

• When you “sense” an opponent (i.e. the opponent is visible down a hallway, just to the left or the right of the hallway, or even right behind you), your scoreboard lights up that opponent’s name in the opponent’s color. If you fire a ButtKicker missile at that instant, the ButtKicker also senses the opponent and can do an excellent job of tracking the opponent’s MazeCruiser. Of course, if the detected player is directly behind you, the ButtKicker won’t be able to track the opponent, and may track another opponent or even you!

• Likewise, if an opponent mysteriously appears to be alternately sensed and then not sensed, the opponent is probably right behind you, toying with you.