

Q-Team

Objective:

It is time to determine the best! Which teams have the skill, the courage, the strategy, and the desire to forge a name for themselves? Some will prove worthy, and few will win. Only a handful will show they have what it takes to unlock the gates to higher levels of achievement. Let the games begin!

Description:

Q-Team is a strategic game in which players must work together in teams. The team with the highest point score at the conclusion of the game is declared the winner.

However, Q-Team is more than a strategic game! Each player's pack starts each game with a specific number of lives. When a player is tagged, they lose one life. If the player loses all their lives, the player must exit the arena.

Game Play:

- Players cannot tag others on the same team (For example, red players cannot tag other red players.)
- Players must fire three successive shots into a base to destroy it. The player is allowed three seconds per shot. If a player is not successful at firing a shot into the base before the three seconds elapses, the base recovers (resets) and the player must now start again with their attempt to fire their three shots into the base to destroy it.

Parameters:

- Lives: Determines the specific number of lives each player's pack starts the game. (Default is 5 lives.)
- Base Mode:
 - Off – Base will be off
 - Normal – Bases will be on and not defend themselves against attack
 - Defense – Bases will be on and will defend themselves against attack by firing back after a short delay when they have been destroyed.
 - Aggressive – Bases will be on and will defend themselves against attack by firing back immediately (no short delay) when they have been destroyed.