**Gameplay**

The Game is an entertaining, round-played multiplayer game. One round is limited to a maximum duration of 20 – 30 minutes and is played by four players at the same time. Several players can play in a team while the team size is variable. But there is a maximum size at three players as there are only four players in the game. The game is basically to get the ball into the opponent’s goal to score points, but you always have to watch out for your own goal to prevent the opponent from scoring. At the end of a round, the player or the team with the most points have won. During the game, the participants can also move freely in a certain area in front of their own goal, but not leave this.

In the game is a ball, which can be steered by the player specifically in one direction. To do so, every player has a shield which can be rotated and tilted in all directions. The angle of the shield thus determines the trajectory of the impinging ball, in addition the player has the opportunity to give the ball an additional speed boost by a good timing. This demands attention and good responsiveness from the opponent.

To make the gameplay more varied, each level will have its own mechanics. This could be special events, unique power-ups or similar. The goal is that each level plays different and has the main focus on different priorities.

Another point that makes each played match unique is the power-up system. These power-ups can be accumulated during the game and give the player special abilities which are used within the hit of the next ball of can be activated at any time during the game. These abilities can be used strategically to play out the opponent.

