



# HUNTER ENERGY FREE FOR ALL

Game Type  
Game Level

Solo  
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 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

None



### 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: ✓

