

Some of the exciting adventures to choose from at *ShadowLand*



TRANSYLVANIA

SECRET ELEMENTS ARE RELEASING DEADLY **VAMPIRES** IN THE SHADOWLAND ARENA IN THIS EERIE ADVENTURE. AS THEY ATTACK YOU, THE SOUND OF YOUR BLOOD BEING SUCKED COMES FROM YOUR SUIT AS YOU SLOWLY LOSE POINTS AND CREDITS. HURRY – THE ONLY WAY TO ESCAPE THEM IS TO FIND MAGICAL **GARLIC** AT THE RIGHT GEM IN THE ARENA. WHEN YOU DO, YOUR SUIT ISSUES A LOUD "PEE-YUUH" FROM THE GARLIC SMELL AND THE BATS GO AWAY. BUT THAT'S NOT THE END OF YOUR TROUBLES. DURING THIS TEAM GAME YOU ALSO HAVE TO WORRY ABOUT THE OPPOSITION... AND WITH **INVISIBILITY** IN THE ARENA ITS HARD TO TELL FRIEND FROM FOE



ENDZONE

THE ULTIMATE 'CAPTURE THE FLAG' TEAM ADVENTURE DEFENDING THEIR OWN **BASE** GEM. SET TEAM STRATEGY TO DETERMINE WHO WILL TRY TO CAPTURE THE OTHER TEAM'S BASE AND WHO WILL DEFEND YOUR BASE. PAIR UP,... TRIPLE UP? HOW WILL YOU MAKE IT THROUGH THE OTHER TEAM'S DEFENSIVE LINE? AND ON WHAT RAMPS AND BRIDGES WILL YOU POSITION YOUR OWN DEFENSE TO PROTECT YOUR BASE? WHEN YOUR TEAM IS SUCCESSFUL AND CAPTURES THE OTHER BASE YOU EARN BONUS POINTS FOR YOURSELF AND YOUR TEAM. AND THE BEST PART? THAT'S WHEN EVERYONE IS IN THE LOBBY AFTER THE ADVENTURE AND THE WINNING TEAM IS ANNOUNCED AS SCORECARDS ARE HANDED OUT! WHAT WILL BE YOUR TEAM'S STRATEGY TO WIN?



ZOMBIES!!! PLAYERS MUST SURVIVE IN AN ARENA CRAWLING WITH ZOMBIES. WHEN A ZOMBIE (RED) TAGS A HUMAN (BLUE), THE HUMAN BECOMES A ZOMBIE. A ZOMBIE CANNOT RETURN TO BEING HUMAN. EARN POINTS BY TAGGING ZOMBIES (IF YOU'RE HUMAN) AND VICE-VERSA. IF YOU TAG ENOUGH ZOMBIES, A HUMAN CAN TAG THE **INVULNERABILITY GEM** AND INOCULATE THEMSELVES FROM THE ZOMBIES. THE GOAL IS TO BE THE LAST PERSON TO SURVIVE (JUST LIKE IN HUNGER GAMES) THEN THE ADVENTURE RE-SETS AND THE FUN STARTS ALL OVER AGAIN.



DEFECTOR SPIES AND DOUBLE AGENTS ARE ALIVE AND WELL AT SHADOWLAND. WE SET THE TEAMS IN THIS THREE-TEAM GAME. SPEAK WITH YOUR TEAM MATES, SET YOUR STRATEGY TO WIN THE GAME FOR YOUR TEAM. BUT WAIT.... YOU CAN *DEFECT* TO ANOTHER TEAM?! IN THIS ADVENTURE OF SHIFTING ALLIANCES, IF YOU EVER GET FED UP WITH YOUR TEAM, FIND THE GEM THAT WILL SWITCH YOU TO EITHER OF THE OTHER TEAMS AND BEGIN TAGGING YOUR OLD TEAM MATES. AFTER DEFECTING, DO YOU WANT TO COME IN FROM THE COLD AND RETURN TO YOUR ORIGINAL TEAM? NO PROBLEM. FIND THE RIGHT GEM AND RETURN TO YOUR ORIGINAL TEAM. BUT STAY ALERT - IN AN ADVENTURE OF SHIFTING ALLIANCES IS ANYONE REALLY SAFE?



LOOT

IN LOOT THERE'S ONLY ONE WAY TO WIN – STEAL CREDITS FROM OTHERS IN THE ARENA AND THEN CRACK THE GEM THAT HOLDS MASSIVE AMOUNTS OF POINTS. BUT YOU HAVE TO MOVE QUICKLY....ONCE YOU'VE STOLEN ENOUGH CREDITS FROM OTHERS, YOU NEED TO DEFEND YOURSELF FROM OTHERS TRYING TO STEAL THEM FROM YOU AS YOU MAKE YOUR WAY TO THE GEM THAT HOLDS ALL THE LOOT. GET TAGGED JUST ONCE BEFORE YOU REACH THE LOOT GEM AND YOU'LL BE ROBBED OF EVERY LAST CREDITS THAT YOU HAVE ! THERE'S NOT A MORE REWARDING... OR INFURIATING... ADVENTURE THAN LOOT.



TIMEBOMB

99 SECONDS UNTIL TIMEBOMB DETONATES ! YOU AND YOUR TEAM HAVE JUST A FEW SECONDS TO AVOID DEACTIVATION. SOMEONE NEEDS TO GATHER ENOUGH CREDITS, INFILTRATE THE OTHER TEAM'S DEFENSES, AND SWITCH TIMEBOMB FROM BLOWING UP YOUR TEAM. IF YOU'RE SUCCESSFUL HOWEVER, THERE'S NO RESTING. THE CLOCK CONTINUES TO TICK...TICK...TICK! WAIT.... WHAT?! YES – THE BOMB CONTINUES TO COUNT DOWN BUT NOW IT'S THE OTHER TEAM THAT NEEDS TO SWITCH TIMEBOMB BACK. SO HURRY – SWITCH TO DEFENSE AND STOP THE OTHER TEAM FROM TURNING THE BOMB BACK ON YOU. AT DETONATION, ONE TEAM BLOWS UP, THE OTHER EARNS 500 BONUS POINTS, AND TIMEBOMB STARTS AGAIN FOR ANOTHER ROUND.



COBRA

BEWARE OF THE *COBRA*. IF IT STRIKES YOU, *COBRA'S* VENOM SPREADS THROUGH YOUR SYSTEM, LOSING YOU POINTS AND SLOWING YOU DOWN ON YOUR WAY TO VICTORY. THERE'S ONLY ONE CURE FOR *COBRA'S BITE*... FIND THE *SERUM* TO CURE YOURSELF. BUT WATCH OUT, ONCE CURED YOU CAN BE STRUCK AGAIN.



IRONMAN SIMPLE IN DESIGN, MADDENING FOR THOSE WITHOUT THE RIGHT STRATEGY. **INVULNERABILITY** IS THE KEY POWER TO FIND AND CONTROL IN IRONMAN. ONCE YOU HAVE IT, EARN ENOUGH CREDITS TO GO BACK AND GET IT AGAIN. AND HURRY – YOU ONLY HOLD IT FOR A SHORT TIME. WHEN YOU LOSE IT, YOU'RE VULNERABLE TO ALL THOSE WHO HAVE IT. **RAPID FIRE** AND **MEGAPOWER** ROUND OUT THE SPECIAL POWER UPS IN IRONMAN



MATRIX TWO **POWER NODES** SUPPLY POWER TO TEAMS IN THE ARENA. YOU AND YOUR TEAM NEED TO CONTROL THE POWER NODES IN ORDER TO SURVIVE. WHEN YOUR TEAM CONTROLS THE NODES, EVERYONE EARNS 25 POINTS EVERY 30 SECONDS. GAIN CONTROL OF THE NODES, FIGHT OFF THE OTHER TEAM TRYING TO TAKE CONTROL OF THEM, AND SURVIVE ANOTHER DAY. TO GAIN CONTROL OF THE NODES, FIND AND EARN **MEGAPOWER** TO TAG THE TEAM HOLDING THE NODES. WITH **MEGAPOWER** YOU INFLICT 5X THE DAMAGE – A KEY STRATEGY TO DEACTIVATE THE OTHER TEAM AND GET THE UPPER HAND.