

King of the Peak

Goal: Be the last one standing, no matter the cost :)

Gamemode: Custom Ascent 1 (everyone will get a backpack to start)

Rules:

1. Sabotage Permitted*
 - Please avoid targeting specific players multiple times in a single biome
 - *Player closest to bottom of biome cannot be targeted
2. Reviving at Statue Required, but-
3. If all players reach the top of a biome, players can trade a 2 minute delayed start for the Statue Item before knowing what it is. Dibs go in order of arrivals to the top of the biome. (First place gets first dibs, second can take it if first passes and so on.)
4. There is no in-game benefit to helping other scouts. You just might sleep better at night if you want to lend a helping hand.