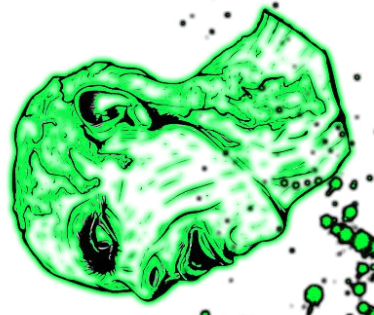


THE ABBEY OF SIN

Zombie
Niglatmer!



Sample file

CHAINSAWMENACE

CHAINSAW MENACE

DESCRIPTION

Punished by radiation for his crimes, the Chainsaw Menace roams the remains of a ruined station hungry for the suffering of others! He needs no head to sense your presence, and needs no arm to grab you. Not when he rends bone and meat apart with his chainsaw appendage.

Ride the ride, anticipate the monster, but will you see him before it's too late?

HOOKS

- Can you say 'chainsaw'?
- It's not a track ride, so it may be easier to set up shelter there.
- This ride is built from pieces of the first station to fall.
- Last anyone saw Adrian's son, he was getting on that ride.

ZOMBIE STATION NIGHTMARE!

DESCRIPTION

Using real guns modified for your safety, take a trip on this terrifying water ride! See the inhuman zombies brought to life by the sun's twisted radiation! Blow them away with your modified weapon and get splattered by 'gore' in this 4D action adventure. Zombies around every corner, drawn from the real world events on a station overtaken by the animate dead, be prepared to get wet.*

**All gore is simulated.*

HOOKS

- Guns. Maybe some aren't so modified.
- You thought you heard people moving around inside.
- It might be the easiest ride to secure.
- You might believe in ghosts, but you sure as hell don't believe in zombies.

ABBEY OF SIN

DESCRIPTION

A cult of mad men gather in a sequestered station designed by a psychopath. For what reason? Why build a death trap in the stars? What further end did these crazed monks have in mind when they went up to the Abbey of Sin? And what terrors did they unleash?

Strap into one of our state of the rail-on-air system and experience the terror first hand in this modern twist on a haunted house. People with pacemakers or heart conditions should not ride.

HOOKS

- You've heard a text there, from the abbey-station may hold secrets and power.
- You lost family to that cult.
- On the tour you saw usable lanterns inside.
- You, and only you, can hear singing and the breaking of glass from inside.

The Anderssen Experience

WE ARE ALL SOULS

Sample file

Genotype Research Fun!
(Brought to you in part by Life Sciences, International®)

GENOTYPE RESEARCH FUN!

DESCRIPTION

Have you wondered what it's like to possess a Genotype? Limitless and strange psychic powers? Take a trip with us through the complete Genotype experience! All of the fun, none of the dangerous, cancerous side effects. Using our extreme Augmented Reality glasses, walk through a station with us, and use your Genotypes, aided by the glasses, to destroy ghosts, mutants, and other terrors. Talk to machines and even freeze time and space. All the while learn the science behind genotypes thanks to our friends and partners at Life Science Incorporated.

Play regularly, and you might end up the top of our leaderboards! Weekly prizes for top achievers!

HOOKS

- The medical technology contained in the ride could be vital to injured survivors.
- To discover why LSI is collecting release forms from people as they're getting on the ride.
- Because you're obsessed with finding out more about the Genotypes.

WE ARE ALL SOULS

DESCRIPTION

Take a moment to catch your breath and honor the tens of thousands of poor souls who died during the Cataclysm. We Are All Souls is a ride punctuated by synthesized holograms of many of the dead and gone station dwellers joining together in this heart-lifting song of remembrance. Featuring real artifacts and lists of names taken gathered by the Church of the Reckoning, this ride is an authentic group mourning** experience.*

**Ride not affiliated or sanctioned by the Church of the Reckoning.*

***Group Mourning Patent Pending.*

HOOKS

- The Church might pay for those artifacts.
- The biggest power drain in the park, it may contain a kill switch for the whole pack.
- It's the only ride with a direct exit, and maybe isn't on lockdown.

THE ANDERSSSEN EXPERIENCE

DESCRIPTION

Welcome to the most terrifying multimedia experience of your life. See, hear, smell and even feel the terror as we bring you the horrific Anderssen Experience in our 5-Dimensional theater. Using patented technology, we resurrect the ghost of Ingmar Bergman to read to you the Anderssen Report, the first report on the true results of the Cataclysm while our 5-D theater changes how you think of passive entertainment forever.

HOOKS

- It's rumored to contain the only known full and not redacted copy of the Report.
- A few techs were last seen going in to see about an issue with the projector.
- In-Ride camera may have caught a compromising picture of you when the lights went down earlier today.

NEW FRONTIER SECURITY

ADVENTURE

Sample file

FRANCENTER

THE HIRING CENTER

DESCRIPTION

While not a normal part of the adventure in Station Zero, Mr. Duncan would like to invite you, his special guests to see his state of the art hiring center. Dedicated surveillance technology, scanners determining calculating a complicated matrix of metrics, and finally, computer produced questionnaires and interviews handle the complete hiring process from application to initial training in the matter of three hours.

What makes it all possible? Henry. Henry is earth's first fully realised AI technology! Built and designed on a station, Henry barely survived the Cataclysm when his entire station was wiped out. Rescued by some of Mr. Duncan's finest personal reclamation professionals, Henry works for Station Zero now, and all that with minimal need for reprogramming! Henry just learns that fast!

HOOKS

- AI? Really? Impossible! You need to see the trick first hand.
- The Hiring Center has the best access to the outside possible, so there must be a way to call out from there.
- Payroll and the chance for identity theft on a grand scale.

NEW FRONTIER SECURITY ADVENTURE

DESCRIPTION

Take your tactical lazer tag team to the next level. New Frontier, in coordination with Station Zero invites you to join us in free play, or as a part of scheduled competitive play in a series of laser-tag adventures meant to test your skills. Play against other teams, or play against our AI, Henry, as he creates an Augmented Reality space meant to simulate real station environments!

Play the adventure!

HOOKS

- During the tour, you're certain you saw real irradiated metal from one of the stations, a glowing blue metal worth a fortune.
- It's where some of the employees ran.
- A glowing spirit hovered over the ride, beckoning, then vanished before anyone else saw it but you.