

Gamepad Recommended!!!

- **Introduction:**

A multiplayer game where you try to kill your opponent by teleport

- **Game Play:**

Surviving by evading attacks in the environment and intentionally putting oneself in peril, then switching positions with the opponent at a crucial moment, is one method of causing harm to the adversary. For example, one can engage in a game of brinkmanship by actively leaping off a cliff and swapping positions with the opponent at the last moment.

- **Game Control(Gamepad):**

Left Stick: Move

ABXY: Dash

The character can perform a forward dash for a certain distance, during which they are immune to all damage. There is a half-second cooldown period after the dash.

L1/R1: Teleport

Swap positions with the enemy. Every 3 seconds, you gain one teleportation opportunity, and each player can store up to three teleportation chances.

- **Environmental Attacks:**

On the battlefield, three types of attacks randomly spawn: turrets, lasers, and lava.

1. **Turrets:** Stationary attacks that target the closest player's current position and launch projectile shells. The shell's explosion creates a shockwave that pushes players away without causing damage.
2. **Lasers:** Beam attacks where laser emitters appear randomly across the battlefield. After appearing, they fire lasers that damage players.
3. **Lava:** Area attacks that create damaging lava zones on the ground. There's a 1-second warning before they appear.
4. **Cliffs:** Players who fall off the map take damage and respawn in the middle of the map.

- **Winning the game:**

The person whose health points reach zero is defeated, while the other side emerges as the victor