

Adventure Formats, Special Powers and Game Currencies

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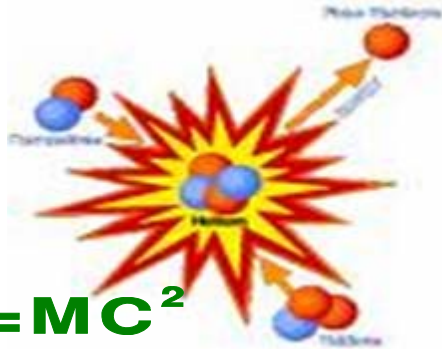
ShadowLand's laser adventure system is unlike any other game system. More than just 'laser-tag' – ShadowLand's adventure system creates a rich, diverse playing environment where players' intellect is more important than physical skills and where strategy-setting is key to advancing your position and winning the game. Dozens of different game scripts (“adventure scenarios”) are available for you and your group to take part in.

ShadowLand creates this one-of-a-kind experience through the use of “currencies” which the player acquires and loses throughout the adventure. The system also has Game Enhancement Modules (GEMs) in the arena which adds a third dimension to the experience. Finally, the system allows participants to encounter various “hidden forces” and acquire “special powers” during play through the use of innovative radio and infrared communication between players, between players and GEMs and between players and central game computer.

Review the following pages to take your first step into the ShadowLand experience. As you explore, you will become more familiar with the special powers and forces, currencies and game scenarios available for your upcoming outing to one of our Centers.

IMPORTANT CURRENCIES USED DURING AN ADVENTURE

THE **LCD** DISPLAY ON THE BACK OF YOUR PHASER HANDSET, KEEPS YOU UP-TO-DATE WITH HOW MUCH 'ENERGY', 'CREDITS', AND 'LIVES' YOU HAVE AT THAT MOMENT IN YOUR SHADOWLAND ADVENTURE.



ENERGY

THE BASIC SURVIVAL UNIT FOR A PLAYER. YOU START WITH A CERTAIN AMOUNT BUT YOU LOSE SOME EVERY TIME YOU ARE TAGGED BY OTHERS OR BY GEMS. WHEN YOU ARE UNDER THE POWER OF CERTAIN SPELLS YOU ALSO LOSE ENERGY. KEEP YOUR ENERGY UP TO STAY ALIVE !

CREDITS

EARNED BY TAGGING OTHERS, CREDITS ARE YOUR 'MONEY' TO BUY ENERGY, FIND 'CURES' THAT AIL YOU, EARN SPECIAL POWERS AND TO CAPTURE BASES. ALL THESE ITEMS ARE OBTAINED BY TRADING YOUR CREDITS IN FOR THE ITEM AT SPECIFIC GEMS IN THE SHADOWLAND ARENA.



LIVES

LOSE ALL YOUR ENERGY AND YOU LOSE A LIFE. THIS PUTS YOU OUT OF THE ADVENTURE FOR ABOUT 10 SECONDS AND YOU LOSE ALL THE CREDITS YOU HELD. KEEP YOUR ENERGY UP AND STAY ALIVE BY BUYING IT FROM SHADOWLAND GEMS.

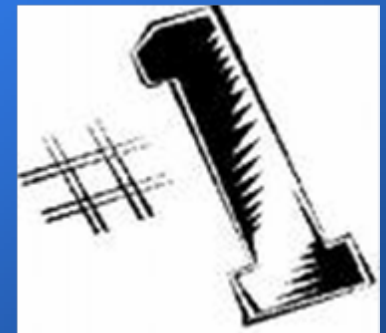


YOU START WITH A CERTAIN AMOUNT OF AMMO AND MUST REPLENISH IF YOU WISH TO STAY ALIVE. CHOOSE YOUR SHOTS WELL – AT THE END OF YOUR SHADOWLAND ADVENTURE YOU GET BONUS POINTS BASED ON HOW ACCURATE YOU WERE.

AMMO

POINTS / RANK

ULTIMATELY - ONLY ONE TEAM CAN WIN AND ONLY ONE PLAYER CAN BE RANKED # 1. ONLY YOUR POINTS DETERMINE YOUR RANK AT THE END OF A SHADOWLAND ADVENTURE. NO OTHER CURRENCY DETERMINES WHO WINS AND WHO LOSES. THE LESSON? – SPEND YOUR CREDITS BEFORE THE END OF THE ADVENTURE. NORMALLY, PURCHASING POWERS AND CURES FROM GEMS WILL ALSO GIVE YOU POINTS.



POWERS, SPELLS, CURES

ONCE YOU'VE EARNED CREDITS BY TAGGING OTHER PLAYERS, TURN THEM IN AT GEMS FOR SPECIAL POWERS OR CURES. POWERS AND CURES WILL HELP YOU ADVANCE YOUR RANKING IN THE ADVENTURE. DIFFERENT ADVENTURES HAVE DIFFERENT POWERS AND CURES.



INVISIBILITY

STEALTH MODE! THIS POWER SHUTS OFF LIGHTS ON YOUR BODYSUIT AND PHASER AND SILENCES THE SOUNDS OF YOUR SUIT. PHENOMENAL FOR STALKING IN SHADOWLAND ADVENTURES HAVING JUST A FEW PLAYERS.

INVULNERABILITY

ONCE YOU EARN INVULNERABILITY, YOU ARE INVINCIBLE FOR A SHORT PERIOD. USE THE TIME WISELY TO ADVANCE YOUR POSITION.



NEBULIZER

A SHORT-RANGE, POWERFUL GRENADE-TYPE POWER, TYPICALLY CAUSING TRIPLE DAMAGE. A REALLY WIDE BURST THAT IS EMITTED FROM THE PHASER BLOB IN A WIDE ARC OF DESTRUCTION TAGGING EVERYONE IN YOUR VICINITY.

RAPID FIRE

THE PHASER FIRES BURSTS OF 20 SHOT PER SECOND WHILE THE TRIGGER IS HELD DOWN. GREAT FOR AN OFFENSIVE POWER BURST!



DARK THIEF

STALK THE SHADOWLAND ARENA AND STEAL CREDITS AND AMMO FROM OTHER PLAYERS. FLASHING ACROSS YOUR OPPONENT'S LCD? YOUR CODE NAME TELLING THEM THAT YOU'RE THE ONE ROBBING THEM !

MEGA POWER

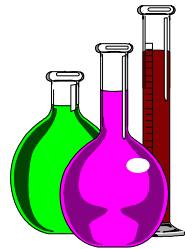
IN THOSE SHADOWLAND ADVENTURES FEATURING MEGA POWER, YOU CAN TURN YOUR PHASER INTO A TOOL THAT INFLECTS TWICE THE DAMAGE TO YOUR OPPONENTS' ENERGY LEVELS. WITH THIS POWER, THE OTHER TEAM WITHERS !



IN YOUR BRIEFING YOUR MARSHAL WILL DESCRIBE WHICH SPELLS AND POWERS WILL BE IN THE ARENA. THE MARSHAL WILL TELL YOU THE NUMBER OF CREDITS NEEDED TO PURCHASE A POWER OR CURE FROM A GEM. THIS NUMBER WILL BE DISPLAYED ON THE GEM, ALLOWING THE PLAYER TO KNOW WHAT POWER OR CURE THAT GEM SELLS.

VAMPIRES/ GARLIC

IN SOME SHADOWLAND ADVENTURES, YOU BATTLE AGAINST VAMPIRES. WHEN VAMPIRES HAVE DESCENDED UPON YOU, YOU LOSE ENERGY AND POINTS QUICKLY. FIND GARLIC IN THE ARENA TO SCARE THE VAMPIRES AWAY !

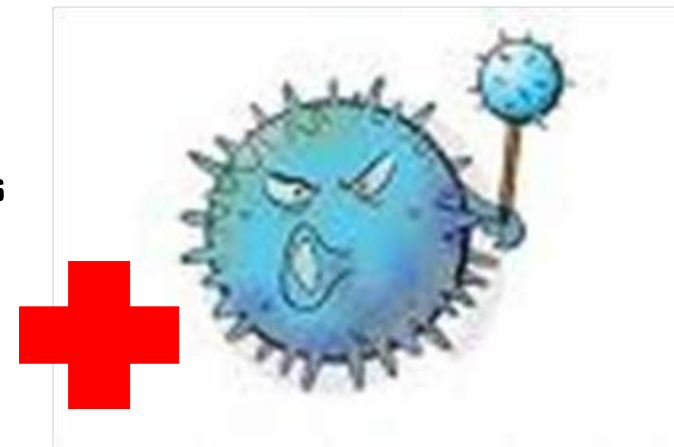


SNAKE BITE / SERUM

IN SOME ADVENTURES, YOU CAN BE BITTEN BY THE SNAKE. AS THE POISON COURSES THROUGH YOUR SYSTEM, YOUR CREDITS AND ENERGY ARE SLOWLY RUNNING OUT. FIND YOUR SERUM BEFORE ITS TOO LATE.

VIRUS / FIRST AID

IN SOME SHADOWLAND ADVENTURES, A VIRUS IS SPREADING THROUGH THE ARENA. IF YOUR SUIT BEGINS TO 'COUGH', YOU KNOW YOU HAVE THE VIRUS. IF YOUR SUIT 'SNEEZES', YOU CAN SPREAD THE VIRUS TO YOUR TEAMMATES. FIND 'FIRST AID' QUICKLY TO STOP THE LOSS OF ENERGY AND POINTS !



ADVENTURE FORMATS

SOLO

With just a few people, make it a Solo game – everyone for themselves. Quietly stalk your opponents to earn rank #1

TERRITORIAL

With your team format set, you and your teammates set strategy for defending your Headquarter base while trying to capture your opponent's base.

TIME CONSTRAINT

Your team competes against another team.... and against the clock.... to survive !

STANDARD TEAM

ShadowLand's system has four different team colors for up to four different teams. A variety of different combinations of powers, spells and cures make even this standard format limitless.

LEVEL

Advance your position through a series of different stages. Complete the objective at each stage and receive ever more useful powers. Your suit changes colors at each level. In some cases, this format is combined with an elimination format so that, in the end, there is only one person remaining in the arena.

BORG

The ultimate team format – everyone on the team is linked into a 'collective' to share energy, credits and powers. Resistance to your desires to play is futile.