

Project3

Encounter 1

There'll be no specific attribute requirement in this encounter.

Player will collect necessary arms, guns, medical treatment in this encounter happening at the Central Lab.

[[Encounter 2A]]

[[Encounter 2B]]

Battle Start

Player will be deployed in random position

[[Encounter 1]]

Encounter 2A

Players with high intelligence is recommended to go with this route.

Some researchers realized that they can disable the security system in the server facility.

[[Encounter A]]

[[Encounter 3B]]

Encounter 2B

Players with high strength is recommended to go with this route.

There's an armory and a security room in the lab complex. They want to go there to acquire better weapon.

[[Encounter B]]

Encounter A

Players with high intelligence is recommended to go with this route.

Researchers decided to get help from outside. They find a broadcast center to spread what they've been through outside. However, the network of this place is heavily protected and requires an elaborate hacking.

Player will encounter a cyberboss in the final Encounter. They'll fight with the boss in netspace.

Encounter 3B

Players with high strength and intelligence is recommended.

Some researchers find that it's able to reprogram some of the nano machines and help them to defeat a security robots around the gate.

[[Encounter B]]

Encounter B

Players with high strength is recommended.

Researchers decided to depend on their own, and fight with security robots around the game.

They will encounter a Top Predator in the data, which is a AI-powered tank.