How its Played

Player 1 Controls

- wasd (Directional controls)

- jump = Space

Player 2 Controls

- ijkl (Directional controls)

- jump = .

Special Features : Ramps in the game to jump higher and grab Special collectables that reward you with more points.

This feature is also risky because this enables the player to fall outside the map, this will then reset the player to its start position and the player will lose 5 points.

Rules :

- Yellow Cubes = 2 points each

- Orange Cubes = 5 points each

-If a played jumps on another player, the played getting jumped upon loses a point.

-If any player touches the Black Boundary walls, They lose a point.

-If a player falls out of the map It puts them back to their starting position and they lose 5 points.

Round Timer : 120 seconds