



HUNTER ENERGY

Game Type
Game Level

Team
Intermediate

Hunter Energy is the most basic form of the Hunter game types.

Players use a very slow firing, but powerful (one shot tag) weapon, and must hunt down the other players and tag them without getting tagged themselves.

The players are split into teams, which focuses the game more into tactical team battles, as opposed to simple one-on-one duels.

The trick to this game is tagging the opponent on the first shot – with the 5 second delay between shots, there isn't time for another.

Arena Components will use the basic functions.

TEAMS

Two



WEAPONS

ALL: AW-50



SHIELD

100 (1 hit before tagged out)



ARENA

Bases: Rapid Fire Drop



Targets: Points Drop (50)

Gates: Red/Green Cycle

MEMBERS BATTLESUIT

Type: Ammo, Energy

Earns Points: ✓

