

A futuristic space scene featuring a large, dark, textured planet on the left, a smaller dark sphere in the upper center, and a vibrant nebula with purple and red hues on the right. The text is centered over the planet.

**CYBERBLAST**  
**MOBILE**  
**GAME FORMATS**



## TEAM GAME

This is the standard team game, with points awarded for tagging other players, tagging the base, and tagging elements throughout the arena. Players and elements will be deactivated with a single shot. You must continue to tag the opposing base for 6 seconds to score the bonus. When you have been hit, find some cover; you will automatically reactivate in 5 seconds.



## FREE FOR ALL

This is the standard free for all format. Tag any target, player, and base in the arena to earn points. The player with the most points when time expires wins the game.



## TEAM STEALTH

This is the standard team game, with points awarded for tagging other players, tagging the base, and tagging elements throughout the arena. Your pack lights will be off, so it will be harder to spot & identify your opponents; move carefully. Players and elements will be deactivated with a single shot. You must continue to tag the opposing base for 6 seconds to score the bonus. When you have been hit, find some cover; you will automatically reactivate in 5 seconds.



## FREE FOR ALL STEALTH

This is the standard free for all format. Your pack lights will be off, so it will be harder to spot your opponents; move carefully. Tag any target, player, and base in the arena to earn points. The player with the most points when time expires wins the game.



## BIRTHDAY FREE FOR ALL

This is a free for all format for first-time or younger players. Rapid fire is enabled. Tag any target, player, and base in the arena to earn points. The player with the most points when time expires wins the game. Special powerups are disabled, bases can be destroyed in one hit, and a special birthday role can be set to give double-points and a play the birthday song to a special player.



## BIRTHDAY TEAMS

This is a team format for first-time or younger players. Rapid fire is enabled. Tag any target, player, and base of the opposite teams' color to earn points. The team with the most points when time expires wins the game. Special power ups are disabled, bases can be destroyed in one hit, and a special birthday role can be set to give double-points and a play the birthday song to a special player.



## RABBIT

Similar to Juggernaut from many First-Person-Shooter games. Thirty seconds into the game, one player will be randomly chosen to be the rabbit. The rabbit earns 25 points per second as long as they are not hit. Once they are hit, the player who tagged them becomes the next rabbit. An inactivity timer will choose a new rabbit if the rabbit sits inactive for too long. The rabbit's vest will turn white, while the other players' vests will be green.



## DRACULA

A Halloween themed game format in which one player is converted to Dracula as the game begins, turning their vest red. The remaining humans will be blue. As soon as a human is hit by Dracula, their vest turns red and they become Dracula as well. Every 5 seconds, a survival bonus is awarded to each remaining Human. The final Human is awarded a 10,000 point bonus, all but ensuring their victory. Once all players have been converted, the game is over.



## HOT POTATO

Similar to Juggernaut from many First-Person-Shooter games. Thirty seconds into the game, one player will be randomly chosen to be the rabbit. The rabbit earns 25 points per second as long as they are not hit. Once they are hit, the player who tagged them becomes the next rabbit. An inactivity timer will choose a new rabbit if the rabbit sits inactive for too long. The rabbit's vest will turn white, while the other players' vests will be green.



## FREE FOR ALL FIRE

A free for all game with a special bonus weapon. After tagging three players in a row, you will be powered up with rapid fire until the next time you are tagged. The rapid fire bonus is extremely powerful, so be careful not to allow your opponents to earn it.



## TEAM FIRE

A team game with special bonus weapon. After tagging three players in a row, you will be powered up with rapid fire until the next time you are tagged. The rapid fire bonus is extremely powerful, so be careful not to allow your opponents to earn it.



## VIP

A game with a special emphasis on teamwork. Before the game begins, you must use the Player Tab under Game Menu to designate one player on each team to be the VIP. The VIP only has 9 lives, and 100 shots of a slow-firing weapon. They also receive 2 shields, which provide temporary invulnerability. Each other player is a guard, with 20 lives and fast-firing weapons. If your team's VIP is eliminated your team loses. The team whose VIP survives the longest wins the game.



## SNIPERS FFA

The snipers game format is for experts only- you're shot rate is reduced to 1 shot per second, so take careful aim. Downtime is also increased, so take care not to move through exposed areas. Points are awarded for tagging other players, tagging the base, and tagging elements throughout the arena. Extra points awarded for chest and back hits.



## TEAM SNIPERS

The snipers game format is for experts only- you're shot rate is reduced to 1 shot per second, so take careful aim. Downtime is also increased, so take care not to move through exposed areas. Points are awarded for tagging other players, tagging the base, and tagging elements throughout the arena. Extra points awarded for chest and back hits.



## SURVIVOR

A team-based game modeled after the reality tv show. After a 3 minute safe period, one player is eliminated from the losing team every minute. As with all elimination-based games; this game is best reserved for all-you-can play sessions, member nights, or corporate events, so that the first few players eliminated do not feel cheated.



## PROGRESSIVE ELIMINATION

A free-for-all game in which the lowest score is eliminated every minute. This is a fun active game type that discourages passive players from trying to hide, which can sometimes happen in a standard elimination game type.



## ZOMBIES

A free-for-all game designed by popular request. Each player begins the game as a blue survivor. 30 seconds into the game, the zombie outbreak begins. An announcement will play over the arena speakers to warn that the outbreak has begun as one player is infected and turns green. Any survivor who has been hit by a zombie will become infected. Zombies fire more slowly, but they also earn a bonus for each player infected. Survivors will earn bonus points for as long as they remain human. The final human player infected is awarded a massive bonus. Although the main object of the game is to survive, points are also awarded for tagging other survivors, making this truly every player for themselves.



## ELIMINATION

Traditional elimination game popular with skilled players. The shot rate is slowed to 2 shots per second to reward marksmanship. Each player is limited to 10 lives. After the 10th hit, the player is eliminated from the game. Outlast the opposition to win.



## TEAM ELIMINATION

Traditional elimination game popular with skilled players. The shot rate is slowed to 2 shots per second to reward marksmanship. Each player is limited to 10 lives. After the 10th hit, the player is eliminated from the game. The last team to have a player standing wins the game.



## STEALTH ELIMINATION

A special stealthy elimination game popular with skilled players. Your pack lights are off, so you can move through the arena undetected. The shot rate is slowed to 2 shots per second to reward marksmanship. Each player is limited to 10 lives. After the 10th hit, the player is eliminated from the game. Outlast the opposition to win.



## STEALTH TEAM ELIMINATION

A special elimination game popular with skilled players. Your pack lights will be off, so team communication is critical. The shot rate is slowed to 2 shots per second to reward marksmanship. Each player is limited to 10 lives. After the 10th hit, the player is eliminated from the game. The last team to have a player standing wins the game.



## BORG

A shared lives team game. Each team begins the game with a shared pool of 200 lives. Each time a player from that team is shut down, one life is lost from the pool. The last team with lives remaining wins the game.