A red goal and a blue goal, kick the ball in. For now, get the 1v1 to work, (add later: Teams of 5, 3, or 1).

Each player has a health bar. This may be lowered through melee attacks, projectiles, and specials.

On the play field 3 types of powerup will exist, stand on them for 1 second without being knocked out of the area, \*note projectiles do not stop power up captures:

Blue dot, restore minor health (1-3), 1up, revive or full heal, “P” charges special meter faster (1-5).

If a character’s health bar hits 0 then they are stunned until another teammate revives them, this is a 1 second channel not interrupted by projectiles. In 1v1 hitting 0 health is a 3 second stun.

Melee deals a chunk of damage based on character; shooting deals small damage over long time in area.

Some attacks will have knockback collision which will interrupt power up captures.

**Character Specific Mechanics:**

The ref. is Eiki; she calls fouls, if the ball goes O.B or someone is brutally murdered she’ll deal with it…

Types of specials, (secondary character specific mechanic/ability) each player has 3, use the 1-2-3 keys: \*Not all specials require the full power bar to use, some specials require less power

Chen: Perhaps a person who honks a horn twice to push the ball greatly in a direction?

Seija: Play field flipping, literally swap goals…

Yukari: Create a boundary around one half of the field, the ball will warp to the other side if it hits a line. Makes it impossible to get the ball on the other side for 3 seconds.

Cirno: Freeze the ball, and players around it, the ball just stops dead/ literal icicle fall/ trip and fall into the ball, if it hits it is a massive spike. Also freeze where you fell and the path where the ball flies.

Sakuya: Freeze time, the ball’s force vector is displayed, just during this time go whack things

Wriggle Kick! A small spike into the ball/ summon a beetle that is a mine [3 charges]/ small bug swarm

Ran becomes another spinning ball that can’t be used to score but can be controlled

Okuu: Create a small sun that pulls people to it/ blow up a large area including yourself/ lasers!

Suika: Grow in size/ create a small black hole [worse Okuu but more charges]/ Change the ball’s density.

Kaguya: summon Eirin(fully heal all players, goes well with Okuu)/sleep/ Punch Mokou, she flies forwards knocking away enemies and the ball… [requires Eirin or Mokou in play to use]

Mokou: blow herself up/shoot a phoenix that burns ground/ invincible + light self on fire (contact dmg)