Conditions for Hitting Opponents Pieces

Should a player hit an object belonging to the other player, the following things will happen:

1. The player will lose control of their character; they will not be able to swing or initiate new grapples. If they are in mid-air, they will fall to the ground.
   1. The character sprite will flash using the opacity (alpha channel) to represent movement lock.
2. The player loses and multiplier they had, but their points stay the same.
3. The object they hit respawns, allowing the other player to still get points.