

1



User gathers friends/neighbours

2



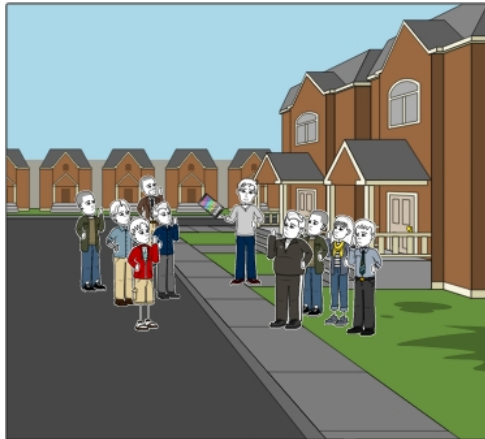
The group is divided in 2 teams

3



The user and opposing team are registered by their representatives

4



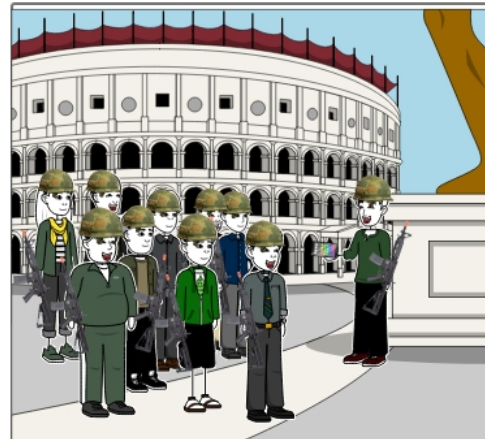
Participants choosing the game mode, arena, score limit, match duration and date of game.  
User schedules the game.

5



Going to arena

6



The participants equip themselves and the game begins

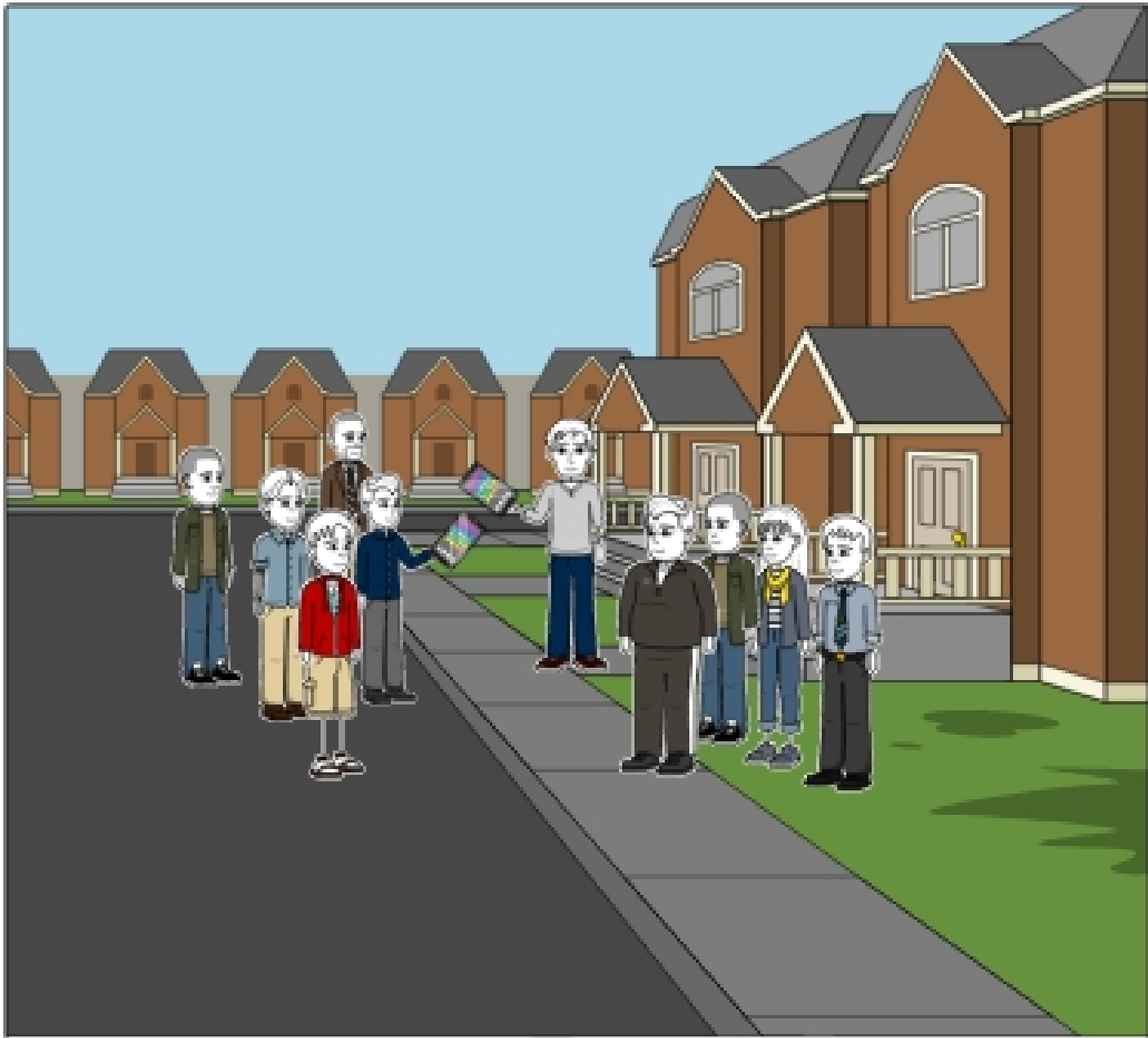
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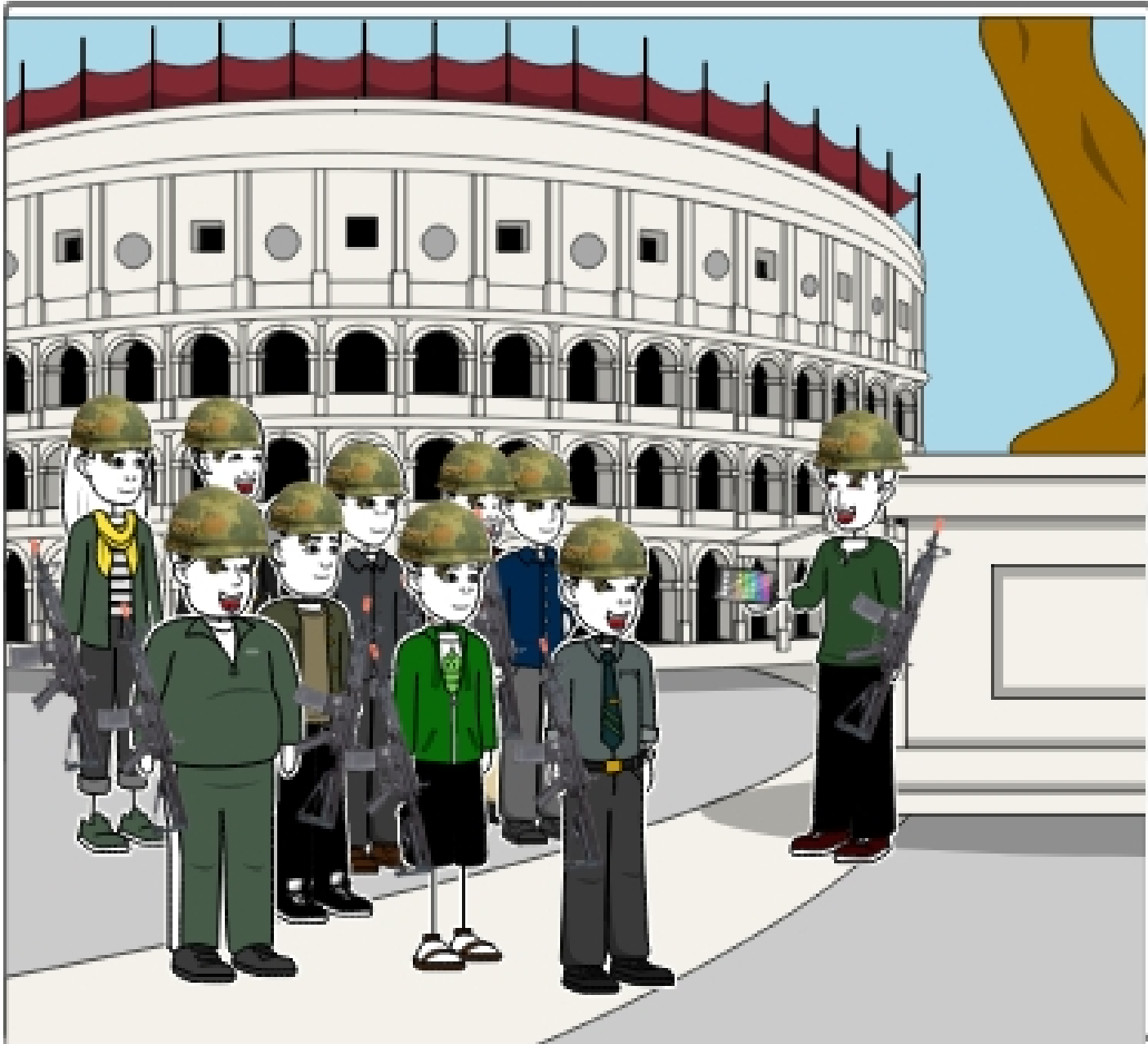
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