Main game experience is about preparing and adapting to a randomly generated environment.

Every player has his own Teleport Device; it can be used to teleport into a random parallel world for a certain amount of time and with a certain amount of items allowed

A Teleport Device has the following attributes:

* Power level (main attribute)
  + increases world variety and difficulty
* Energy
  + increases teleport duration
* Capacity
  + increases amount of load you can take with you

The player is rewarded xp for his actions, killing enemies, acquiring resources etc.

The goal is to achieve a certain amount of average xp over a few consecutive runs. This will unlock a teleport upgrade that will unlock new area types, enemies and other content.

After reaching the maximum level with a character, the goal becomes to compete against other players by being ranked in leaderboards.