

WHAT THE ENEMY NEEDS TO DO:

- Patrol back and forth (however many points)
- Stop at the end of the patrol route (NOT all points though) AND do a back-and-forth 45 degree turn.
- During the 45 turns, Red visor cone appears.
- If a player is caught in the area of the cone, they respawn at spawnpoint. If the player has a flag, and gets caught, the flag returns to its original position.
- If players CROUCH *BEHIND* a barrier opposite from the enemy visor, the visor will not detect them.

As long as players do NOT SPRINT, they can walk/crouch past enemies, they will NOT BE CAUGHT, as long as the enemies are NOT IN RED VISOR MODE.