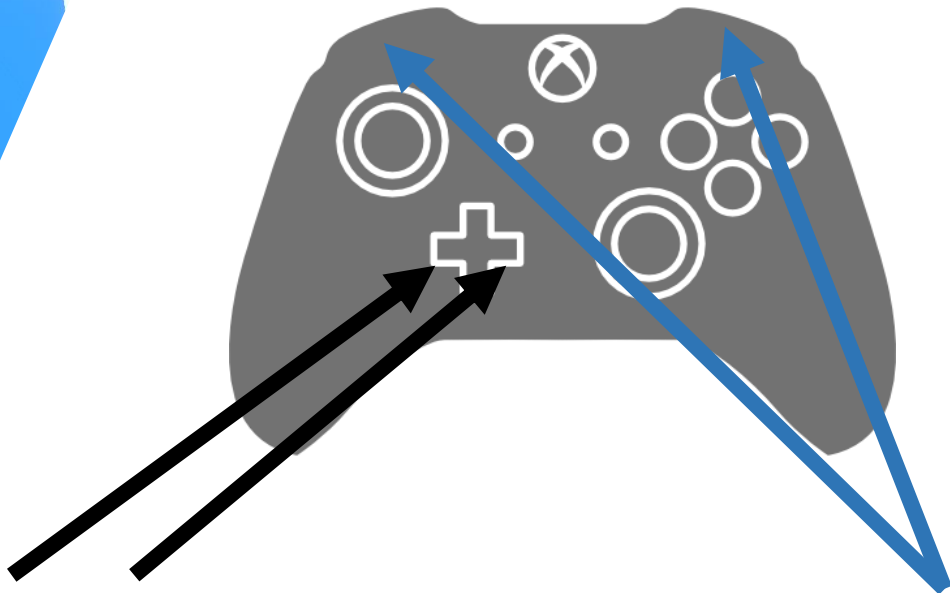
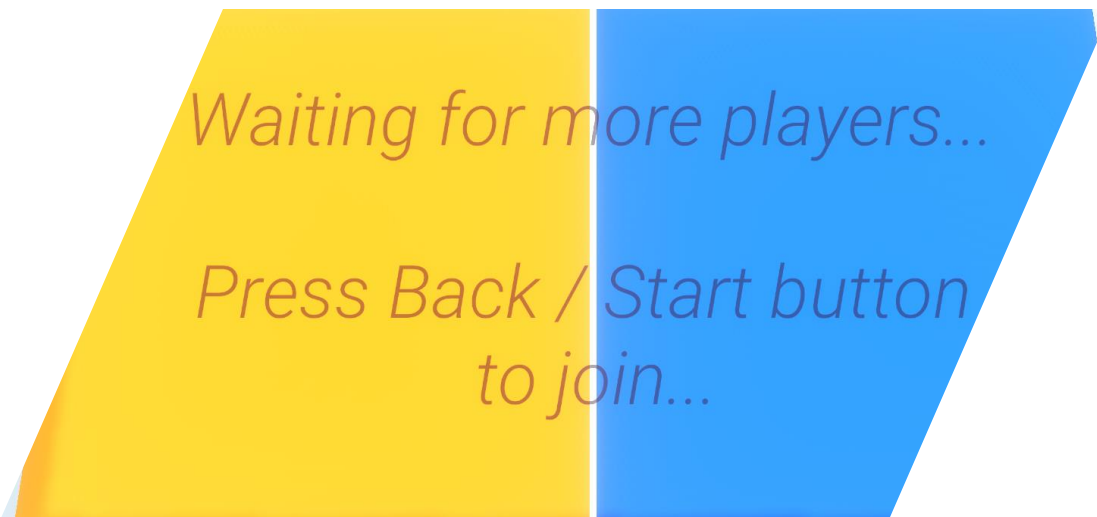


So.. you want to play my game...

HOW TO PLAY:

Rocket Dodgeball



Join the game using the *DPAD L/R* and Ready up using *Shoulder Buttons*

ROCKETS



+



+



Small Duration
(0.3s)



+

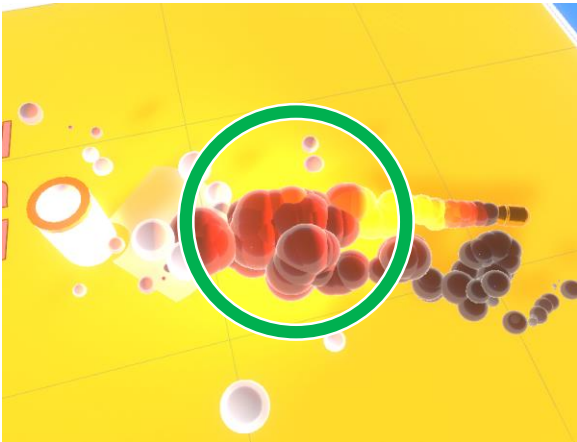


Cooldown
(1.0s)

Trick shots

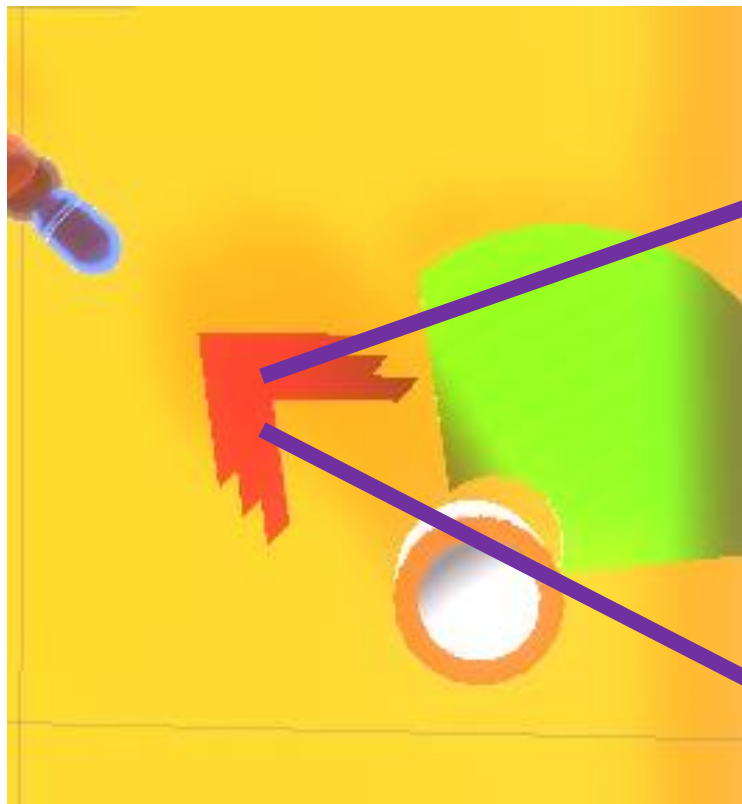
Rocket is deflected towards the facing direction

Use this to create spiraling shots



So.. you want to play my game...

HOW TO PLAY: *Rocket Dodgeball* Indicators



COLOR : your idle level.

RED means boosted tracking (Bad).

KEEP MOVING

Also Shows:

Direction and Distance

Threat Level

Consistent direct kills and assist streaks increase your *Threat Level* which increases the likelihood of being targeted



Level 1



Level 2



Level 3



MAX



Level 5



Level 4