

The object of the game is to search out your opponent, sneak up on him, and shoot him. Along the way you can pick up various items which ultimately aid your search.

There are three common ways in which a kill can occur:

- Player A sees player B and shoots him with no fuss whatsoever.
- Both A and B see each other at the same time and a shootout follows. Since bullets collide and destroy each other, these situations usually result in the player with the least ammo being killed. Alternatively, if you think you haven't got enough ammo, you can try to get out of the line of fire. If you succeed, this usually results in situation three...
- Both players see each other but move before shots are fired. Now an interesting strategic battle follows as you have to entice your opponent to fire so that you can see where he is, since you know he's quite near. Occasionally these situations result in a stalemate; in this case, the players have to make some sort of spoken agreement to get out of it.