



# GLADIATORS

Game Type Solo  
Game Level Advanced

## Gladiators is a level-based free-for-all battle.

In Gladiators, all players begin Green coloured. Players will level up to new colours by earning points for tagging players and Wall Targets.

As players progress through the levels, they will be able to shoot faster and have an upgraded shield, but they must be careful as they are worth more points to other players!

Players will lose half of the tag point values for being tagged (after Level 1.) so they must stay on top of their game to avoid being demoted to the previous level.

The levels are as follows:

Game Start: **Level 1 (Green)** 100 Shield  
(Regular points for tagging Green players)

600 Points: **Level 2 (Blue)** 110 Shield  
(Regular points plus 10 for tagging Blue)

1200 Points: **Level 3 (Pink)** 120 Shield  
(Regular points plus 20 for tagging Pink)

1800 Points: **Level 4 (Red)** 130 Shield  
(Regular points plus 30 for tagging Red)

2400 Points: **Level 5 (Gold)** 140 Shield  
(Regular points plus 40 for tagging Gold)

Arena components will use the Delta Tag configuration.

## TEAMS

None



## WEAPONS

**ALL:** Phaser  
Blaster



## SHIELD

Varies depending on player level



## 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:** ✓

