

# DC UNIVERSE PVP INSTANCE

---

Owner: Valerie K.

## OVERVIEW

A combination of old childhood games such as Hot Potato and Capture the Flag, this new PvP mode will allow players to cooperate to maintain a goal while also enjoying the basic elements of PvP play by capturing and maintaining a physical item within the team's designated area. The opposing team's goal is to steal back the physics item and maintain hold upon it. Ideally, this mode is supported by 3v3 or 4v4 play.

## IN DEPTH PLAY

Player teams will start in a holding area on the outskirts of the map. All players are able to clearly view the center of the map, which contains a physics item, such as a bomb. The objective of the game is to claim and maintain hold of the item within a designated team area in order to gain points. When in possession of the item, the player's speed is altered by -25% hindering movement slightly. It is up to the other team members to protect this player and maintain a defense preventing the other team from collecting the item.

To add further complexity to the game, the bomb can only be held for a certain amount of time by one player. The player in possession of the ball or bomb must pass it on to another teammate before the timer is triggered or the bomb will explode. If the bomb does explode, a new bomb will spawn at the center of the map shortly after detonation.

The match ends once a specific time or point set is reached.

## SCORING

The following is a basic scoring guide.

First team to acquire the bomb: 10 points

Maintaining bomb within specific area: 10 points per minute

Successful interception/capture of bomb from opposing team: 10 points

Successful defense while in possession: 10 points

Bomb detonation while in possession: -10points