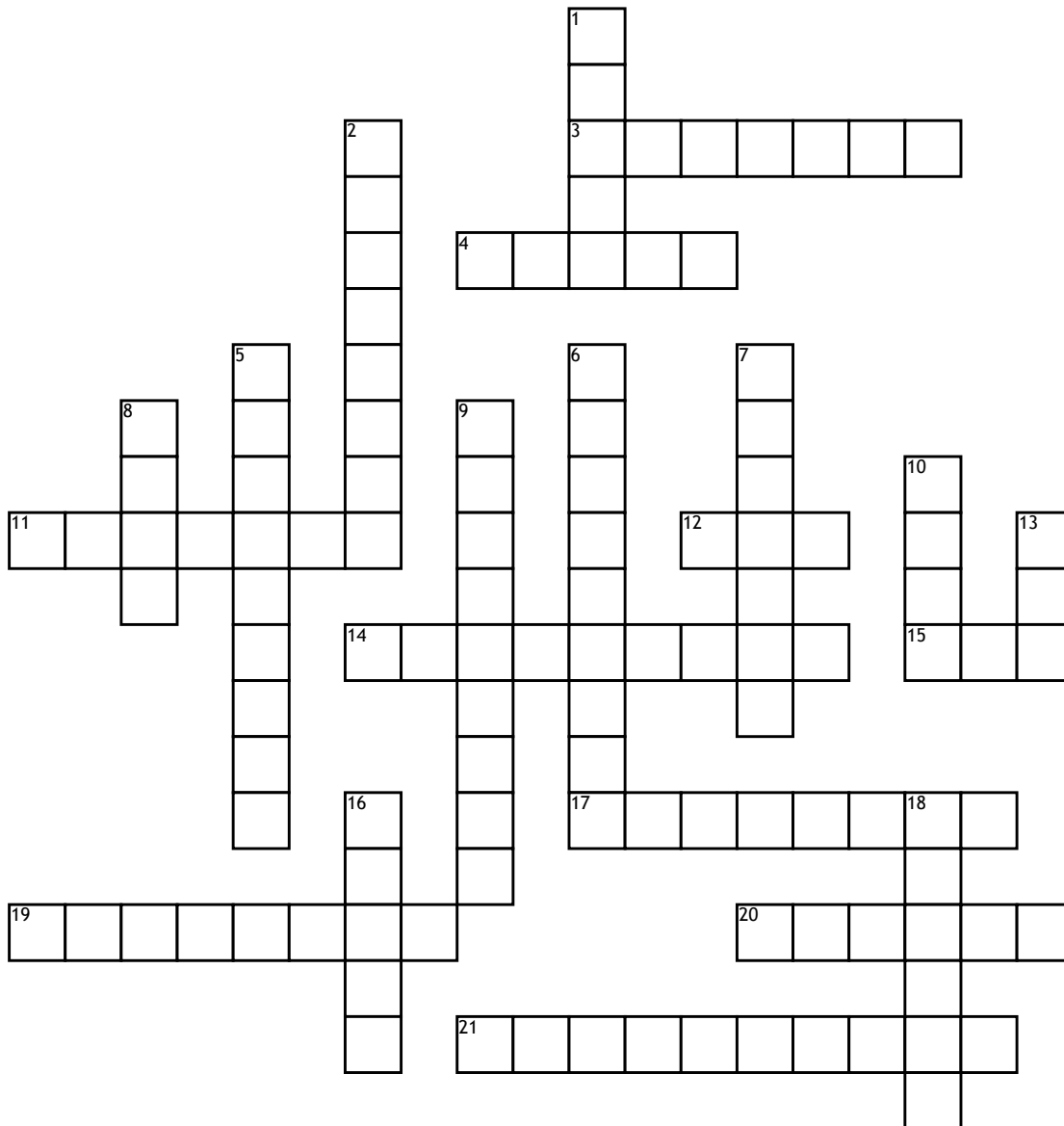


Rocket League Crossword



Across

3. When you control the ball on the ground with the side panels of your car and the roof of your car. It's usually when you control it extremely well by actually turning the ball alongside your car, or when it's being balanced or juggled on your roof.

4. When the ball is shot further away from your own net, reducing the pressure against your team's defense.

11. Challenge the opponent in control of the ball, usually for a 50/50.

12. When you hit the ball with the bumper of your car while you are on the ground to throw it into the air.

14. Trying to put the ball in front of the goal.

15. When you throw the ball into the air from the top of your car's roof.

17. When you repeated attack and contest their blocks and clears keeping the ball in the opponent's zone, usually causing them to respond to your hits repeatedly.

19. On kickoff, this person drives behind the person who will strike on kick-off, predicting if the ball will come out neutral or to the side to get immediate control of the ball after being hit.

20. Time spent being flipped over and flailing about.

21. Where you and an opponent have an equal chance at the ball because neither of you are in control.

Down

1. The proper name for 'double jump flipping'.

2. When the ball is shot into another direction by the player, usually just a minor change, but is also used when the player is ahead on the opposite side of the field and hits it to the side of them, commonly toward the goal.

5. Mess with the opponent's control on the ball so they don't usually get a powerful shot or pass when the ball is about to be cleared to your side or shot to your side.

6. This is usually used in aerials where the ball is hit twice in mid air.

7. When the ball bounces off the wall and is hit.

8. When you block someone else's save, clear, pass, block, or shot.

9. When the player causes the ball flying into the air to stop bouncing, usually as high. This is done when the ball is hit on the side of the car while they are on or close to the ground.

10. Hitting an opponent/ally car.

13. When you just barely tap the ball, usually with the bumper of your car. This is most commonly done mid-air.

16. To hit the ball when it is close to or touching a wall or another car.

18. When the team moves in between positions for maximum efficient clears and attacking. The attacker that just hit the ball and is no longer in position to hit it any more and move to another role, like defending, and another player comes to take that spot.