

ShootMania: The next installation in Nadeo's Mania series!



**New Battle Pro
Beta pg.4**

Shootmania

**Create maps, or
modes, and then
share them with
other people in
the ManiaPlanet
community!
Play online in
a competitive
FPS game that
only skills can
rank you #1!!!**

Read Summaries of the game, game modes, and weapons; in this exclusive magazine! For full information on any of these, please check the official website at <http://www.maniaplanet.com/shootmania>

NewsMania

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To try out the free demo or
buy the game, please check
the official website at:

<http://maniaplanet.com/shootmania/>

NewsMania



What is Shootmania?

Shootmania is a FPS game for the PC. The game was made by Nadeo, a company that works for the Ubisoft franchise. Although Nadeo is known for making Trackmania, a racing game. They have started a series of different game genres; from racing, to FPS,

to RPG, and I'm sure there will be more on the USA; but French servers are full of



players everyday. In this game your free to build your maps and modes to play with other players online. The ideas of game-play are unlimited.

the way. As for now the game is not very famous or known in

Modes



Elite
The Elite mode is the official vs mode of Shootmania. In this mode, 2 teams of 3 will battle in turns to see who eliminates the other team first or if the attacking team gets the pole first. Although is a team mode, only 1 attacker can play at a time while the other team uses all 3 of it's defenders. Then each team takes turn switching their attackers and defenders for everyone to play, until a team wins.

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Joust
The Joust mode is the 1v1 mode of Shootmania. In this mode, 2 players enter battle with 0 ammo. In order to get ammo to attack each other, they have to go look for it at their respective poles. Once they reach the pole and get ammo, they must use it in a certain amount of time. If they run out of time, they lose, unless all health bars reach 0.

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Royal
The Royal mode is a fun and competitive free-for-all mode. Where the players must reach the pole and activate it; by doing so, a storm comes in, eliminating anyone who touches it. Every player has 2 health bars and if defeated before storm is active, they get a chance to respawn with 1 health bar. If every player is defeated but 1, before the storm reaches the pole, the last player standing wins.



Battle Pro
The Battle Pro mode is the conquest mode of ShootMania, right now is in beta due to being taken out of their Storm package. In this mode, players are separated as 2 teams of 3 and must conquer all the respective poles before their opponents do so. Apparently Nadeo wants to make this mode as competitive as Elite. More info on Battle Pro coming soon.

Weapons



Rail Gun
The Rail Gun is the Sniper weapon of Shootmania, although mainly you can only use this weapon while your on a rail gun platform, your able to start with this as your default weapon when your being an attacker in Elite Mode. The rail gun platform has a zoom in feature which enhances your view to be able to snipe from far distances. The rail gun also has x2 power.



Grenade
The Grenade in Shootmania is a slow-motion orb that floats towards the direction shot, and once it reaches a certain limit of distance, it explodes, attacking anything surrounding it. Another way that it might explode is if someone gets near it while its floating. This weapon can only be used while in caves, tunnels, and dark sections specified for the grande weapon.



Arrow
The weapon is used as an arrow, the user points and shoots with a curve going down, resembling an arrow. After the arrow intercepts with something solid, it explodes as seen on



the right side picture. To learn to control the arrow might be tricky, but once you get the hang of it, you wont want to let go. This weapon works almost as the same as the rail gun, but with grenade explosion.



!!BONUS!!



Healer Pods

There are healer pods throughout the maps that can help you regain health bars. While your in the healer pod, your not allowed to jump or attack, but other players outside

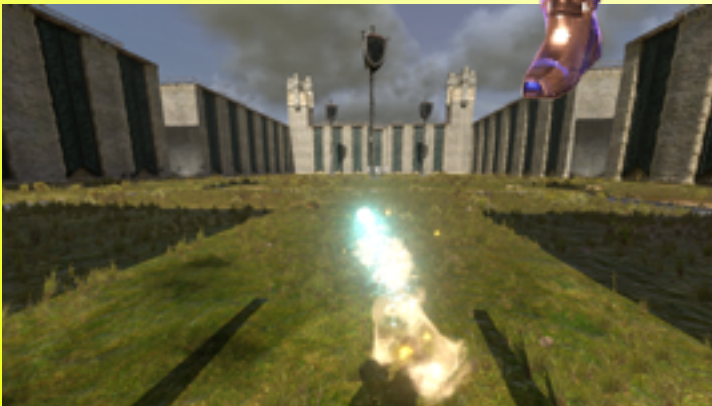
the healer pod are allowed to attack you. It takes about 5 seconds to heal your health bar.



OffZone

The offzone is a electric liquid looking water or pool in the map. If you fall on this or you touch this, you will immediately die and lose all your health bars. This is most-

ly used to keep players inside the map and to not wander off to parts that are not supposed to be reached.



Rockets

Although it was not mentioned earlier, rockets are your primary weapon. Rockets are fast and straight. In order to use rockets correctly, is best to time them when

shooting, otherwise, you will missfire a lot and it could cost you the round.

Editing

As you can see in this picture, this rocket was fired from the player. Meaning that you can edit the rules of your game mode. You can choose any weapon to be your

main weapon, even outside of their respective section. ie. Rail Gun platforms, Caves, Arrow Platform, Tunnels, etc.