

Infusion

Objective

So you think you have what it takes? Well join the game and prove yourself worthy. But be warned. Be on your guard. **Infusion** is more than just a standard game. It is a mix of fun and skill, filled with various weapons and various abilities. Let the games begin!

Description

Infusion is a 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, **Infusion** is more than just a standard team game. Players all start the game on equal footing with a standard phasor. But, as the game progresses, random players will briefly be awarded different weapon types and different abilities.

Game Play

As the game progresses, random players will briefly be awarded different weapon types and different weapon types and different abilities. The available special abilities are listed below.

- It is possible for more than one player at a time to have a special ability activated.

Special Abilities

Infusion is more than just a standard team game. Players all start the game on equal footing with a standard phasor. But, as the game progresses, random players will briefly be awarded different weapon types and different abilities.

Ability	Description
Invincibility	The LEDs on the player's pack are all fully illuminated (not flashing) and the player cannot be tagged. This ability lasts for approximately 30 seconds
Stealth	The LEDs on the player's pack are all extinguished. The player will look as though they are deactivated. This ability lasts for approximately 30 seconds.
Hyper-Mode	The LEDs on the player's pack all flash rapidly, the deactivation time is halved and the weapon is modified to fire at a very fast rate. This ability lasts for approximately 30 seconds.
Team-Destroyer	The LEDs on the player's pack all blink in unison and the weapon is modified such that it will deactivate all players of the same color. For example, if a red player is tagged, that player and all other red players in the game will be deactivated at the same time. This ability lasts for approximately 8 seconds.