

# EF 1 Assimilation Mode

The game *Star Trek: Voyager Elite Force* features the [multi-player](#) game mode *Assimilation*, as a variation of the well-known [Team Deathmatch](#). Two teams, *Borg* and *Starfleet* start on the map in different locations. Team *Borg* starts with one player being the queen. The queen has only one ability, to assimilate players of the other team with a special melee weapon for this purpose. Other players of team *Borg* also have this weapon but have a distance weapon as well, that cannot be used for assimilation. Both weapons deal damage, but only the assimilator weapon can assimilate a member of the *Starfleet* team into the *Borg* team. Assimilation means, the player is moved from team *Starfleet* over to team *Borg*. The other weapon simply causes the victim to get fragged. Team *Starfleet* works just as normally in Team Deathmatch, picking up weapons and ammo, used to attack players of the opposing team.

## Goal

The game result is decided when one of the following two conditions is reached (victory condition):

1. The queen gets killed (team *Starfleet* wins).
2. All players from team *Starfleet* got assimilated into team *Borg* (team *Borg* wins).

## Rules

This mode has the following rules, aside from the winning conditions:

- Players select their team after joining the server. (The distinction is not simply the Team Deathmatch colors *blue* and *red*. *Borg* can be randomly *blue* or *red*, as well as team *Starfleet*. This is decided at the very beginning, so you cannot know which color is what, before at least one player has joined a team.)
- After a short time no new players can join either team. Any player entering the server will be forced to be spectator, until the match finishes. This is to prevent manipulations of on-going matches (filling up the *Starfleet* team by joining it).
- Manual team switches are not possible (also to prevent manipulations).
- In the beginning players of team *Starfleet* can cause damage to players of team *Borg* with ordinary weapons. After a relatively short amount of damage was dealt to team *Borg* with a specific weapon type, the players of the entire team *Borg* turn immune against it (adaption).
- There is one exception to the adaption rule: The [I-Mod](#) will **always** be effective (no adaption possible).
- The I-Mod is always available on maps by game mechanic, even if the map originally does not have the I-Mod as a collectable item.
- Normal weapons have the normal ammunition rules (you can run out of ammo and have to pick them up, before being able to use them).
- *Borg* weapons cannot permanently run out of ammo. They recharge, similarly to the [Phaser](#).
- *Borg* players always (re-)spawn with the [Emergency Transporter](#) at their disposal. It can be used one time before being fragged.
- The *Borg* queen regains health over time, up to a value of 200. If her health drops to 0, she dies and the match ends.

- Players that get assimilated switch from team *Starfleet* over to team *Borg*. So over time the *Borg* team will grow bigger and bigger, while team *Starfleet* gets smaller and smaller.
- Assimilation counts as a frag (1 point), just as an ordinary frag does.
- Fragging the queen counts as 500 points.
- The match continues while the *Borg* queen is still alive or at least one player of team *Starfleet* is alive.
- Players that got assimilated or started out as part of team *Borg* are displayed as Borg models. (This is why it is advisable to not use a Borg themed skin when playing as part of team *Starfleet* in *Assimilation* mode. Friendly fire gets a lot more likely.

## Technical Rules

The *Assimilation* mode does only work for game type 3 (*Team Deathmatch*). Also the mode does not work with every other mode. The only mode allowed in conjunction with it is *Specialties*. Do **not** use *bot\_minplayers* when running *Assimilation* matches. Otherwise you might run into the [server full bug](#).

[Star Trek: Voyager Elite Force Game Play](#)

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