GOLDEN SANDBAG · LITTLE ITALY	Send the golden sandbag 400 m in one piece Hit a wall too hard and it shatters
6	BEACH VOLLEY ANY FIGHTER · BEACH BALL · TRAINING GROUNDS	Score 12,000 before the ball dies on the far side Net in the middle · hit only on your side
7	SLAM DUNK BANZAI · BEACH BALL · TRAINING GROUNDS	Sink 5 baskets in 40 s Giant cage · a hoop on the right wall
8	SLAM DUNK 2 ANY FIGHTER · SANDBAG · LITTLE ITALY	Sink 5 baskets in 45 s The hoop rides up and down the wall · heavy sandbag
9	COUNTDOWN ANY FIGHTER · SANDBAG · TRAINING GROUNDS	Bring the bag down to 0% in 25 s Starts at 5000% · every hit takes % away · specials are weaker
10	FAMILY BUSINESS TIGRONE · SANDBAG · LITTLE ITALY · BONUS	Wreck the sedan in under 8 s The family sedan · 8 seconds



Duck Season: Maurice has 60 seconds to pop 25 rubber ducks crossing the tank.

#	CHALLENGE	GOAL · RULE
11	STRIKE! REX · OLD TIRE · TRAINING GROUNDS	Clear all 3 racks (30 pins) in 40 s 3 racks on shelves · only hard hits (60+ km/h) knock a pin
12	DUCK SEASON MAURICE · SANDBAG · THE AQUARIUM	Pop 25 ducks in 60 s Rubber ducks cross the tank
13	HOOP DREAMS TRUFFLES · SANDBAG · TRAINING GROUNDS	Fly through 2 rings in one flight Four giant rings float over the field · aim and power matter
14	SCRAP METAL REX · ANVIL · BOOT CAMP	Set off 10 mines in one flight (duds count)
15	TIMBER! MAURICE · ANVIL · MOUNT TAKAO	Snap 8 bamboo stalks in one flight The anvil flies low · every stalk gives a little less push
16	NO PIÑATA POLLO · ANY BAG · LUCHA ARENA	Send the bag 1000 m Do not touch a single piñata
17	ROCKET MAN REX · BOTTLE ROCKET · BOOT CAMP	Climb higher than 600 m in one flight The 2nd stage fires at the top of the arc · aim high
18	CRYBABY ANY FIGHTER · TEDDY BEAR · THE AQUARIUM	Score 20,000 in 30 s The baby's head is a bumper · more % = more points
19	HANDS OFF MAURICE · SANDBAG · THE AQUARIUM	Send the bag 60 m No strikes at all · only the smash
20	FINAL EXAM SANDBAG · GOLDEN SANDBAG · MOON BASE	Send the golden sandbag 5500 m 5 seconds · scrambled buttons



Left: Beach Volley, no hitting on the far side of the net. Right: Crybaby, the louder it cries the more it scores.

COACH'S CORNER

A few hints for the toughest ones. Stop here if you want to work them out yourself.



KEEP IT UP

HIGH, HIGH, HIGH. The beach ball floats: tap a high strike whenever it starts to fall, never a LOW.

COUNTDOWN

The bag is armored: hits take % away. Charged strikes and momentum hits strip the most. Specials are much weaker here: raw power and momentum do the work.

PING PONG

MID slams the bag flat into the far wall. Wait for it to come back, then MID it the other way. Only alternate walls count.

STRIKE!

Only hard hits (60 km/h and more) knock a pin over. Fire the tire across the cage at the shelves, never gently.

SCRAMBLED

Watch the small arrows on the buttons: they show which strike each button really does right now. They shuffle every 3 seconds.

HOOP DREAMS - ROCKET MAN

It is all about the angle. Follow the yellow arrow to the next ring (around 35°), and aim almost straight up for the rocket.

NEAR MISS

Pick a calm stage combo you know. Stop building damage early and control the distance with the angle.

HANDS OFF

No strikes at all: everything rides on the smash. Point blank plus a SUPER SMASH, nothing less.

PRICELESS

The Golden Sandbag shatters on hard wall hits. Juggle it in the middle of the cage with HIGH and short MIDs.

FINAL EXAM

Five seconds, scrambled buttons, the Golden Sandbag on the Moon. Read the arrows, chain fast, and use the low gravity with a high angle.

MODE

TRAINING

No clock, no records, no pressure.

Pick any fighter, bag and open stage, and practise for as long as you like. Work on your juggles, find your momentum timing, try to discover a hidden combo. When you are ready, press **SPACE**, the SMASH button or **RB** to end the round and go straight to the smash.

OPTIONS

OPTION	WHAT IT DOES
Music / SFX	Turn music and sound effects on or off. Also in the pause menu.
Screen shake	Full, reduced or off.
Hit numbers	Shows the damage of each hit in the cage.
Gore mode	For mature sandbags only. Lots of red. Very silly.
Big head mode	Everyone's head is huge. Purely cosmetic.
16-bit mode	A chunky retro pixel filter.
Rainbow trail	Once earned (45 achievements), switch the rainbow trail on or off.
Fullscreen	Automatic on phones and tablets. On a computer, turn it on here when you want it.
Show hidden combo	Only with Unlock Everything: shows your fighter's hidden combo under the special.
Performance mode	AUTO, ON or OFF. Lighter graphics for older devices (see below).
How to Play	Replays the 30-second animated tutorial.
Unlock everything	Opens all modes, fighters, bags and stages. Also reveals the hidden combo list.
Reset progress	Erases records, unlocks and achievements. No way back!

The Options screen also lists the controls and the credits.

PERFORMANCE MODE

On older phones and computers, Performance Mode lowers the rendering resolution, switches off the glow effect and the cage spotlights, and cuts about 60% of the particles. **The gameplay is exactly the same:** physics, damage and timings never change.

AUTO DETECT

Left on **AUTO**, the game watches its own frame rate. If it stays under 30 frames per second for 6 seconds during a round, Performance Mode turns itself on and a message tells you. The choice is remembered for your next sessions.

CHAPTER 14

RECORDS & STATISTICS

RECORDS

Every best distance, time and score, for every fighter and every mode, in one table: Home Run, Targets, Car Crush, Pinball, All-Stars, Beyond Gravity and Story. The first tab, **STORY LADDER**, lists the ten best Story Mode, World Tour and Arcade runs. The select screen shows a fighter's overall **score**, which adds their best distances, target and vehicle times, pinball scores and story clears.

STATISTICS

STATISTICS

OVERVIEW THE CAGE THE FLIGHT FAVOURITES MODES

TOTAL DISTANCE 184.32 KM Every bag you ever launched, end to end.	LAPS AROUND THE EARTH 0.0046 39,891 km to go for the next lap.	ROUNDS PLAYED 212 About 869.4 m per round.
TIME PLAYED 2H 44M	DAMAGE DEALT 52.340%	HITS LANDED 16,012

Mode Select ► **Statistics** keeps a lifetime count of everything: total kilometers and laps around the Earth, time played, damage dealt, strikes by zone, specials and hidden combos, fastest launch in km/h, highest altitude in Eiffel Towers, mines and piñatas, trips to the Moon, plus your favourite fighter, bag, stage and mode.

SCORE CARDS

SAFARI SMASH SANDBAG 10 OCT 2026



HOME RUN CONTEST
BOOT CAMP

482.7 M

FIRST RECORD!
GOAL 500 M • 17.3 M SHORT

DAMAGE 240.0%	MAX COMBO 17	CAGE HITS 0
-------------------------	------------------------	-----------------------

BAG
SANDBAG

CAN YOU BEAT IT? PLAY ON MAGIADEV.OVN/SSS

After any round, press **SHARE SCORE CARD** on the result screen. The game draws a picture of your result: fighter, mode, stage, score, record line, stats and bag. **COPY** it to paste in any chat, **SHARE** it (on phones) or **SAVE** it as a PNG. You can also long-press or right-click the picture.

SCORING

SCORE & BONUSES

Every round ends with a score: the result of the event plus a pile of odd little bonuses, Melee style.



EVENT	BASE SCORE
Home Run (and All-Stars, Madness)	Distance × 10
Break the Targets	Cleared: 10,000 + 300 per second left · else 400 per target
Car Crush	Wrecked: 8,000 + 400 per second left · else 40 per % of damage
Pinball	Table score ÷ 8
Beyond Gravity	Trip score ÷ 4 + kilometers ÷ 50
Challenges	10,000 when cleared · 1,000 for trying

The result screen lists each bonus as it is earned, then the total. Your best score is kept for every mode, stage and fighter (NEW HIGH SCORE!).

IN STORY MODES

Only a **cleared** chapter adds its score to your story total: a failed attempt is shown crossed out in red and does not count. At the end, lives left (or a World Tour with no retry) give a big bonus and the run goes on the **Story ladder**.

THE 41 BONUSES

AIR TIME The bag never touched the mat after the first hit	+3,000	DAMAGE DEALER 300% damage or more	+1,500
SPECIAL FRENZY 6 specials or more	+3,000	POINT BLANK Smashed from right next to the bag	+1,500
SPECIALIST 3 specials or more	+1,500	SUPER SMASH Two PERFECTs on the dial	+2,500
TRIPLE SPECIAL 3 specials in a row, one chain	+4,000	MAXIMUM POWER Point blank and super smash	+2,000
DOUBLE SPECIAL 2 specials in a row, one chain	+2,000	LINE DRIVE Launched under 15°	+800
BUZZER BEATER A special in the last 2 seconds	+2,500	SKY BALL Launched over 70°	+800
HIDDEN TECHNIQUE Landed the secret combo	+5,000	GOAL! Beat the stage goal	+2,000
COMBO KING 30-hit chain	+3,000	NEW RECORD Beat your best	+3,000
COMBO MASTER 15-hit chain	+1,500	FREQUENT FLYER 12 seconds in the air	+1,000
MIX MASTER 5+ highs, mids and lows	+1,200	STRATOSPHERE Flew higher than 150 m	+1,500
ONE-TRICK PONY Every hit in the same zone	+800	SOUND BARRIER Faster than 1,235 km/h	+2,000
FULL POWER 3 fully charged strikes	+1,500	SPEED DEMON Faster than 600 km/h	+1,000
WALL BANGER 15 cage slams	+1,200	AIR TRAFFIC CONTROL Hit a flying target	+3,000
RICOCHET 5 momentum hits	+1,500	STAGE HOPPER 3 stage boosts in one flight	+1,500
APEX PREDATOR 5 hits at the top of the arc	+1,500	SPEEDRUN Targets in under half the limit	+3,000
FRESH MOVES 20 hits and nothing went stale	+1,500	DEMOLITION EXPERT Wrecked in a third of the time	+3,000
HEAVY HITTER A single hit worth 25%+	+1,000	JACKPOT Every jackpot pays	+2,000
BUTTON MASHER 50 hits	+1,000	MAX MULTIPLIER Reached x5	+2,500
QUICK DRAW First hit within half a second	+500	SUPER IGNITION Perfect second smash	+3,000
PACIFIST Not a single hit	+1,500	TOUCHDOWN Landed on the Moon	+2,000
OVERKILL 800% damage or more	+3,000		

CHAPTER 15

UNLOCK GUIDE

You start with Story Mode, the Home Run Contest, Training, four fighters (Pollo, Banzai, Rex, Tigrone) and the Training Grounds. Everything else is earned.

UNLOCK	HOW
MODES	
Challenges	Open from the start (6 challenges; each clear opens one more)
Arcade	Open Break the Targets, Car Crush, Pinball and Beyond Gravity
Break the Targets	Clear chapter 4 of Story Mode
Story II · World Tour	Clear Story Mode
All-Stars	Clear Story Mode
Car Crush	Clear Story Mode with Don Tigrone
Pinball	Wreck the Camper Van in Car Crush
Beyond Gravity	Clear Story Mode with Captain Truffles
Madness	Unlock The Sandbag
FIGHTERS	
Captain Truffles	Clear chapter 6 of Story Mode
Maurice	Clear Story Mode
The Sandbag	All-Stars: every fighter on the classic Sandbag
STAGES	
Each stage	Reach the goal of the previous stage, or clear its Story chapter
BAGS · TOTAL BEST DISTANCE OVER ALL STAGES	
Beach Ball · Alarm Clock · Vespa	250 m · 500 m · 800 m
Anvil · Bottle Rocket	1,200 m · 1,700 m
Teddy Bear · Old Tire	2,200 m · 3,000 m
Golden Sandbag	Earn 70 achievements
OTHER	
Target courses · vehicles	Clear the previous course · wreck the previous vehicle
Pinball tables	75,000 · 140,000 · 150,000 · 170,000 points on the previous table
Rainbow trail	Earn 45 achievements
??? (secret)	See page 48

CHAPTER 16 · CLASSIFIED

SECRETS

Stop reading here if you want to discover everything yourself. Still here? Good.

THE HIDDEN COMBOS

Every fighter has a secret 4-hit combo. Land the four strikes in this order, inside one chain:

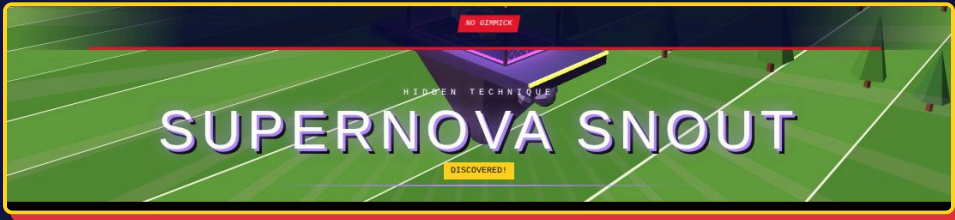
FIGHTER	INPUT	HIDDEN COMBO
EL POLLO LOCO	↑ ↓ ↑ ↓	PLANCHA DE LA MUERTE
SENSEI BANZAI	↓ ↓ → ↑	THOUSAND-BANANA FIST
SERGEANT REX	↑ ↑ → ↓	NUCLEAR FETCH
DON TIGRONE	→ ↑ → ↓	THE GODFATHER
MAURICE	↓ ↑ ↓ ↑	TSUNAMI BOWL
CAPTAIN TRUFFLES	↓ → ↓ →	SUPERNOVA SNOUT
THE SANDBAG	↓ ↓ ↓ ↑	FINAL REVENGE

hidden bonus = 54 × fighter dmg × (1 + p/100)

knockback ×1.6 · once per round

That is three times a special, and it scales much harder with damage: ***2 at 100%, *3 at 200%**. You only get one per round, so do not waste it at 0%: build the percentage first and finish with the hidden combo just before TIME!

When it lands, the game goes into a letterboxed cinematic slow motion with the combo's name across the screen. Each one you find is recorded in the **HIDDEN COMBOS** achievements, and the ones you have found are listed in the pause menu and under the controls in Options (all of them right away with Unlock Everything).





SECRET FIGHTER

THE SANDBAG

STYLE REVENGE • FROM TRAINING GROUNDS

SPEED ■ ■ ■ ■ MAX+
 POWER ■ ■ ■ ■ MAX+

For years it hung in the corner of every training ground, taking hit after hit without a word. Punched, kicked, smashed into orbit, thrown onto cars. It remembers every single blow. Now it has grown arms, and it wants a turn.

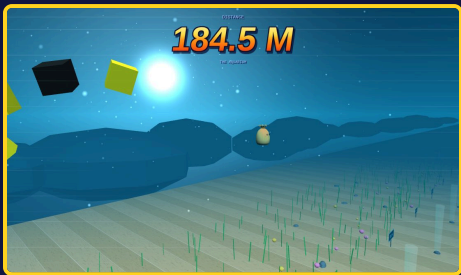
How to get it: play All-Stars in *One bag - Every fighter* mode with the classic Sandbag and finish the run. The Sandbag is by far the strongest fighter in the game: damage $\times 1.60$, launch $\times 1.65$, the fastest dash and the shortest recovery. Its special is    **SACK OF FURY**, its final smash is **PAYBACK**.

MORE SECRETS

- ▶ **The Golden Sandbag:** earn 70 achievements.
- ▶ **The Rainbow trail:** earn 45 achievements and your bag leaves a rainbow behind it (switch it off in Options).
- ▶ **SACKALITY!** Turn on Gore mode and watch the final smash.
- ▶ **Pacifist:** smash the bag at 0% damage. Do not touch it during the 10 seconds.
- ▶ **Against the wind:** reach the Mount Takao goal with a headwind.
- ▶ **Apogee:** in Beyond Gravity, land more than 405,500 km from home.
- ▶ **Insert Coin:** yes, losing all your lives in Story Mode is an achievement too.
- ▶ Every fighter has a unique ending for Story Mode, and a second one for the World Tour.

SKY TARGET GUIDE

Sky targets appear on roughly one flight out of three, high above the field (32 m and up). Each stage has two possible visitors:



STAGE	TARGETS	CALL
Training Grounds	Plane · Balloon	PLANE DOWN! · POP!
Boot Camp	Helicopter · Jet	CHOPPED! · BOGEY DOWN!
Lucha Arena	Blimp · Balloon	iBLIMP BUSTED! · POP!
Mount Takao	Kite · Carp streamer	KITE CUT! · CARP CAUGHT!
Little Italy	Pizza blimp · Helicopter	PIZZA DELIVERED! · CHOPPED!
The Aquarium	Rubber duck · Submarine	QUACK! · GLUG GLUG!
Moon Base	Satellite · UFO	SIGNAL LOST! · UFO DOWN!

Air Traffic: hit one. **No-Fly Zone:** hit ten. **World Air Tour:** hit one on every stage. Use the SKY BALL angle (70°+) to climb high enough, especially on the first stages.

DEVELOPER'S NOTES

The physics in the cage are real-time and nothing is scripted: every round is different. The bag's damage, the momentum of each hit and the final dial are all you need to understand to break records. The rest is style.

THE MADNESS LAB

Madness is where the game's numbers go wild. A few observations from the test lab:

- ▶ Damage carries from fighter to fighter, so the order matters. Light, fast fighters early build percentage cheaply; the heavy hitters at the end turn it into kilometers.
- ▶ Above 1000% the bag reaches the **Beyond Repair** achievement. Hidden combos scale with damage, so they become truly ridiculous late in a Madness run.
- ▶ The Moon Base is the best Madness stage for raw distance; Boot Camp and Lucha Arena add free boosts on every flight.
- ▶ 10,000 m earns **Ten Kilometers**; 100,000 m earns **Orbital**.



CHEAT CODE?

There is only one, and it is in plain sight: Options ► **Unlock Everything**. It opens every mode, fighter, bag and stage and shows the hidden combo list. Use it to try everything; your records and achievements are still yours to earn.

THE SANDBAG'S REVENGE

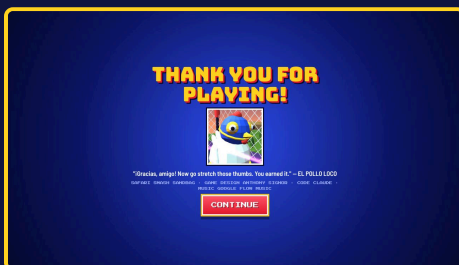
For years the Sandbag took every hit. Now it is the bags' turn to look familiar.



How to open it: finish an **All-Stars** run (either kind), and clear **Story II - World Tour** with **The Sandbag**. The order does not matter. A message tells you the secret is open.

Go to All-Stars ► **One fighter · Every bag**: the Sandbag's portrait now glows and blinks on the select screen the first time. Pick it, and instead of eight bags it faces **the six champions**, one after another, each one hanging in the cage like a sandbag. They all handle like the classic Sandbag, and **Gore mode is forced on** for the whole run (your own setting comes back afterwards). Finish it for **A DISH BEST SERVED COLD**.

THE CREDITS



Clear Story II and the credits become a last mini-game. One by one, a card for each champion (yours last) hangs in the cage with the story of what became of them. Beat the card to **40%** within the time and it shatters; otherwise it flies off and the next one comes in. Then every champion thanks you for playing in their own words. Except one. The Sandbag does not thank you. It will be waiting.

CHAPTER 17

PRO TIPS**1 • THE WALL GAME**

MID the bag into the fence, then hit it again as it rebounds. That return trip is free momentum, up to $\times 2.5$ damage.

2 • ROTATE

Never spam one button. Cycle HIGH, MID, LOW and your strikes stay fresh at 100%.

3 • KEEP THE CHAIN

Less than 0.9 s between hits. A long chain is worth up to +60% on every hit.

4 • SPECIAL ON REPEAT

Specials can be landed again and again. Learn your fighter's input until it is muscle memory.

5 • HIDDEN LAST

The hidden combo scales with damage and works once per round: save it for the last seconds.

6 • STAY CLOSE AT 00

Finish your last combo right next to the bag. Point blank is a free $\times 1.5$.

7 • RHYTHM, NOT SPEED

The two green zones of the dial sit at about one third and three quarters of the turn. Feel the rhythm instead of watching the needle.

8 • ANGLES BY STAGE

Low gravity loves high angles. Boot Camp and Little Italy love low, fast shots that skim the mines and roofs.

9 • CHARGE WISELY

A charge costs almost a second. Use it on a bag flying toward you, never on a bag at rest.

10 • HEAVY BAGS, BIG %

The Anvil and Teddy Bear soak up more damage. Perfect for Madness and records on long fields.

11 • SPACE DASHES

In Beyond Gravity, dash in a steady rhythm: every hit adds speed for the rest of the trip, so early hits are worth more.

12 • PINBALL FLOW

Keep the bag high and in the bumpers: one gap of 2.5 s and the multiplier is gone.

CHAPTER 18

ACHIEVEMENTS

118 challenges in total. The Achievements screen shows your progress, and toasts pop up in game when you earn one.

HOME RUN • 6

FIRST FLIGHT

Smash the bag off the platform.

HALF A KILOMETER

Send the bag 500 m.

KILOMETER CLUB

Send the bag 1000 m.

LONG HAUL

Send the bag 1500 m.

MOON SHOT

Send the bag 2500 m.

TENDERIZED

Push the bag past 400% damage.

SMASH • 7

SUPER SMASH

Hit two PERFECTs on the smash gauge.

POINT BLANK

Stand right next to the bag when the cage lifts.

FULL POWER

Land a fully charged strike.

MOMENTUM

Hit the bag with x2 momentum or more.

SIGNATURE MOVE

Land your fighter's special combo.

40 HIT COMBO

Chain 40 hits without a break.

TRICK SHOT

Send the bag 500 m with the arrow locked under 20° or over 65°.

STAGES • 17

GLOBETROTTER

Reach the goal on every stage.

MINESWEEPER

Set off 3 mines in a single flight.

PIÑATA PARTY

Break 3 piñatas in a single flight.

RUSH HOUR

Bounce on 3 car roofs in a single flight.

BUBBLE BATH

Ride 3 bubble vents in a single flight.

AIR TRAFFIC

Smash the bag into something flying high above the field.

NO-FLY ZONE

Take down 10 flying objects.

WORLD AIR TOUR

Take down a flying object on every stage.

ONE GIANT LEAP

Land on the Moon in Beyond Gravity.

ASTEROID MINER

Score 50,000 points in Beyond Gravity.

APOGEE

Land more than 405,500 km from home.

AGAINST THE WIND

Reach the Mount Takao goal with a headwind.

GRIDLOCK

Bounce on 6 cars in a single flight.

BAMBOO CUTTER

Snap 5 bamboo stalks in a single flight.

FIREWORKS SHOW

Set off 5 mines in a single flight.

DEEP DIVER

Send the bag 600 m in the Aquarium.

MOONWALKER

Send the bag 2000 m on the Moon.

TARGETS • 8

ROOKIE

Clear Break the Targets course 1.

BLACK BELT

Clear Break the Targets course 2.

GRANDMASTER

Clear Break the Targets course 3.

SPEED DEMON

Clear Grandmaster in under 25 seconds.

PHANTOM

Clear Break the Targets course 4.

SHOGUN

Clear Break the Targets course 5.

BULLSEYE BLAST

Break a target with a fully charged strike.

FLASH STEP

Clear Grandmaster in under 18 seconds.

CAR CRUSH • 8**FENDER BENDER**

Wreck the family sedan.

NO VACANCY

Wreck the camper van.

SCHOOL'S OUT

Wreck the school bus.

BRAIN FREEZE

Wreck the ice cream truck.

DISARMED

Wreck the army tank.

DEMOLITION PRO

Wreck the school bus in under 15 seconds.

PERFECT WRECK

Get a PERFECT on any vehicle.

NO PARKING

Wreck the camper van in under 10 seconds.

STORY • 13**PIÑATA KING**

Clear chapter 3 (1500 m in the Lucha Arena).

BEYOND GRAVITY

Clear chapter 6 (2300 m on the Moon).

CHAMPION

Win the Golden Sandbag in story mode.

FLAWLESS

Clear story mode without losing a life.

ALL-STARS

Clear story mode with 3 different fighters.

WORLD CHAMPION

Clear the Story II World Tour.

UNTOUCHABLE

Clear the World Tour without failing a chapter.

FULL CIRCLE

Clear story mode as The Sandbag.

HALL OF FAME

Clear story mode with 5 different fighters.

INSERT COIN

Lose all your lives in story mode.

COIN-OP

Clear an Arcade run.

HARD MODE

Clear an Arcade run on Hard.

ONE CREDIT

Clear an Arcade run without losing a life.

ALL-STARS • 4**ONE-MAN ARMY**

Finish an All-Stars run with one fighter against every bag.

TEAM EFFORT

Finish an All-Stars run with every fighter on one bag.

NO WEAK LINK

Finish an All-Stars run with every round past 300 m.

STAR POWER

Score a 5000 m total in a single All-Stars run.

MADNESS • 4**BEDLAM**

Finish a Madness run.

TEN KILOMETERS

Reach 10,000 m in a Madness run.

ORBITAL

Reach 100,000 m in a Madness run.

BEYOND REPAIR

Push the bag past 1000% damage.

HIDDEN COMBOS • 8**PLANCHA DE LA MUERTE**

Find El Pollo Loco's hidden 4-hit combo.

THOUSAND-BANANA FIST

Find Sensei Banzai's hidden 4-hit combo.

NUCLEAR FETCH

Find Sergeant Rex's hidden 4-hit combo.

THE GODFATHER

Find Don Tigrone's hidden 4-hit combo.

TSUNAMI BOWL

Find Maurice's hidden 4-hit combo.

SUPERNOVA SNOOT

Find Captain Truffles' hidden 4-hit combo.

FINAL REVENGE

Find The Sandbag's hidden 4-hit combo.

GRANDMASTER OF SECRETS

Find every hidden combo.

SECRETS • 6**TIME FOR REVENGE**

Fight as The Sandbag.

COLLECTOR

Unlock every bag through play.

GOLDEN TOUCH

Earn 70 achievements.

Unlocks the GOLDEN SANDBAG

A DISH BEST SERVED COLD

Finish the Sandbag's secret All-Stars run.

PACIFIST

Smash the bag at 0% damage.

OVER THE RAINBOW

Earn 45 achievements.

Unlocks the RAINBOW TRAIL

SKILL · 7**PULVERIZED**

Push the bag past 500% damage.

60 HIT COMBO

Chain 60 hits without a break.

HAYMAKER

Deal 25% or more in a single hit.

SHOWBOAT

Land your special combo 3 times in one round.

MIX MASTER

Land 25 hits in a round without a single stale strike.

MAXIMUM POWER

SUPER SMASH from point blank range.

PINBALL WIZARD

Slam the bag into the cage 30 times in one round.

FIGHTERS · 7**LUCHA LEGEND**

Send the bag 500 m with El Pollo Loco.

INNER BANANA

Send the bag 500 m with Sensei Banzai.

MISSION ACCOMPLISHED

Send the bag 500 m with Sergeant Rex.

MADE MAN

Send the bag 500 m with Don Tigrone.

WHAT WAS I DOING?

Send the bag 500 m with Maurice.

GROUND CONTROL

Send the bag 500 m with Captain Truffles.

SWEET REVENGE

Send the bag 1000 m with The Sandbag.

BAGS · 8**BEACH BUM**

Send the Beach Ball 400 m.

WAKE-UP CALL

Send the Alarm Clock 400 m.

ROAD TRIP

Ride the Vespa 100 m along the field.

HEAVY METAL

Send the Anvil 300 m.

LIFTOFF

Send the Bottle Rocket 1000 m.

MIDAS

Send the Golden Sandbag 1500 m.

CUDDLE PUNCH

Send the Teddy Bear 600 m.

BURNOUT

Send the Old Tire 1500 m.

PINBALL · 9**TILT!**

Score 50,000 points in pinball.

HIGH SCORE

Score 100,000 points in pinball.

PINBALL WIZARD

Score 150,000 points in pinball.

TABLE MASTER

Beat the goal score on every table.

MAX MULTIPLIER

Reach the x5 multiplier.

JACKPOT

Light every star on a table.

TOMB RAIDER

Knock down all five drop targets on Temple Drop.

WORMHOLE

Take 8 warps in one game of Warp Zone.

ARCADE TOUR

Post a score on every table.

CHALLENGES · 3**CHALLENGER**

Clear your first challenge.

HALF THE STARS

Clear 10 challenges.

CHALLENGE MASTER

Clear every challenge.

DEDICATION · 3**REGULAR**

Play 50 rounds.

ARCADE RAT

Play 200 rounds.

MARATHON

Send bags a combined 42,195 m.

CHAPTER 19

TECHNICAL APPENDIX

FIGHTER DATA

FIGHTER	SPD	POW	DASH	RECOV.	DMG	LAUNCH
POLLO	5	3	44	0.11	×0.90	×0.92
BANZAI	4	4	35	0.15	×1.00	×1.00
REX	2	5	27	0.21	×1.25	×1.18
TIGRONE	3	5	30	0.18	×1.15	×1.12
MAURICE	4	3	38	0.14	×0.95	×1.05
TRUFFLES	3	4	33	0.17	×1.05	×1.08
SANDBAG	7	7	52	0.08	×1.60	×1.65

DASH = dash speed toward the bag (m/s). RECOV. = pause between two strikes (s). DMG multiplies every hit's damage, LAUNCH multiplies knockback and the final smash.

BAG DATA

BAG	WEIGHT	DMG	KB	WALL	FLOOR	LAUNCH
SANDBAG	100	×1.00	×1.00	0.82	0.66	×1.00
BEACH BALL	60	×0.85	×1.35	0.95	0.88	×1.08
ALARM CLOCK	95	×1.00	×0.95	0.86	0.72	×1.00
VESPA	130	×1.15	×0.80	0.70	0.50	×1.00
ANVIL	175	×1.50	×0.55	0.45	0.25	×1.02
TEDDY BEAR	85	×1.30	×0.85	0.60	0.45	×1.00
OLD TIRE	110	×0.95	×0.95	0.92	0.85	×0.96
GOLDEN SANDBAG	100	×1.05	×1.05	0.84	0.70	×1.00
BOTTLE ROCKET	90	×1.00	×1.00	0.82	0.66	×1.00

WALL and FLOOR = how much speed the bag keeps when it bounces off the cage (1.00 = perfect bounce). KB multiplies knockback in the cage; LAUNCH multiplies the final smash.

KEY NUMBERS

SYSTEM	VALUE
Round length	10 s (13 s with the Alarm Clock)
Chain window	0.9 s between hits · +4% per link · max +60%
Stale moves	Last 9 strikes · 3 repeats free · -9% per extra repeat · min 55%
Momentum	1 + closing speed / 18 · max ×2.5
Apex bonus	×1.25
Charge	Starts after 0.17 s · full at ~0.97 s · auto-release 1.25 s · up to ×2 dmg, ×1.7 kb · bonus $32 \times \text{dmg} \times c^{1.5} \times (1 + p/250)$ · chain kept
Special	+18 × dmg × (1 + p/400) · kb ×1.3
Hidden combo	+54 × dmg × (1 + p/100) · kb ×1.6 · once per round
Point blank	×1.5 under 1.7 m · ×1 from 5 m
Aim arrow	8°-80° · sweep 1.15 s · auto-lock 2.6 s
Power dial	2.6 s turn · zones at 36% and 76% · PERFECT ±3% (+0.20) · GOOD ±7.5% (+0.08) · SUPER +0.10 · max ×1.5
Launch speed	8 + 0.3p up to 150%, then 53 + 0.12(p - 150)
Field gravity	22 m/s ² (stage and bag modifiers apply)
Sky targets	1 flight in 3 · above 32 m
Landmines	50% duds · live: 52-68 m/s at 24°-68° · ×0.82 per mine already set off in the flight
Piñata boost	×1.22 speed + upward kick
Bamboo boost	(15% speed + 5) × 0.72 per stalk already broken in the flight
Pinball	30 s · ×1 per 5-bumper chain (gap < 2.5 s) · max ×5 · stars 250 · jackpot 5,000 · temple bonus 4,000 · warp 500
Beyond Gravity	Start 2000% · fuel = % above 2000 (+30 pts per %) · space 22 s · 16,500 km/s × speed · asteroid 200+, satellite 1,000 · chain gap 2.5 s · ×1 per 4 links, max ×5
Performance mode	Auto-on under 30 fps for 6 s · ~60% fewer particles · no glow · gameplay unchanged
Fast forward	×3 flight speed · button after 8 s of flight · F
Car damage	(impact - 3) × 1.8 × (1 + p/120) × bag dmg

UNDER THE HOOD

SSS is a single web page running a real-time 3D engine in your browser. The whole game, fighters, stages and effects included, is built from code: there are no 3D model files. Music and the announcer are streamed audio files.

CHAPTER 20

QUICK REFERENCE

STRIKES

     
Hold to charge ·  pause ·  restart

THE SMASH

Be close at 00 · lock the arrow · hit both green zones · 2 PERFECTs = SUPER

SPECIALS

FIGHTER	INPUT	SPECIAL
POLLO	  	TOPE SUICIDA
BANZAI	  	TORNADO KATA
REX	  	OPERATION THUNDER
TIGRONE	  	OFFER YOU CAN'T REFUSE
MAURICE	  	BLUB BLUB BARRAGE
TRUFFLES	  	ORBITAL DROP

STAGE GOALS

STAGE	GOAL	GIMMICK
TRAINING GROUNDS	400 m	NO GIMMICK
BOOT CAMP	500 m	LANDMINES
LUCHA ARENA	1000 m	PIÑATA BOOST
MOUNT TAKAO	700 m	WIND · BAMBOO
LITTLE ITALY	900 m	CAR ROOFS
THE AQUARIUM	650 m	LOW GRAVITY · BUBBLES
MOON BASE	2000 m	LOW GRAVITY

CHAPTER 21

CREDITS

GAME DESIGN

ANTHONY SIGNOR

CODE

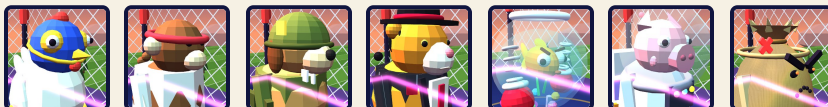
CLAUDE

MUSIC

GOOGLE FLOW MUSIC

SPECIAL THANKS

Every sandbag who ever hung in the corner of a training ground.
We are sorry. Mostly.

**PLAY ON [MAGIADEV.OVH/SSS](https://magiadev.ovh/sss)**

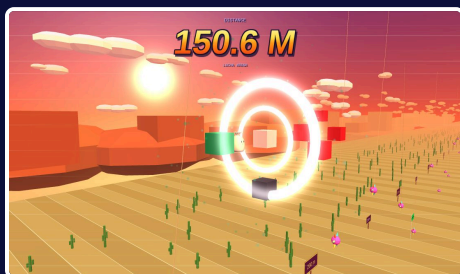
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NOTES

Write down your records, your best angles and the combos you discovered.

TEN SECONDS. ONE SANDBAG. NO MERCY.

Six animal champions. Seven arenas from Guadalajara to the Sea of Tranquility. Combos, momentum, hidden moves and one final smash that can send a sack of rice to the Moon.



- ▶ 12 game modes, from the classic Home Run Contest to a random Arcade gauntlet and a rocket trip to the Moon
- ▶ 20 challenges, 5 target courses, 5 vehicles to wreck, 5 pinball tables
- ▶ 7 fighters, 9 bags, 7 stages, 2 story campaigns
- ▶ 118 achievements and 7 hidden combos to discover
- ▶ Play on computer, phone or tablet, with keyboard, touch or controller
- ▶ Score bonuses, story ladders and score cards to share

PLAY ON [MAGIADEV.OVH/SSS](https://magiadev.ovh/sss)

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