



GRAFFITI

Game Type Base
Game Level Advanced

Players battle to leave their mark in the arena.

This game is a variation of the classic Territories mode.

All ACCs in the arena, Base Stations, Wall Targets and Energy Gates are able to be captured.

Players capture an ACC by tagging it once. This will change it to their team colour. When an ACC is captured, it will earn the team 1 point per second.

Aim to control as many ACCs as possible for maximum point gain.

All Arena Components will use the Territories base configuration.

TEAMS

Two (up to nine allowed)



WEAPONS

ALL: Phaser
 Blaster



SHIELD

100 (3 hits before tagged out)



ARENA

Bases: Territories



Targets: Territories

Gates: Territories

MEMBERS BATTLESUIT

Type: Ammo, Energy

Earns Points: ✓

