

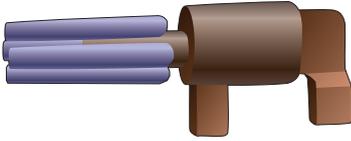


Capture The Flag / DM Items

Items are collected from the in-field targets. Zap a target twice to pickup an item!

WEAPONS

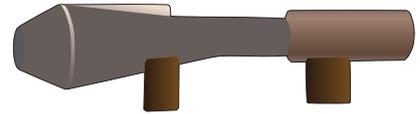
You start the mission with a lowly shotgun. You'll want to upgrade your weapon ASAP.



NAILGUN

When you pick up a Nailgun, your shot speed will be increased, and you do not have to release the trigger to keep firing. The nailgun comes loaded with 30 nails. If these are used up, you will revert to the shotgun.

After you pick up a Rocket Launcher, you can missile-lock your opponents and fire a rocket! Even if you don't get a full lock, you can still "splash" them for partial damage! Comes with 10 rockets.



ROCKET LAUNCHER

DEFENCE

To score well, you must try to stay alive. These items will help you to survive your opponent's attacks.



ARMOUR

Grab some armour and strap it on. Armour absorbs some of the damage done to you by opponents, helping to extend your life. The armour itself is damaged each time you are hit.

When you pick up Super Health you will gain 100 health. You can actually go above full health this way, at least temporarily, until your health slowly decays back down.



SUPER HEALTH

POWERUPS

CTF/DM2-4

Not satisfied with the standard gear? Grab a powerup! But beware: their effects only last a limited time.



INVISIBILITY

Pick up the ring of invisibility and your lights will go out making it much harder for our opponents to see or frag you. This powerup lasts one minute.

Taking the Quad Damage causes your weapons to do four times as much damage as normal, so you should get quite a few frags during its 30 second duration.



QUAD DAMAGE



INVULNERABILITY

When you pick up an Invulnerability, your Battlesuit will say "Invulnerability Activated", and your opponents will say "Oh no!". The invulnerability protects you from all damage, ensuring that you cannot be harmed. Watch out though, it only lasts 20 seconds.

RUNES

CTF/DM3,4

Runes work continuously until you are fragged. Only one of each Rune exists, so they may be hard to obtain.



REGENERATION RUNE

The Regeneration Rune causes your health to regenerate much faster than normal. If you have armour, it will regenerate also.

The Haste Rune increases your shot speed substantially. If you have rockets, you'll see that they fire a lot faster too.



HASTE RUNE



STRENGTH RUNE

The Strength Rune causes all your weapons to do double damage. Combine with the Quad Damage and you do an awesome eight times damage.

The Resistance Rune protects you from harm, reducing any damage done to you by half.



RESISTANCE RUNE