Disco Fever (open to changes)

Summary:

Played out like a death match, each player must maneuver around the multicolored floor shooting and dodging incoming fire. At a set time a random color on the floor will rise into the air making a city like arena giving each player an advantage (dodging) and disadvantage (attacking). Players must search and destroy the opposing players until the match is over.

Weapons:

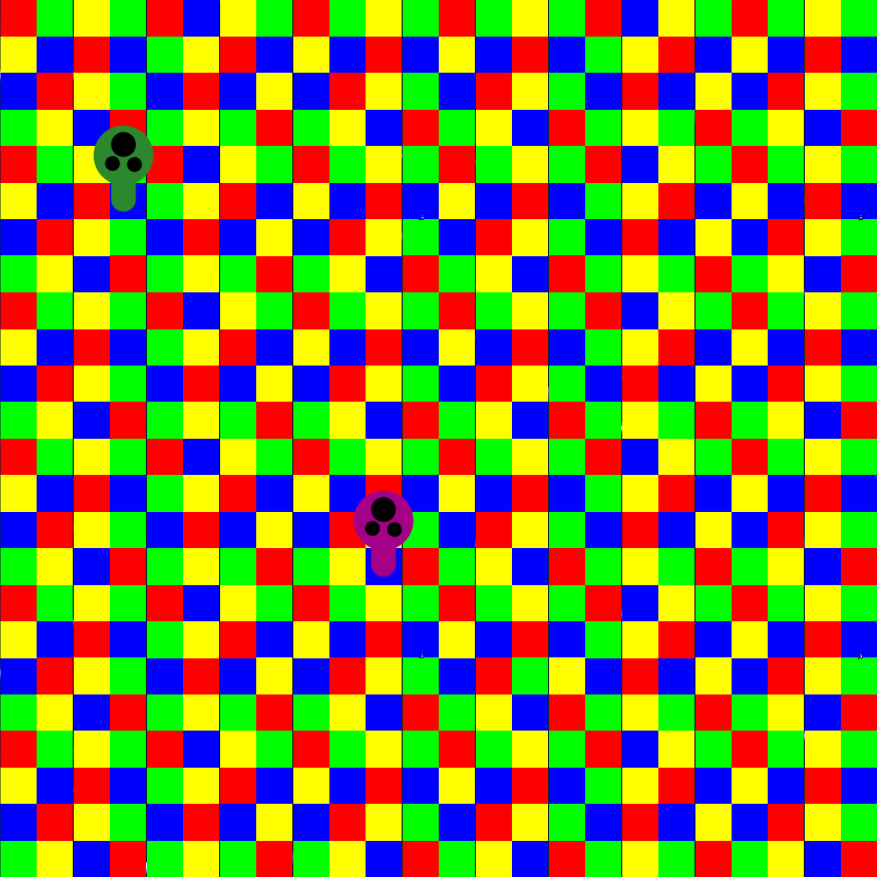
New weapons will be introduced for this level.

1. Bounce Cannon: fires a round that will bounce off the walls making the arena a perfect trap.
2. Mines: a place-able mine that will explode on a character on the move, perfect for placing around corners.

And some old weapons:

1. Sniper: The sniper will be available to those who are lucky enough to be on top of the building-like color. One hit KO weapon.
2. Standard link gun: the original.

The Map:



The Map, shown above, is rather large, giving each player the chance to get a good hide and seek appeal.