



AGENTS

Game Type
Game Level

Special
Intermediate

Agents is one of the most popular specialty game modes.

All players start on one team (Blue), and spread out into the arena. Shortly after the game begins, a small percentage of players are randomly selected and changed to red team. They are then given 50 points for every 5 seconds that they remain red.

Red players can tag blue players in an effort to defend themselves, but if a blue player tags a red one, they “steal” the red colour. The red player will switch back to blue and cease earning points, while the blue player will become red and start earning points.

The game continues to play until the time limit is reached, the player who remains red for the longest will earn the most points and win.

Arena Components use the Delta Tag configuration.

TEAMS

Two



WEAPONS

ALL: Phaser
Blaster



SHIELD

100 (3 hits before tagged out)



ARENA

Bases: Rapid Fire Drop
Hypershield Drop



Targets: Points Drop (50)
Points Drop (150)

Gates: Red/Green Cycle
Red/Blue Cycle

MEMBERS BATTLESUIT

Type: Ammo, Energy
Earns Points: ✓

