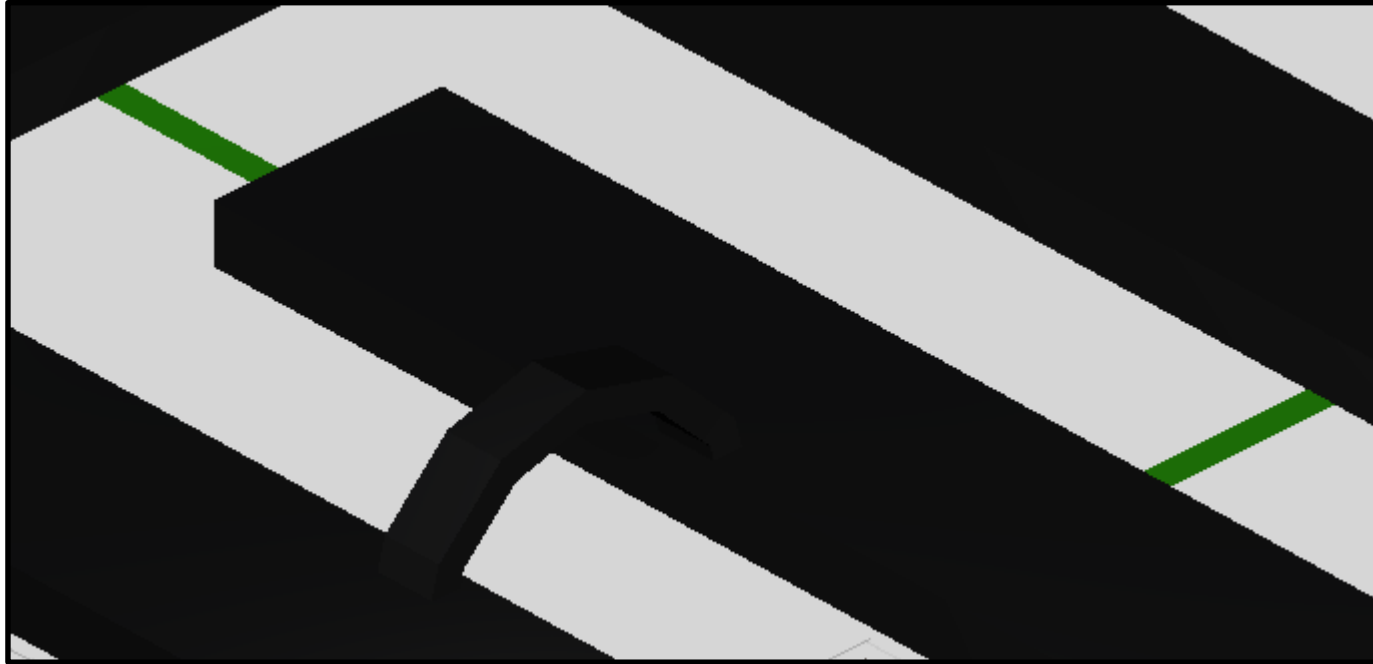# Team Race

3 teams (RED, GREEN, BLUE) compete for a victory in a race. Each team has 3 agents representing unique class (LEADERS, INTERCEPTORS, DEFENDERS).

Each class has unique handling characteristics and base score multiplier. But mainly they have a unique ability.

Scoreboard

PLACE	BASE SCORE
#1	12 pts
#2	10 pts
#3	8 pts
#4	6 pts
#5	5 pts
#6	4 pts
#7	3 pts
#8	2 pts
#9	1 pts

Dispensers

At the beginning all agents' abilities are turned off. Riding through *dispensers (green lines)* gives allows them to use an ability one time.

Abilities don't stack up, so if an agent hasn't used it by the time it approaches to new dispenser, it will try to use it in any way.
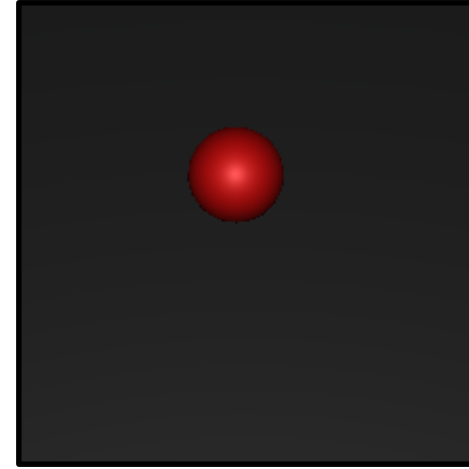
Leaders

Score Multiplier:

x4

Ability (Nitro):
Greatly increases
speed
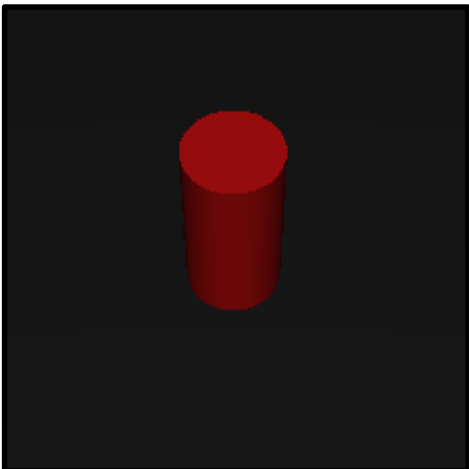temporarily.
Indicated by
green particles.

Defenders

Score Multiplier:

x2

Ability (Shield):
Gives a shield
protection from shunt
to a teammate.
Activation indicated
by cyan particles.

Interceptors

Score Multiplier:

x3

Ability (Shunt):
Fires a homing projectile that stuns enemy temporarily. Affected
enemy emits black particles. Activation indicated by red particles.