

The new CW Network reality series “Capture” is the first competitive series driven by video game technology and architecture. Capture melds video game intensity with the physical and emotional endurance of real world reality show competition.

Players spend the entire one-month duration of the shoot in austere living conditions with limited food rations, harsh sleeping environments, and isolated from the world. The player’s increasing hunger and exhaustion quickly become significant elements of the game. These minimalist conditions are in stark contrast the technology-rich game play both on the field and on the screen.

Capture begins with twelve teams of two players entering the ultra-high-tech hunting grounds. One team is randomly selected as the Hunt Team while the remaining teams are all Prey. The Hunters must capture up to two Prey teams over a two-day hunting period to avoid the chance of elimination. At the end of each hunting period, the non-captured teams vote one of the two captured teams off of the show, with the pool of teams shrinking every week.

Throughout the game play, Capture’s proprietary and custom technology platform dynamically controls the hunting ground’s electronic boundaries and game features within the game arena, while also driving teams through the structured game play via high-tech vests and interactive wrist mounted mobile tablet computers.

The tablet computers guide the players through the game, providing game directions, clues, game updates, communication with the game host, GPS coordinates of the other players, as well as special in-game advantages.

The mobile tablet is also a powerful tool for the Hunters, as the GPS position of any Prey team appears on the Hunter’s tablet screen if the Prey team remains in the same location too long during the hunt.

The player’s electronic game vests connect the real-world players to the video game engine, as well as connect the players to each other. As an example, under certain circumstances, a team can sabotage another team by giving them an alarm-sounding virus for the hunters to hear. Because the vests are all connected by the game platform, this alarm virus can be passed from one team to another team’s vest simply by getting close enough to the team to pass the audible virus.

The Hunters use the game vests to capture Prey by chasing down and attaching a vibrating and flashing “Talon” disc to the captured player’s upper torso.

The dynamic hunting ground features include areas within the hunting arena that are revealed at random intervals. Some of these revealed areas give teams the opportunity to sabotage other teams with digital land mines or GPS tracking that reveals the sabotaged teams GPS coordinates to the hunt team.

Other randomly revealed areas give players the opportunity to earn advantages over other players, such as receiving additional food rations to alleviate their hunger or better living supplies.

Locations of the teams are shown to viewers via a digital overhead map of the playing field with each team's color icon highlighting their location. The map also highlights the location of advantage points and supply areas. Perhaps more importantly, the drama of the chase, as the Hunt teams close in on their Prey, play out like a real time video game.

The teams and the game's hunting arena are integrated and driven by multiple game servers networked over a wireless data network. Player activity and game play is monitored remotely by a central control room.

The resulting experience for the players and the viewers is very real, highly competitive, and intensely dramatic. Players' success is not only based on the skill of their game play, but also their real-world emotional and physical stamina.

Watch Capture Tuesday nights at 9 (8 central) on The CW Network. Follow Capture on Facebook at <http://facebook.com/CWCapture> and on Twitter at <http://twitter.com/CWCapture>.

CAPTURE is from Renegade 83 and Blackbird Television in association with Warner Horizon Television with executive producers David Garfinkle ("Ready for Love"), Jay Renfro ("Ready for Love") and Greg Goldman ("Ready for Love"), Brady Connell ("Extreme Makeover: Home Edition") and co-executive producers Shye Sutherland ("Fear Factor") & Sean Foley ("Survivor").