

# SKI

By JPGS

©2020

# ZONE



Create

Join

Local

Item Pass

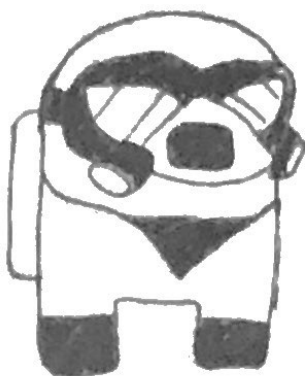
DLC

Recrute

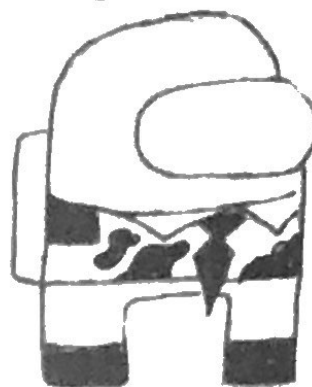


SKINS

Hasmat



soilder



Name

Wins

Kills

SP

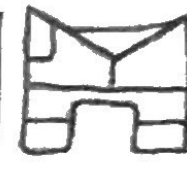
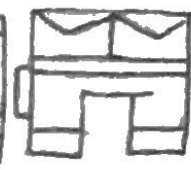
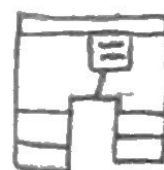
Score



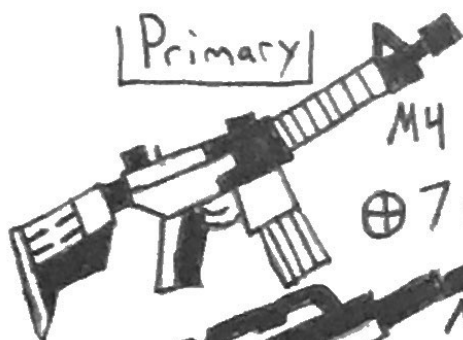
Hats



Clothes



Primary



M4

⊕7 ⊕7



MG36

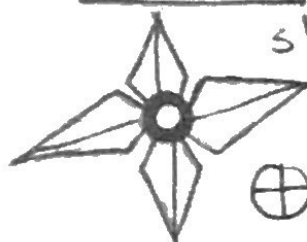
⊕7 ⊕10



MP5

⊕4 ⊕15

Sidearm



shuriken

⊕4 ⊕3



Frag

⊕3 ⊕4



Glock

⊕3 ⊕5

# Lobby

|         |       |       |        |
|---------|-------|-------|--------|
| Modes   | Teams | 1v1   | RankUP |
| Players | /4    | Score | /10    |
| Maps    | Boat  | Farm  | Open   |

## How To Play

The Combat system is normal in all gamemodes. How it works is if you encounter an enimie first you both roll dice. Then you add both  $\oplus$  Rang/ $\oplus$  Damage. Who ever has a higher number gets the kill and A Kill is 500 Points for Scoring. If you Win on any Game Mode you get 12SP, SP=SKi Points. If you switch your weapon you lose your turn and die.

Teams \* To play Teams is 2v2 if you die you have to Spectate and hope your Team Wins. if your playing with bots flip a coin for each encounter. If heads your Team dies one of your Teamates If tails your Team gets the Kill.

1v1 \* You and a friend or a Bot 1v1 first one to 10 or whatever number 1-10 Wins

\* Rank UP

Each Time you get a Kill you get a Random weapon

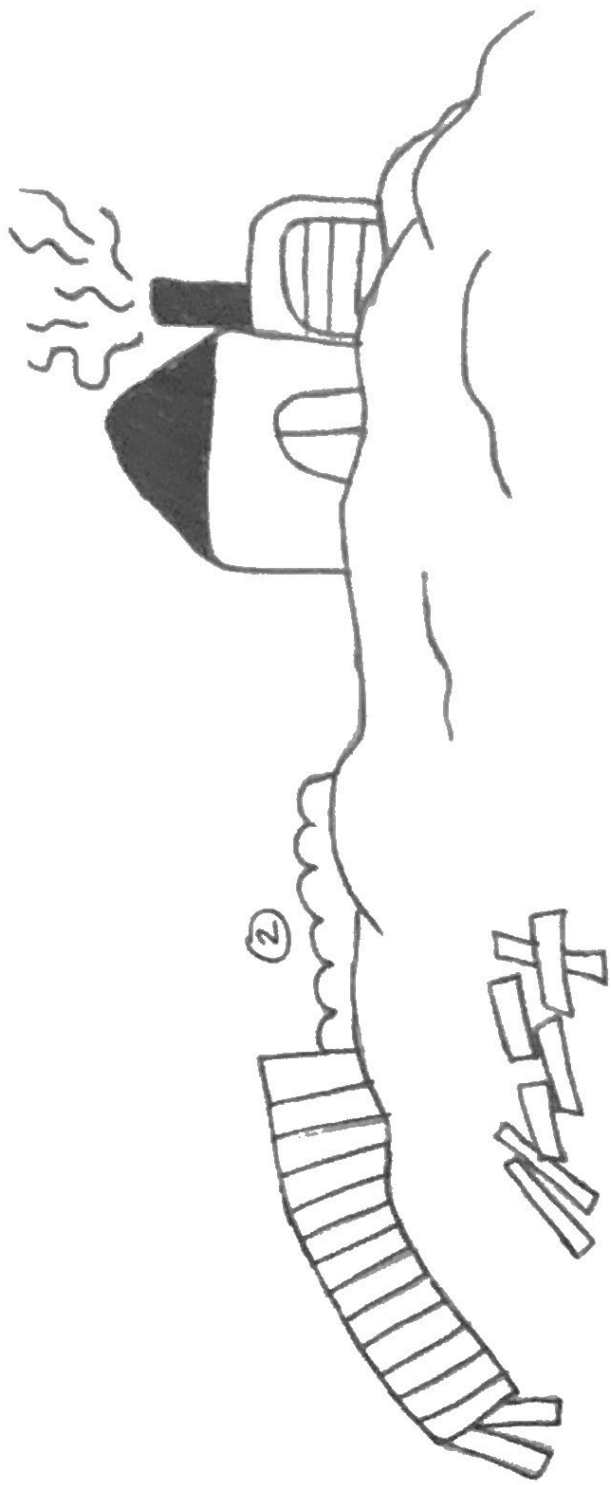
Basic item Pass



Legendary item Pass



Farm



①

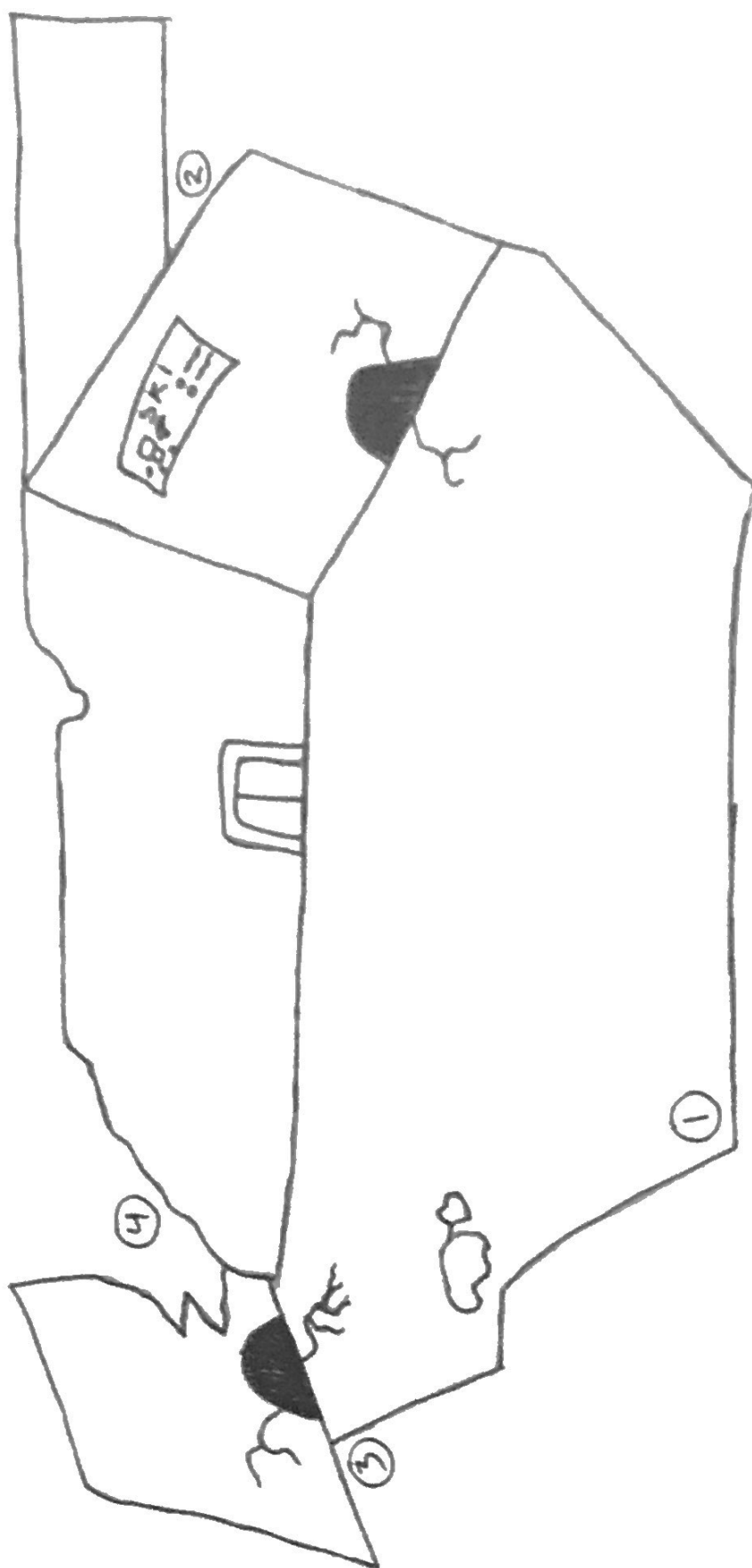
②

③

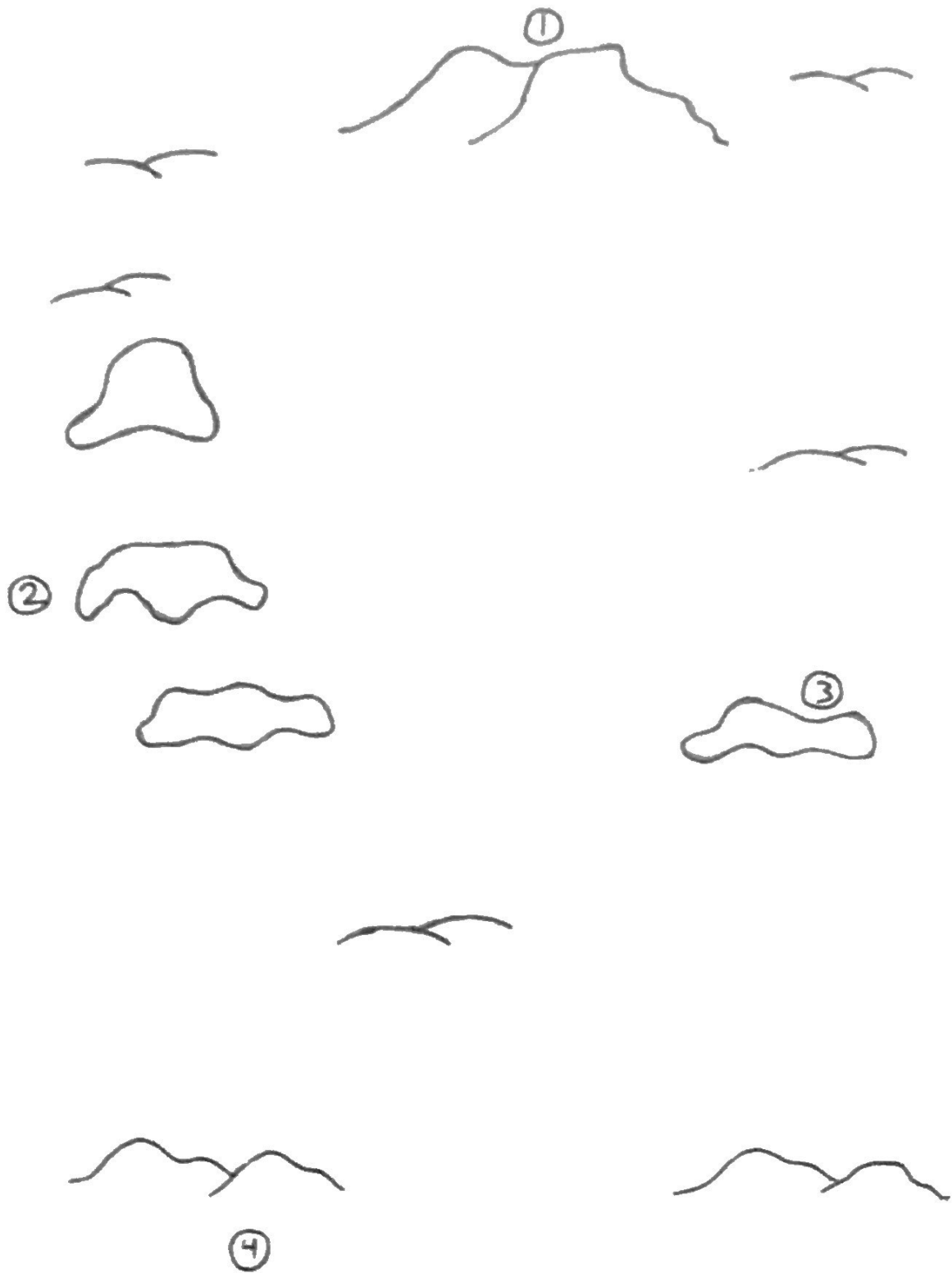
④

⑤

Boat



OPEN



Pump  
shotgun



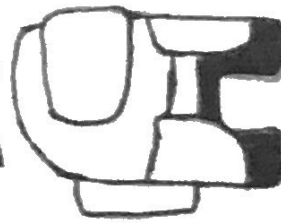
⊕ 3 ⊕ 17

Bolt Action C-7



⊕ 10 ⊕ 12

Lab



DLC1

Dathormain Pack

surpressor ⊕ +7

sight ⊕ +7

Extended Regular Mag ⊕ +5

Extended Bannana Mag ⊕ +8