Game rules:

After gaining assigned Exps, generate the boss. After defeating the boss, get an animation to teleport to the next level.

The player will control the protagonist using the WASD keys or the arrow keys. A rotating weapon will surround the protagonist, automatically attacking any monsters that come close. In the game, all monsters will slowly move towards and attack the protagonist, centered on them. The player's task is to survive within a set time, while trying to kill as many monsters as possible to gain experience and level up. Leveling up improves the protagonist's attack power and health, and the level will continue throughout the game. Some monsters in the game have ranged attacks, but most are melee monsters that must make contact with the protagonist to inflict damage. Ranged attackers will shoot different types of projectiles, which cause damage upon hitting the protagonist. Surviving within the allotted time of each level allows the player to advance to the next level; if the protagonist is killed within the time limit, the game ends and returns to the main menu.