

# ActionTrack – FlagHunt



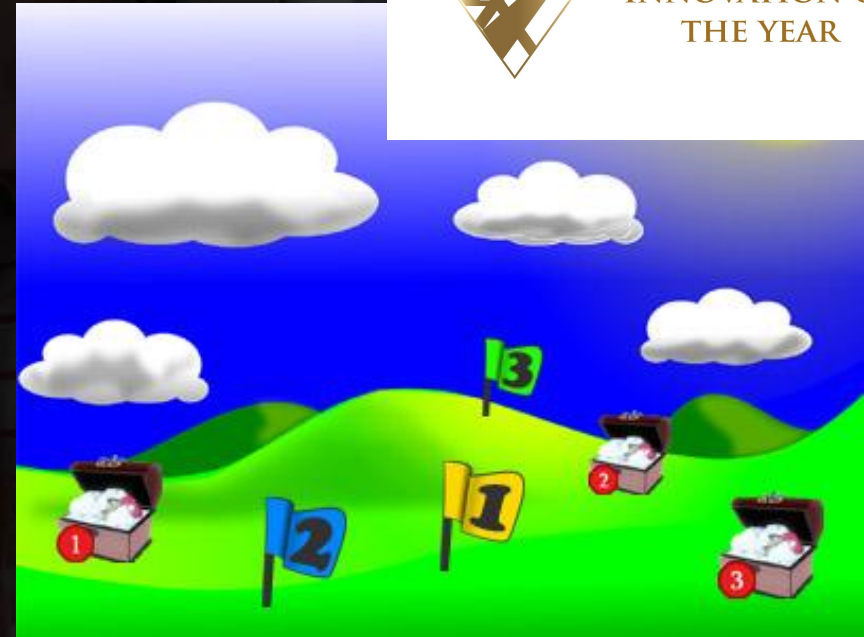
## GAME BASIC INFO

- by **Team Action Zone**
- Multi-award-winning technology provider

*The game suits equally well for small or large groups*

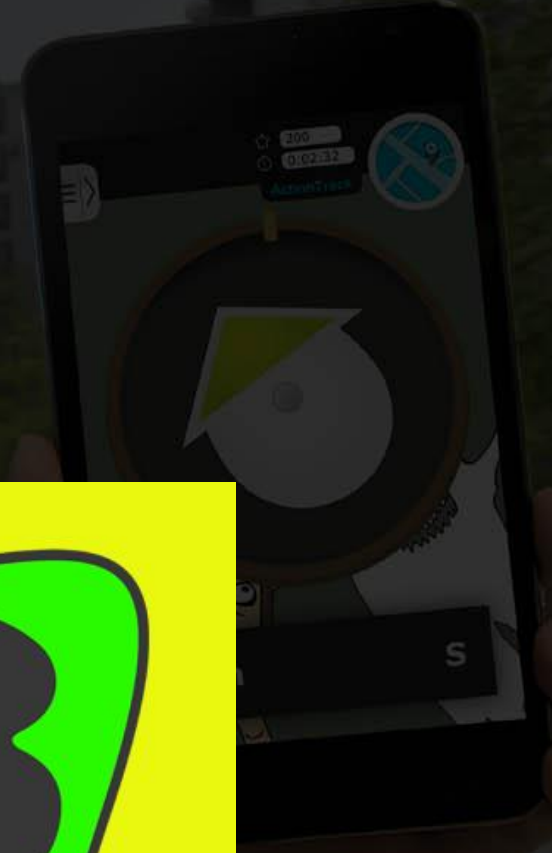


QUALITY  
INNOVATION OF  
THE YEAR



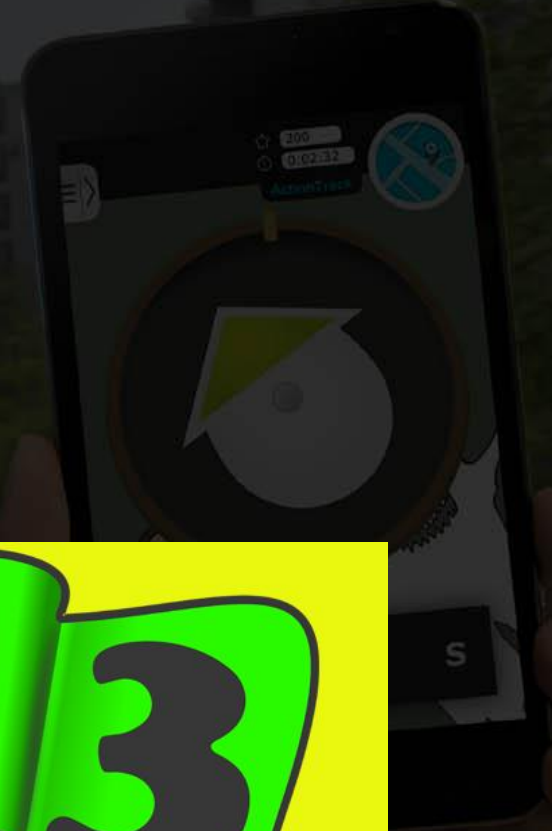
# Overall idea of the game

- FlagHunt is an award winning exergame (Quality innovation award of the year in Finland).
- Players compete on catching virtual flags and finding treasures, and they can set robbers to their opponents as well.
- The game also features task checkpoints for additional scoring.
- The highest scoring wins!



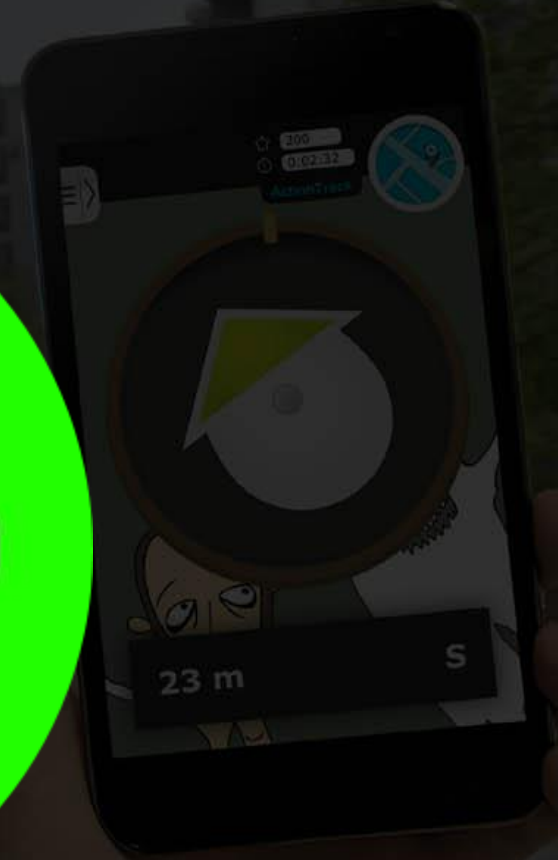
# Flags

- Random flags appear on the map – the player may freely choose which one to catch.
- Each flag is worth 1-3 points, and after three players have visited the flag, it disappears.
- At some point, red Superflags worth 20 points may appear. The fastest players will catch them.
- Notice: Flags never end!



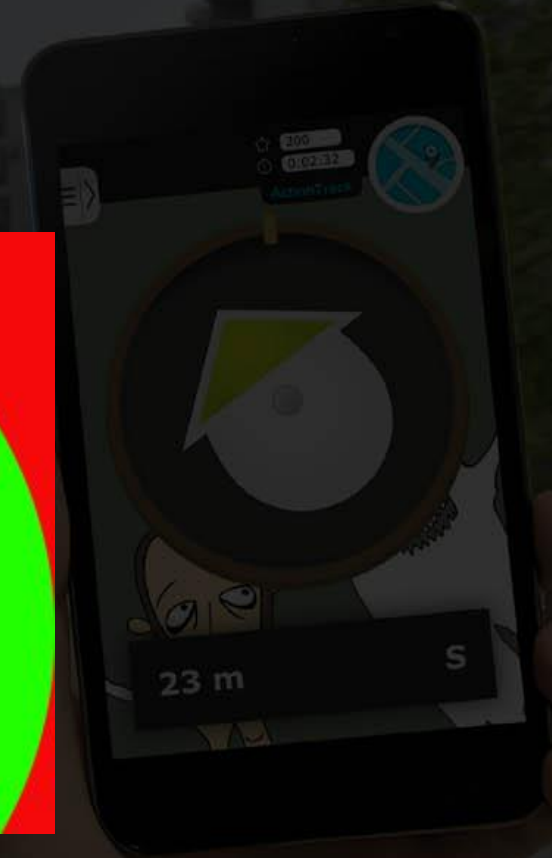
# Treasures

- Hidden treasures (1-10) are active one after another, one at the time (after 10<sup>th</sup> treasure 1<sup>st</sup> gets active and so on). Treasure = 10 points.
- Players need to roam around, and if they get near a treasure a popup appears saying that a treasure is near. If they get close enough to the currently active treasure, it appears on the map.
- The treasure disappears after someone captures it.



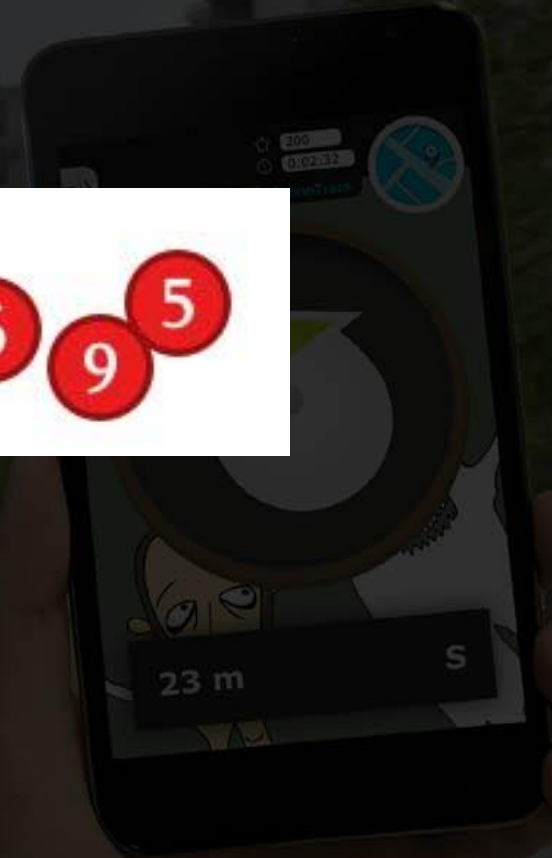
# Robbers

- There are 5 Robbers in the game, all of which are idle to start with.
- At any point, a player may get an announcement that one of the Robbers is available.
- The player who first finds an available Robber teams up with him. The Robber will rob other players who walk to him (once), and take 20 points from each.
- 2 points share is given to the teamed up with player.



# Checkpoints with tasks

- 18 numbered Checkpoints appear randomly to the map as the player captures more and more Flags.
- Each Checkpoint has a Task, which allows players to score more points.
- All players can visit all these Checkpoints at any time they want.



# Special bonuses

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- A player may get a personal 10 minutes "1 point Flag" bonus, during with all 1 point Flags give 10 points extra bonus.
- A player may get a personal 10 minutes "2 point Flag" bonus, during with all 2 point Flags give 10 points extra bonus.



# Individual or clan game

- FlagHunt can be played as an individual competition, or as a clan competition.
- A clan is a set of players, whose points are summed up.
- The clan can chat and see each others on the map.

