



A 10 vs 10 arena FPS in a ruled notebook

In development

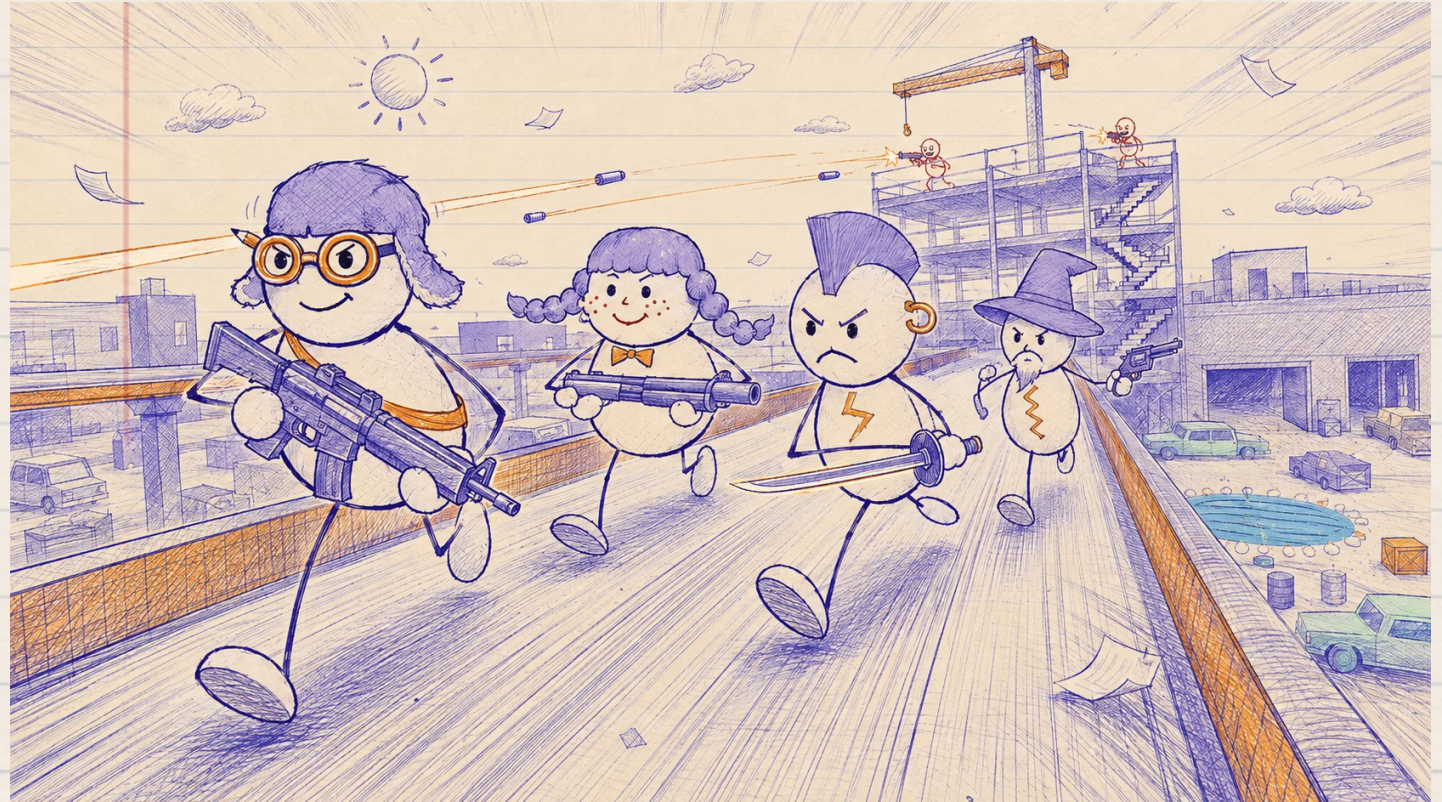
10 vs 10 for the title

10 vs 10

One team defends the title.
The other fights to claim it.

**Every successful defense
extends your winning streak.**

**Join solo or in a
party of 1-10 players**



Each active team has 10 players.

Two round outcomes

3:00

Rounds last up to 3 minutes

When time runs out

If any champion survives,
the defenders win.

If all champions fall

The challengers
take the title.



All 10 challengers become champions with 3 lives,
including those eliminated during the round.

Lives carry between rounds

Champion: 3 total lives

Each death ends your current round.
Remaining lives carry into the next.

Challenger: 1 life

After dying, spectate survivors
until the round ends.



No respawns within a round

Lose your last life and the next player in the queue takes your spot after the round.

Weapons, katana and grappling hook

1 primary weapon + katana

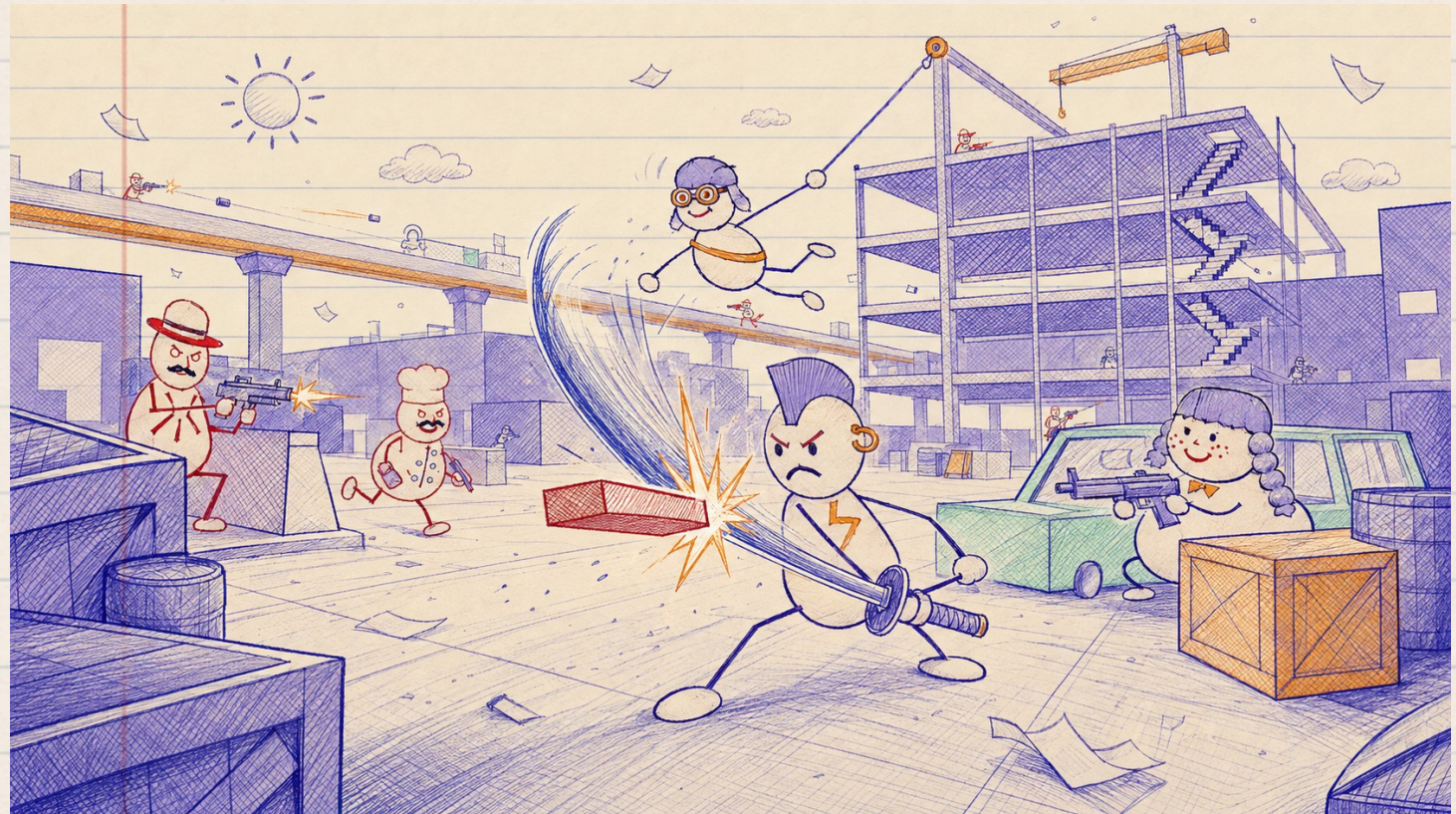
Revolver, shotgun, rifle or sniper rifle.

Katana

Strike at close range and deflect bullets.

Grappling hook

Swing to higher floors and pull enemies toward you.



Levels and playstyles

Your katana is always available.

Earn XP by completing rounds
and contributing to your team.

Level 1: Revolver

Level 5: Shotgun

Level 10: Rifle

Level 15: Sniper rifle

**How long will your
winning streak last?**