

GAMEPLAY

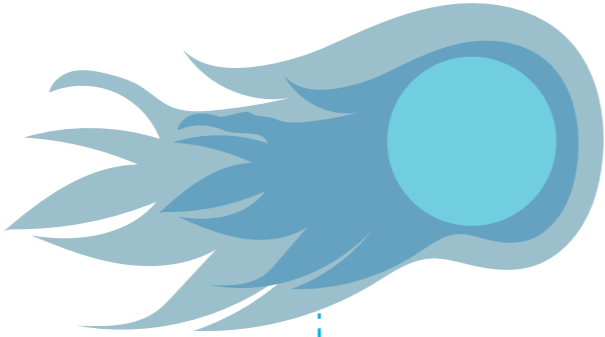


LOSING KEYS
Lose a key if you're killed by a trap

SOLO PVP



STEALING KEYS
Steal your enemy's keys by throwing spells at them



WINNING
Collect the three keys to open the main door



DIZZYNESS

- Five Seconds.
- Delays Oponent.
- When timed correctly, can knock another player when they are vulnerable to be hit by a trap.



INVINCIBILITY

- After the dizziness.
- Five Seconds of invulnerability to spells.
- Prevents the other player from abusing the key stealing mechanic.
- Lets the affected player escape.

