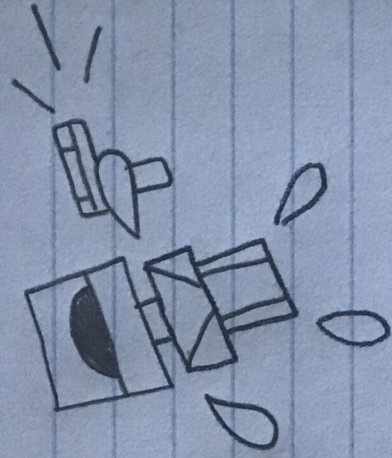


SKI



▷ Multiplayer

▷ SKI Zone

▷ SHOP

▷ DLC

* Trophies

○ Use All Weapons 1200

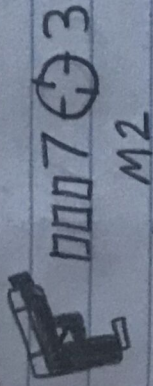
○ Use All Rifle 1500

○ Play in All Maps 20000

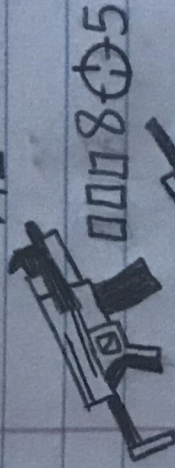
{JPGS2020}

Loadout 1-2 Weapons

Glock



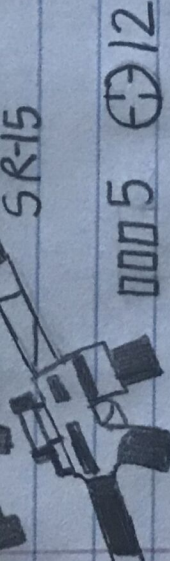
M2



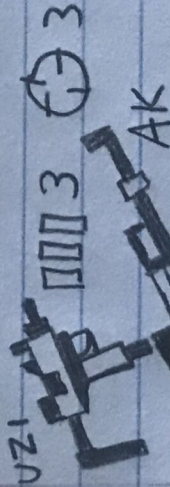
M4



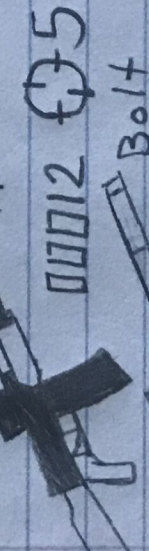
SR-15



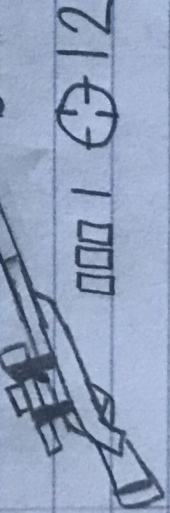
UZI



AK

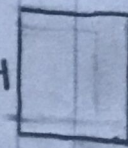


Bolt



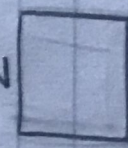
Player

1 Lvl. / 50

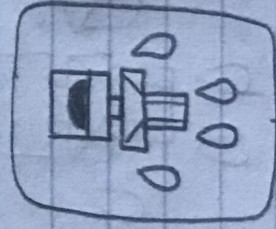


Points

2



Wins



Copy another Sheet of this and cut out the character

Lobby

Modes] PVP Teams Rank-Up

Score] /10

SkiZone] /12

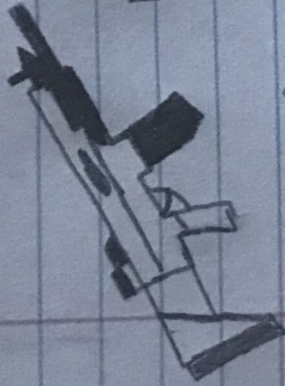
Maps: shaft Village Nuke

Events

x2 Points Lv10

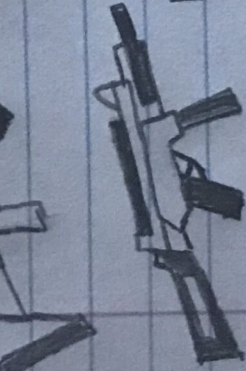
Weapons (-) 5% Lv5

SHOP



Scar-H 15000

12 5



UM-P

12 10

25000

SMG



8 3 1200

Basic



Case 3000

Rare



case 10000 Lv10



Duel-G 100

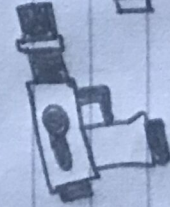
10 Lv3

6



SS-MG 2100

4 5

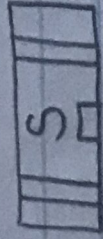


GoosGun

1 1

SKI ZONE items

chest



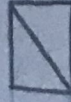
1 Glock 2 M4 3 UZI 4 SR-15

5 Bolt 6 Duel G 7UMP-D 8SMG

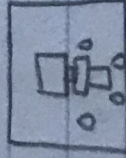
9 Scar-H 10 M2 11 Duel-G 12.5SMG
13 Googun



Item Crate

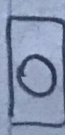


1 Kit 100HP 2 Band 20HP 3 Potion 50H



Nukes will Destroy certain spawn points
If you don't move in under 10 (Sec)
you die and will have to start over

Storm Moves For 100m

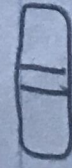


Kit

* chest spawn randomly

Generate a number

1-3 to find a chest



Band

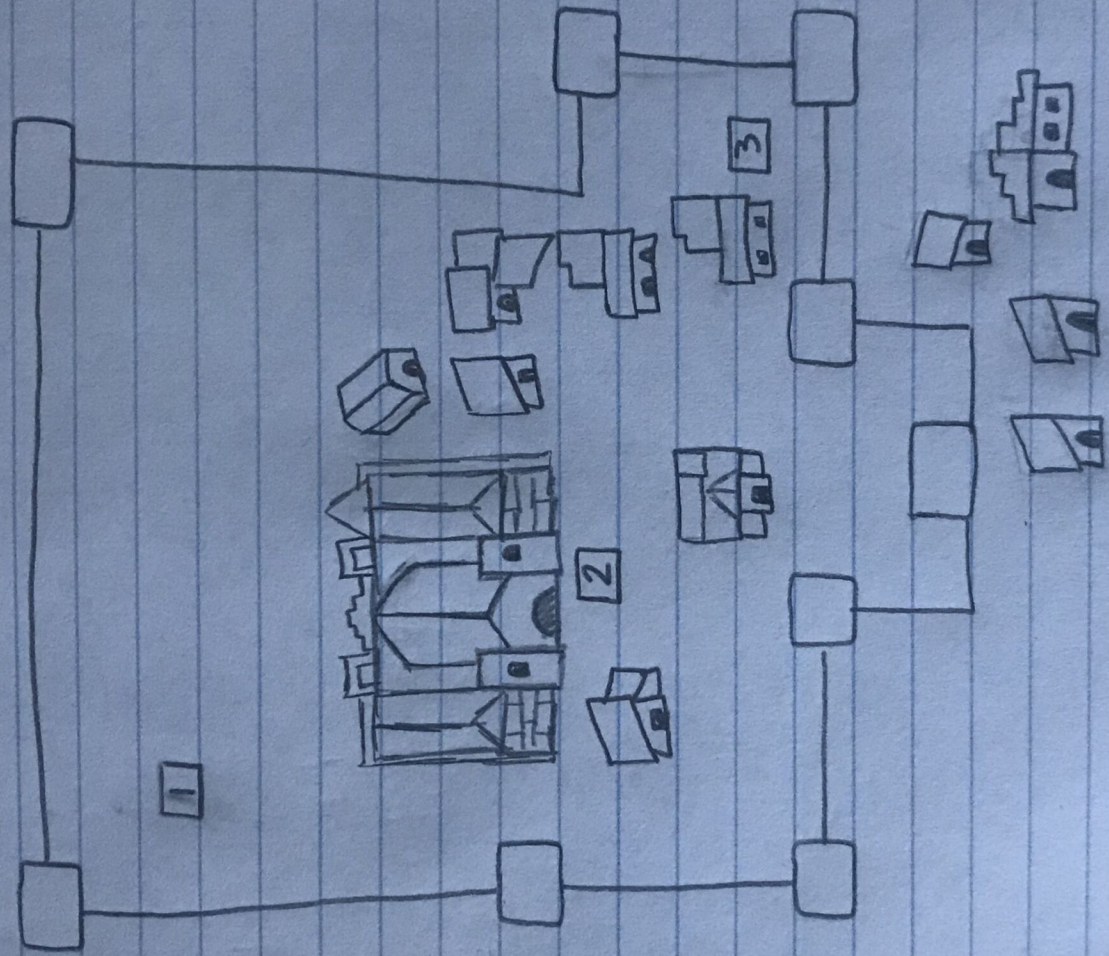


Potion

How to Play

- * Once the Player has there Weapons go on a number generator a Put 1 min 50 max
- * click Generate for the (□□□□) Damage of the Players number (-) (1) their Range ~~50HP~~ 18
Ex: 21-3
- * If the Player is below (0) the other Player gets the kill
- * To get Points Multiply (1200) x your Players kills Ex: $1200 \times 3 = 3600$
- * If you get 1 kill you will have to Add 100 Ex: $1200 + 100 = 1300$
- * If the Player has 0 kills then you will Multiply x 1 Ex: $1200 \times 1 = 1200$
- * If you kill a Player in SKi Zone you can claim it's Loot

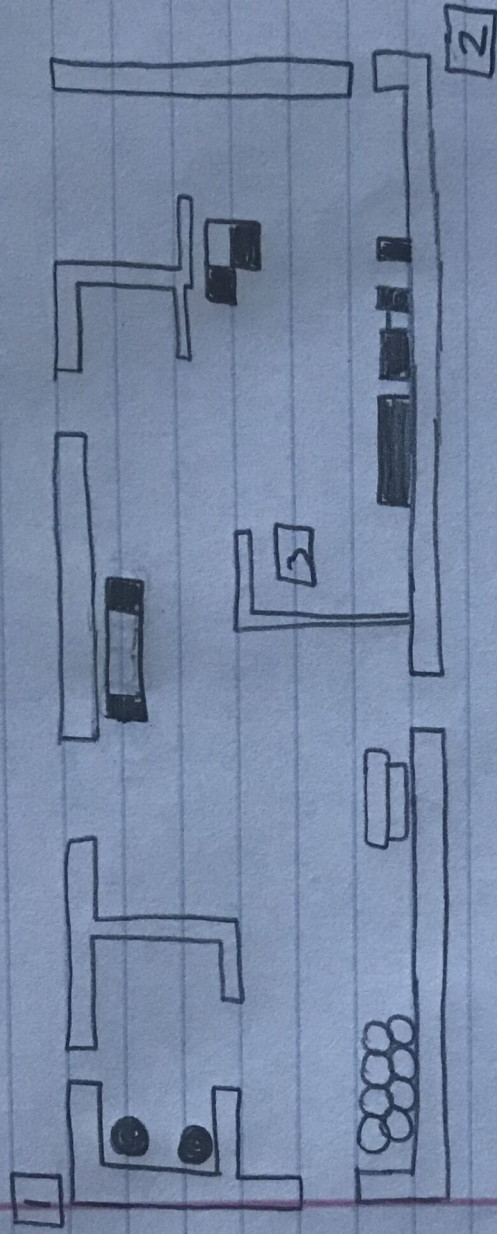
Village



Team A

Team B

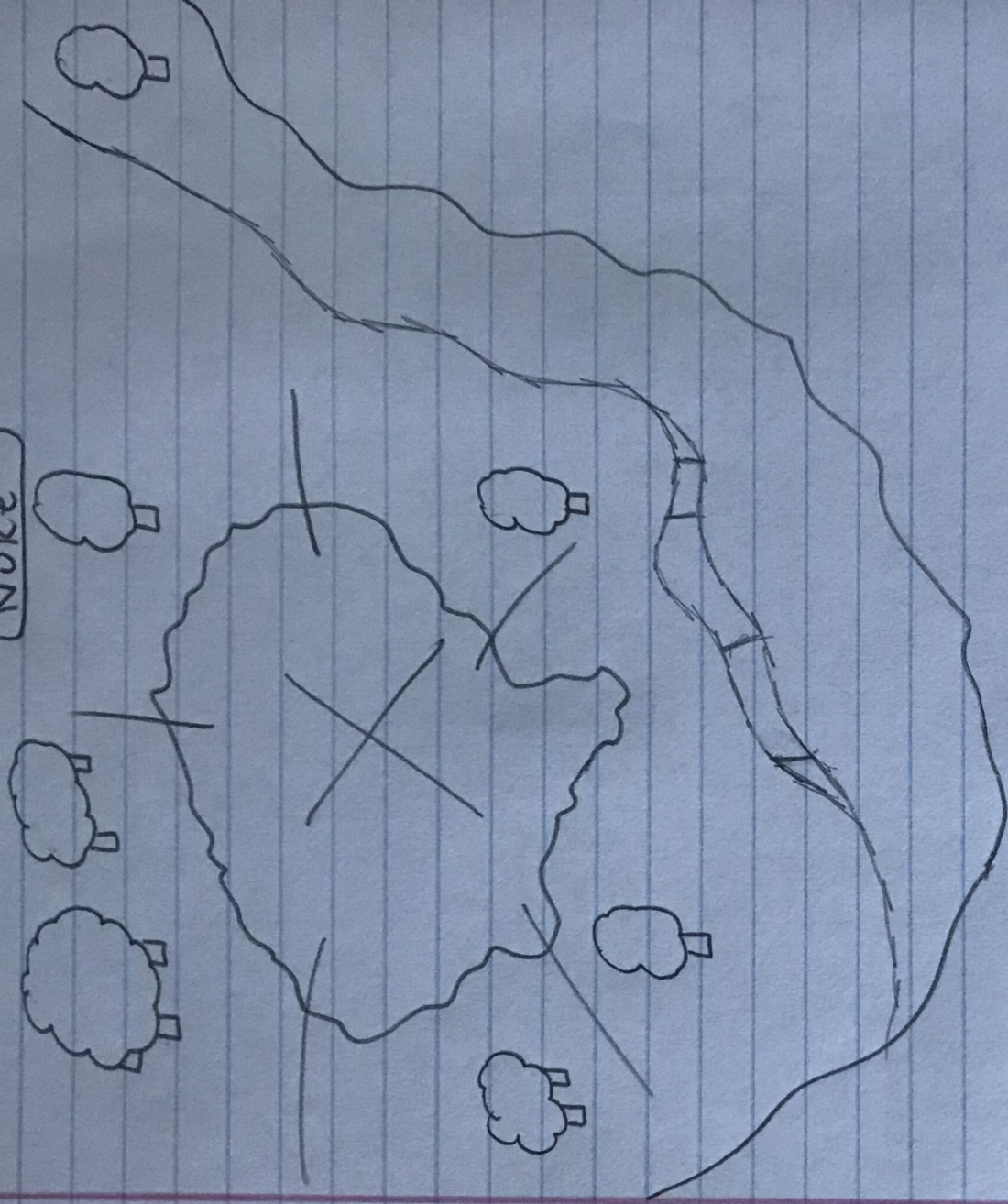
Shaft +



Team A

Team B

Nuke



Team A

Team B